Agilent Technologies 16702B Logic Analysis System



Touch Screen Tips

- The knobs and buttons on the front panel provide easy access to common functions. It is often easier to use the front panel instead of the touch screen.
- Use firm pressure to use the touch screen. This will not damage it. The touch screen is resistive, so a light touch has no effect.
- When a text field turns blue, you can use the large knob on the front panel to change the value.
- When a text field turns blue, touch it again to open a keypad dialog.
- Tap the screen to bring up a menu in the displays (such as listing and waveform). The menu will not appear until your finger is lifted from the screen.
- If you're not using constant pressure when moving a marker, it is possible for the system to interpret the action as a zoom in the waveform display. If this happens, tap the screen and select "undo zoom" in the menu.
- If you're having trouble selecting items on the screen with your finger, try using the included stylus.



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Agilent Technologies 16700-Series Logic Analysis Systems, Version A.02.00 and Higher

System Window

Demo Center

Demo

Use the Window menu to navigate to another window.



To use an instrument, click on its "Select->" button.



If a module is in Slot A, then its pods begin with "A", such as "A1".

Trigger Tab

The easiest method to set up a trigger is to find the desired trigger function in the list, double click on it, and fill in the details in the area below. However, Advanced functions (also called "User Levels") are available if there is no trigger function that matches your needs.

To see the	- Analyzer <e> - 333MHz State/2GHz Timing Zoom 2M Sample E</e>	5 × Help
matching		<u> </u>
graphic, single click	Sampling Format Trigger Symbol	1
on a function	Trigger Functions Settings Overview Default Storing Status Save/Recall	
	General State Trigger function libraries	3
-	Find pattern n times Store range until pattern occurs Store pattern2 until pattern1 occurs	
To replace the		
selected	Replace Insert before / Insert after Delete	
sequence level,	Trigger Sequence	
double click	then Goto Next	$ \Delta $
on a function.	2 FIND PATTERN N TIMES	
	Find 1 occurrence of	
	ADDR = XXXXXXXX Hex	
The vellow hox	then Trigger, arm out, and fill memory	
indicatos which		
sequence level	Help Close	
is selected.		
	These buttons use the currently	

selected trigger function.

