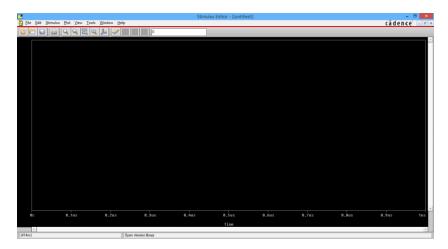
Creating your own stimulus file.

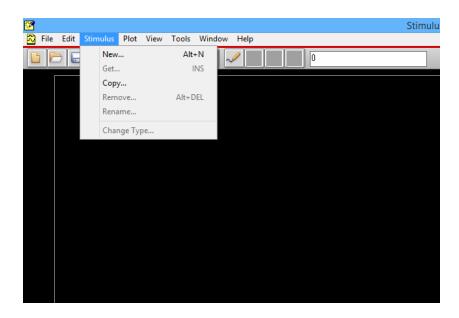
Open the OrCad Stimulus Editor.

Click on File->New. You now have a blank timeline on which you can build your stimulus.

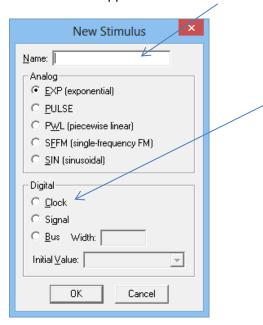


At this point, it pays to save the file (even though it is empty). Click on File-> Save and save your file.

Click on **Stimulus** → **New**

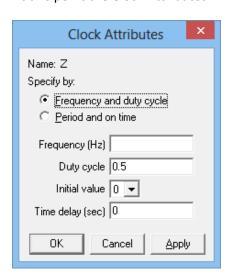


A new window appears. Enter the Name of your new Stimulus and select Clock.



Click OK.

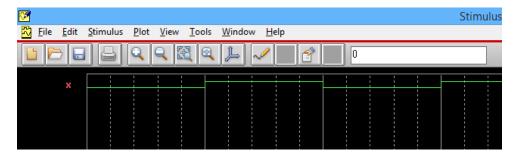
At this point the Clock Attributes window appears.



You must enter a **frequency** for your new stimulus. This frequency CANNOT equal any frequency you are currently using. I suggest you double the value of the highest frequency currently being used in your project. If this is the first stimulus you are adding to the stimulus file, start with 1khz.

Then click OK.

You should now have a new stimulus for your project. In this case, the input X was created.



You can add any remaining required inputs, by selecting Stimulus->New repeating the steps above with a different stimulus name and frequency.