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# **Waveform Store**

# STORE W'FORMS



Press WAVEFORM to store waveforms to internal memory (M1, M2, M3, or M4) in LeCroy's binary format. And to store waveforms in either binary or ASCII format to floppy disk, or memory card or removable hard disk (HDD) with those options installed.

When "Binary" and either "Flpy" or one of the optional media is selected, the menus shown on this page will appear. But when an internal memory (M1–M4) is selected, neither the "Data Format", nor "Auto-Store" menus shown here will appear. And when the "DO STORE" menu button is pressed, the waveform will be stored automatically to the selected memory in binary format.

When "**ASCII**" is selected, *as shown on the next page*, the scope will store the waveform in an ASCII format. But this will create an output file requiring 10–20 times the disk space of the original LeCroy binary file. A one-megabyte record will typically take up 13–15 MB stored in ASCII. Furthermore, waveforms stored in ASCII cannot then be recalled back into the scope.

### Note:

- > The capacity of the Reference and "Zoom & Math" memories each match those of the acquisition memories. For every unit of record length per channel, a point can be stored in any one of the four M reference memories, and the same number of points for each "Zoom & Math" trace.
- When more acquisition memory is acquired by combining channels, a single long trace can consume all the instrument's Reference memory or "Zoom & Math" trace capacity. If this happens, a warning message will show on-screen to prevent the accidental storage of a new trace to a reference memory already in use.

# WAVEFORM STORE & RECALL



### **Data Format**

For choosing the data format, as described on the previous page. When "ASCII" has been selected, the primary "Setup ASCII Format" menu will appear immediately beneath this menu, giving access to the secondary "ASCII SETUP" menu (see next page). When "Binary"

### **Setup ASCII Format**

Appears only when "**ASCII**" is highlighted in "Data Format", as shown here. For accessing the secondary "ASCII SETUP" menu (*see next page*).

### **Auto Store**

For automatically storing waveforms after each acquisition. "Fill" stores until the medium is filled, while "Wrap" stores continuously, discarding — first-in-first-out — the oldest files.

### **DO STORE**

To store in accordance with specifications made in the "store" and "to" menus (see below).

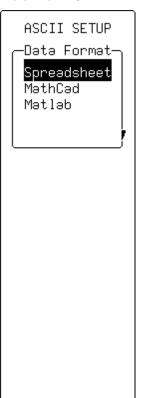
#### store

For selecting the waveform. "All displayed" can only be selected when storing to optional storage media.

### to

To select the internal memories "M1", "M2", "M3", or "M4", when "Binary is selected in the "Data Format" menu, as shown on the previous page., Or the optional "Card", "Flpy" or "HDD", when "ASCII" is selected from the "Data Format" menu, as shown here.

# **ASCII SETUP**



# **Data Format**

This secondary menu, accessed through "SETUP ASCII FORMAT" offers a choice of ASCII formats. (For details on each format, see Appendix E).

# **WAVEFORM STORE & RECALL**

# **Waveform Recall**

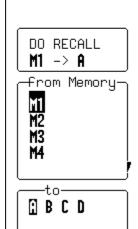
# **RECALL W'FORM**

RECALL W'FORM

From

Memories HDD

Card Flpy



Press WAVEFORM to recall a waveform from internal memory, floppy, or the optional memory card or removable hard disk (HDD).

### from

To select the storage medium from which to recall — in this case, internal " $\mathbf{Memories}$ ".

### **DO RECALL**

To execute recall based on the selections made in the "from Memory" and "to" menus (*see below*). At the same time resets the horizontal and vertical positions as well as the zooms, showing the full contents of the memory at its original magnification.

# from Memory

For selecting the source memory.

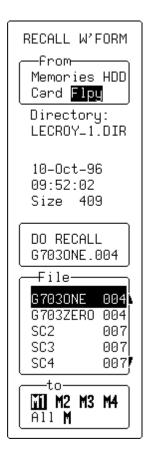
# to

To select the destination trace.

**Note:** Performing a recall operation from an internal memory to Trace A–D overrides any previous definition of the destination trace.

### **RECALL W'FORM**

### (FLOPPY DISK OR OPTIONAL STORAGE DEVICE)



### from

Select the device or medium on which the file is stored — "HDD", "Card", or "Flpy".

### **DO RECALL**

To execute recall based on the selections made in the "File" and "to" menus (see below).

### **File**

To select the file on which the waveform is stored, using the attributed menu knob.

**Note**: The files listed will be those in the current working directory.

#### to

For selecting the destination memory. If the "**All M**" is selected, up to four files with the same three-digit numeric extension as the current "File" selection will be recalled into memories M1–4.