

# ngscopeclient Operator Manual

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February 19, 2024

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# Contents

<b>1</b>	<b>Introduction</b>	<b>13</b>
1.1	Introduction . . . . .	13
1.2	Documentation Conventions . . . . .	13
1.3	Key Concepts . . . . .	14
1.3.1	User Interface . . . . .	14
1.3.2	Design Philosophy . . . . .	14
1.3.3	Terminology . . . . .	14
1.4	Revision History . . . . .	16
<b>2</b>	<b>Legal Notices</b>	<b>17</b>
2.1	Introduction . . . . .	17
2.2	License Agreement . . . . .	17
2.3	Trademarks . . . . .	18
2.4	Third Party Licenses . . . . .	18
2.4.1	avx_mathfun.h (zlib license) . . . . .	18
<b>3</b>	<b>Getting Started</b>	<b>19</b>
3.1	Host System Requirements . . . . .	19
3.2	Instrument Support . . . . .	20
3.3	Compilation . . . . .	20
3.3.1	Linux . . . . .	20
3.3.2	macOS . . . . .	22
3.3.3	Windows . . . . .	23
3.4	Running ngscopeclient . . . . .	24
3.4.1	Console verbosity arguments . . . . .	25
<b>4</b>	<b>Main Window</b>	<b>27</b>
4.1	Menu . . . . .	27
4.1.1	File . . . . .	27
4.1.2	View . . . . .	28
4.1.3	Add . . . . .	28
4.1.4	Setup . . . . .	29
4.1.5	Window . . . . .	29
4.1.6	Debug . . . . .	30
4.1.7	Help . . . . .	30
<b>5</b>	<b>Dialogs</b>	<b>31</b>
5.1	Lab Notes . . . . .	31
5.2	Log Viewer . . . . .	32
5.3	Performance Metrics . . . . .	33
5.3.1	Rendering . . . . .	33
5.3.2	Filter graph . . . . .	33
5.3.3	Acquisition . . . . .	33

5.3.4	Memory	34
5.4	Preferences	34
5.4.1	Appearance	34
5.4.2	Drivers	34
5.4.3	Files	34
5.4.4	Miscellaneous	35
5.4.5	Power	35
5.5	Speed Bump	35
5.6	Timebase	36
<b>6</b>	<b>Waveform Groups</b>	<b>37</b>
6.1	Managing Groups	38
<b>7</b>	<b>Waveform Views</b>	<b>41</b>
7.1	Navigation	41
7.2	Plot Area	41
7.3	Y Axis Scale	42
7.4	Channel Label	42
7.5	Cursors and Markers	43
7.5.1	Vertical Cursors	43
7.5.2	Markers	45
<b>8</b>	<b>History</b>	<b>47</b>
8.1	Pinning	47
8.2	Labeling	48
<b>9</b>	<b>Filter Graph Editor</b>	<b>49</b>
9.1	Introduction	49
9.2	Interaction	50
9.3	Grouping	51
<b>10</b>	<b>Transports</b>	<b>55</b>
10.1	gpib	55
10.2	lan	55
10.3	lxi	56
10.4	null	56
10.5	socketcan	56
10.6	twinlan	56
10.7	uart	56
10.8	usbtmc	57
10.9	vicp	57
<b>11</b>	<b>BERT Drivers</b>	<b>59</b>
11.1	MultiLANE	59
11.1.1	mlbert	59
<b>12</b>	<b>Function Generator Drivers</b>	<b>61</b>
12.1	Rigol	61
12.1.1	rigol_awg	61
<b>13</b>	<b>Electronic Load Drivers</b>	<b>63</b>
13.1	Siglent	63
13.1.1	siglent_load	63

<b>14 Multimeter Drivers</b>	<b>65</b>
14.1 Rohde & Schwarz	65
14.1.1 rs_hmc8012	65
<b>15 Miscellaneous Drivers</b>	<b>67</b>
15.1 Generic	67
15.1.1 csvstream	67
<b>16 Oscilloscope Drivers</b>	<b>69</b>
16.1 Agilent	69
16.1.1 agilent	69
16.2 Antikernel Labs	70
16.2.1 akila	70
16.2.2 aklabs	71
16.3 Demo	71
16.4 Digilent	71
16.4.1 digilent	72
16.5 DreamSource Lab	72
16.5.1 dslabs	73
16.6 EEVengers	73
16.7 Enjoy Digital	73
16.8 Generic	73
16.8.1 socketcan	73
16.9 Hantek	74
16.10 Keysight	74
16.10.1 agilent	74
16.10.2 keysightdca	74
16.11 Pico Technologies	74
16.11.1 pico	75
16.12 Rigol	75
16.12.1 rigol	75
16.13 Rohde & Schwarz	75
16.13.1 rs	75
16.13.2 rs_rto6	76
16.14 Saleae	76
16.15 Siglent	76
16.16 Teledyne LeCroy / LeCroy	77
16.16.1 lecroy	78
16.16.2 lecroy_fwp	78
16.17 Tektronix	79
16.17.1 Note regarding "lan" transport on MSO5/6	79
16.18 Xilinx	80
<b>17 SDR Drivers</b>	<b>81</b>
17.1 Ettus Research	81
17.1.1 uhd	81
17.2 Microphase	81
<b>18 Spectrometer Drivers</b>	<b>83</b>
18.1 ASEQ Instruments	83
18.1.1 aseq	83
<b>19 Power Supply Drivers</b>	<b>85</b>

19.1	GW Instek	85
19.1.1	gwinstek_gpdx303s	85
19.2	Rigol	85
19.2.1	rigol_dp8xx	85
19.3	Rohde & Schwarz	85
19.3.1	rs_hmc804x	86
19.4	Siglent	86
19.4.1	siglent_spd	86
<b>20</b>	<b>RF Generator Drivers</b>	<b>87</b>
20.1	Siglent	87
20.1.1	siglent_ssg	87
<b>21</b>	<b>VNA Drivers</b>	<b>89</b>
21.1	Copper Mountain	89
21.1.1	coppermt	89
21.2	Pico Technology	89
21.2.1	picovna	90
<b>22</b>	<b>Triggers</b>	<b>91</b>
22.1	Trigger Properties	91
22.2	Serial Pattern Triggers	91
22.3	Dropout	92
22.3.1	Inputs	92
22.3.2	Parameters	92
22.4	Edge	92
22.4.1	Inputs	92
22.4.2	Parameters	92
22.5	Glitch	92
22.6	Pulse Width	93
22.6.1	Parameters	93
22.7	Runt	93
22.7.1	Parameters	93
22.8	Slew Rate	93
22.8.1	Parameters	94
22.9	UART	94
22.9.1	Inputs	94
22.9.2	Parameters	94
22.10	Window	94
22.10.1	Parameters	95
<b>23</b>	<b>Filters</b>	<b>97</b>
23.1	Introduction	97
23.1.1	Key Concepts	97
23.1.2	Conventions	97
23.2	128b/130b	99
23.2.1	Inputs	99
23.2.2	Parameters	99
23.2.3	Output Signal	100
23.3	64b/66b	101
23.3.1	Inputs	101
23.3.2	Parameters	101
23.3.3	Output Signal	102

23.4	8B/10B (IBM)	103
23.4.1	Inputs	103
23.4.2	Parameters	104
23.4.3	Output Signal	104
23.5	8B/10B (TMDS)	105
23.5.1	Inputs	105
23.5.2	Parameters	105
23.5.3	Output Signal	106
23.6	AC Couple	107
23.6.1	Inputs	108
23.6.2	Parameters	108
23.6.3	Output Signal	108
23.7	AC RMS	109
23.7.1	Inputs	109
23.7.2	Parameters	109
23.7.3	Output Signal	110
23.8	Add	111
23.8.1	Inputs	111
23.8.2	Parameters	112
23.8.3	Output Signal	112
23.9	Area Under Curve	113
23.9.1	Inputs	114
23.9.2	Parameters	114
23.9.3	Output Signal	114
23.10	ADL5205	115
23.10.1	Inputs	115
23.10.2	Parameters	115
23.10.3	Output Signal	115
23.11	Autocorrelation	116
23.11.1	Inputs	116
23.11.2	Parameters	117
23.11.3	Output Signal	117
23.12	Average	118
23.12.1	Inputs	118
23.12.2	Parameters	118
23.12.3	Output Signal	119
23.13	Bandwidth	120
23.13.1	Inputs	120
23.13.2	Parameters	120
23.13.3	Output Signal	121
23.14	Base	122
23.14.1	Inputs	122
23.14.2	Parameters	122
23.14.3	Output Signal	122
23.15	BIN Import	123
23.15.1	Inputs	123
23.15.2	Parameters	123
23.15.3	Output Signal	123
23.16	Burst Width	124
23.16.1	Inputs	124
23.16.2	Parameters	124
23.16.3	Output Signal	124

23.17	Bus Heatmap	125
23.17.1	Parameters	125
23.17.2	Output Signal	125
23.18	CAN	127
23.18.1	Inputs	127
23.18.2	Parameters	128
23.18.3	Output Signal	128
23.18.4	Protocol Analyzer	128
23.19	CAN Analyzer	129
23.20	CAN Bitmask	130
23.21	Can-Utills Import	131
23.22	Channel Emulation	132
23.22.1	Inputs	133
23.22.2	Parameters	133
23.22.3	Output Signal	133
23.23	Clip	134
23.23.1	Inputs	134
23.23.2	Parameters	134
23.23.3	Output Signal	134
23.24	Clock Recovery (D-PHY HS Mode)	135
23.25	Clock Recovery (PLL)	136
23.25.1	Inputs	136
23.25.2	Parameters	136
23.25.3	Output Signal	136
23.26	Clock Recovery (UART)	137
23.26.1	Inputs	137
23.26.2	Parameters	137
23.26.3	Output Signal	137
23.27	Complex Import	138
23.27.1	Inputs	138
23.27.2	Parameters	138
23.27.3	Output Signal	138
23.28	Complex Spectrogram	139
23.29	Constant	140
23.29.1	Inputs	140
23.29.2	Parameters	140
23.29.3	Output Signal	140
23.30	Constellation	141
23.31	Coupler De-Embed	142
23.31.1	Inputs	142
23.32	CSV Export	143
23.32.1	Inputs	143
23.32.2	Parameters	143
23.32.3	Output Signal	143
23.33	CSV Import	144
23.34	Current Shunt	145
23.35	DDJ	146
23.35.1	Inputs	146
23.35.2	Parameters	146
23.35.3	Output Signal	146
23.36	DDR1 Command Bus	147
23.37	DDR3 Command Bus	148



23.38	De-Embed . . . . .	149
23.38.1	Inputs . . . . .	149
23.38.2	Parameters . . . . .	149
23.38.3	Output Signal . . . . .	149
23.39	Deskew . . . . .	150
23.39.1	Inputs . . . . .	150
23.39.2	Parameters . . . . .	150
23.39.3	Output Signal . . . . .	150
23.40	Digital to NRZ . . . . .	151
23.40.1	Inputs . . . . .	151
23.40.2	Parameters . . . . .	151
23.40.3	Output Signal . . . . .	151
23.41	Digital to PAM4 . . . . .	152
23.41.1	Inputs . . . . .	152
23.41.2	Parameters . . . . .	152
23.41.3	Output Signal . . . . .	152
23.42	DisplayPort - Aux Channel . . . . .	153
23.43	Divide . . . . .	154
23.44	Downconvert . . . . .	155
23.45	Downsample . . . . .	156
23.46	DRAM Clocks . . . . .	157
23.47	DRAM Trcd . . . . .	158
23.48	DRAM Trfc . . . . .	159
23.49	Duty Cycle . . . . .	160
23.50	DVI . . . . .	161
23.51	Emphasis . . . . .	162
23.52	Emphasis Removal . . . . .	163
23.53	Enhanced Resolution . . . . .	164
23.53.1	Inputs . . . . .	164
23.53.2	Parameters . . . . .	164
23.54	Envelope . . . . .	165
23.55	Ethernet - 10baseT . . . . .	166
23.56	Ethernet - 100baseT1 . . . . .	167
23.57	Ethernet - 100baseT1 Link Training . . . . .	168
23.58	Ethernet - 100baseTX . . . . .	169
23.59	Ethernet - 1000baseX . . . . .	170
23.59.1	Parameters . . . . .	170
23.59.2	Output Signal . . . . .	170
23.60	Ethernet - 10Gbase-R . . . . .	171
23.61	Ethernet - GMII . . . . .	172
23.62	Ethernet - QSGMII . . . . .	173
23.63	Ethernet - RGMII . . . . .	174
23.64	Ethernet - RMII . . . . .	175
23.65	Ethernet - SGMII . . . . .	176
23.66	Ethernet Autonegotiation . . . . .	177
23.67	Ethernet Autonegotiation Page . . . . .	178
23.68	Ethernet Base-X Autonegotiation . . . . .	179
23.69	Exponential Moving Average . . . . .	180
23.69.1	Inputs . . . . .	180
23.69.2	Parameters . . . . .	180
23.70	Eye Bit Rate . . . . .	181
23.71	Eye Height . . . . .	182

23.72	Eye P-P Jitter	183
23.73	Eye Pattern	184
23.74	Eye Period	185
23.75	Eye Width	186
23.76	Fall	187
23.77	FFT	188
23.78	FIR	189
23.79	Frequency	190
23.80	FSK	191
23.81	Full Width at Half Maximum	192
	23.81.1 Inputs	192
	23.81.2 Parameters	192
	23.81.3 Output Signal	192
23.82	Gate	193
23.83	Glitch Removal	194
	23.83.1 Inputs	194
	23.83.2 Parameters	194
	23.83.3 Output Signal	194
23.84	Group Delay	195
	23.84.1 Inputs	195
	23.84.2 Parameters	195
	23.84.3 Output Signal	195
23.85	Histogram	196
	23.85.1 Inputs	196
	23.85.2 Parameters	196
	23.85.3 Output Signal	196
23.86	Horizontal Bathtub	197
23.87	HDMI	198
23.88	I <sup>2</sup> C	199
23.89	I <sup>2</sup> C EEPROM	200
23.90	I <sup>2</sup> C Register	201
23.91	IBIS Driver	202
	23.91.1 Inputs	202
	23.91.2 Parameters	202
	23.91.3 Output Signal	202
23.92	Invert	203
23.93	Intel eSPI	204
23.94	IPv4	205
23.95	IQ Demux	206
23.96	IQ Squelch	207
23.97	Jitter	208
	23.97.1 Inputs	208
	23.97.2 Parameters	208
	23.97.3 Output Signal	208
23.98	Jitter Spectrum	209
23.99	JTAG	210
23.100	Magnitude	211
23.101	Maximum	212
	23.101.1 Inputs	212
	23.101.2 Parameters	212
	23.101.3 Output Signal	212
23.102	MDIO	213

23.103	Memory	214
23.104	MIL-STD-1553	215
23.105	Minimum	216
23.105.1	Inputs	216
23.105.2	Parameters	216
23.105.3	Output Signal	216
23.106	MIPI D-Phy Data	217
23.107	MIPI D-Phy Escape Mode	218
23.108	MIPI D-Phy Symbol	219
23.109	MIPI DSI Frame	220
23.110	MIPI DSI Packet	221
23.111	Moving Average	222
23.112	Multiply	223
23.113	Noise	224
23.114	Overshoot	225
23.115	PAM4 Demodulator	226
23.116	PAM Edge Detector	227
23.117	Parallel Bus	228
23.118	PcapNG Import	229
23.119	PCIe Data Link	230
23.120	PCIe Gen 1/2 Logical	231
23.121	PCIe Gen 3/4/5 Logical	232
23.122	PCIe Link Training	233
23.123	PCIe Transport	234
23.124	Peak Hold	235
23.125	Peak-to-Peak	236
23.126	Peaks	237
23.127	Period	238
23.128	Phase	239
23.129	Phase Nonlinearity	240
23.129.1	Inputs	240
23.129.2	Parameters	240
23.129.3	Output Signal	240
23.130	PRBS	241
23.131	Pulse Width	242
23.131.1	Inputs	242
23.131.2	Output Signal	242
23.132	QSPI	243
23.133	Quadrature	244
23.134	Reference Plane Extension	245
23.135	$R_j + BU_j$	246
23.136	RMS	247
23.136.1	Inputs	247
23.136.2	Parameters	247
23.136.3	Output Signal	247
23.137	Rise	248
23.138	S-Parameter Cascade	249
23.139	S-Parameter De-Embed	250
23.140	Scalar Pulse Delay	251
23.141	Scalar Stairstep	252
23.142	Scale	253
23.143	SD Card Command	254

23.144	Sine	255
23.145	SNR	256
23.145.1	Inputs	256
23.145.2	Parameters	256
23.145.3	Output Signal	256
23.146	Spectrogram	257
23.147	SPI	258
23.148	SPI Flash	259
23.149	Squelch	260
23.150	Step	261
23.151	Subtract	262
23.151.1	Inputs	262
23.151.2	Parameters	262
23.151.3	Output Signal	262
23.152	SWD	263
23.152.1	Inputs	263
23.152.2	Parameters	263
23.152.3	Output Signal	263
23.153	SWD MEM-AP	265
23.154	Tachometer	266
23.155	Tapped Delay Line	267
23.156	TCP	268
23.157	TDR	269
23.158	Time Outside Level	270
23.158.1	Inputs	270
23.158.2	Parameters	270
23.159	Thermal Diode	271
23.160	Threshold	272
23.160.1	Inputs	272
23.160.2	Parameters	272
23.160.3	Output Signal	272
23.161	TIE	273
23.162	Top	274
23.162.1	Inputs	274
23.162.2	Parameters	274
23.162.3	Output Signal	274
23.163	Touchstone Export	275
23.164	Touchstone Import	276
23.165	Trend	277
23.166	TRC Import	278
23.167	UART	279
23.168	Unwrapped Phase	280
23.168.1	Inputs	280
23.168.2	Parameters	280
23.168.3	Output Signal	280
23.169	USB 1.0 / 2.x Activity	281
23.170	USB 1.0 / 2.x Packet	282
23.171	USB 1.0 / 2.x PCS	283
23.172	USB 1.0 / 2.x PMA	284
23.173	Undershoot	285
23.174	Upsample	286
23.175	VCD Import	287

23.176	Vector Frequency . . . . .	288
23.177	Vector Phase . . . . .	289
23.178	Vertical Bathtub . . . . .	290
23.179	VICP . . . . .	291
23.180	Waterfall . . . . .	292
23.181	WAV Import . . . . .	293
23.182	WFM Import . . . . .	294
23.183	Windowed Autocorrelation . . . . .	295
23.184	Window . . . . .	296
	23.184.1 Inputs . . . . .	296
	23.184.2 Parameters . . . . .	296
	23.184.3 Output Signal . . . . .	296
23.185	X-Y Sweep . . . . .	297



# Chapter 1

## Introduction

### 1.1 Introduction

ngscopeclient is a high performance, GPU accelerated remote user interface, signal processing, protocol analysis, and automation tool for test and measurement equipment. It runs on all major operating systems and can interoperate with a broad and continuously growing range of T&M products from many vendors.

As of this writing, ngscopeclient is under active development but has not had a formal v0.1 release and should be considered alpha quality.

This is free software: you are free to change and redistribute it. There is NO WARRANTY, to the extent permitted by law.

### 1.2 Documentation Conventions

Numbers are decimal unless explicitly specified otherwise. Binary or hexadecimal values use SystemVerilog notation, for example `'b10` means the binary value 10 (2) with no length specified, and `8'h41` means the 8-bit hexadecimal value 41 (decimal 65)

When referring to colors, HTML-style `#RRGGBB` or `#RRGGBBAA` notation is used. For example `#ff0000` means pure red with unspecified alpha (assumed fully opaque) and `#ff000080` means pure red with 50% opacity.

Printf-style format codes are used when describing output of protocol decodes. For example, `"%02x"` means data is formatted as hexadecimal bytes with leading zeroes.

Items to be selected from a menu are displayed in `monospace font`.

Multilevel menu paths are separated by a `/` character. For example, `Attenuation / 1x` means to open the `Attenuation` submenu and select the `1x` item.

If there are multiple options for a menu or configuration option, they are displayed in square brackets and separated by a `|` character. For example, `Move waveform to / Waveform Group [1|2]` means to select either `Waveform Group 1` or `Waveform Group 2` from the `Move waveform to` menu.

This project is under active development and is not anywhere near feature complete! As a result, this document is likely to refer to active bug or feature request tickets on the GitHub issue trackers. Issues are referenced as repository:ticket, for example [scopehal-apps:3](#).

## 1.3 Key Concepts

### 1.3.1 User Interface

Most UI elements can be interacted with by left clicking (select), left dragging (move), using the scroll wheel (zoom), double clicking (open properties dialog), or right clicking (context menu). Hovering the mouse over a main window UI element, or a (?) help marker in a dialog box, displays a tooltip explaining the purpose of the element

Most text fields allow SI prefixes for scaling values (mV,  $\mu$ s, GHz, etc). Lowercase ‘u’ is interpreted as “micro”, equivalent to the Greek letter  $\mu$ . The unit is automatically added if not specified, for example typing “2.4G” in a frequency input field will be interpreted as meaning 2.4 GHz.

### 1.3.2 Design Philosophy

Users familiar with conventional benchtop oscilloscopes will notice some important distinctions between *ngscopeclient* and classical DSO user interfaces. While there is an initial learning curve getting used to the different ways of doing things, these changes allow for greater productivity and more complex analysis.

Legacy DSO user interfaces largely still imitate the front panel controls of analog CRT instruments dating back to the mid 1940s. A single view of each waveform shows the entire acquisition on a grid with a fixed number of divisions (emulating an etched graticule on a CRT) and both time and voltage scales are defined in terms of these divisions. While more recent DSOs do allow math functions, protocol decodes, zooms, and so on, this archaic concept has remained.

In *ngscopeclient*, the acquisition record length is completely decoupled from the X axis scale of the viewport, and there is no concept of a “zoom” waveform or measuring time in “divisions”. Arbitrarily many views of a channel may be created, and each may be scaled and zoomed independently. Acquisition record length and duration are controlled separately, from the timebase properties dialog.

Similarly, vertical scale for waveforms is defined in terms of full-scale range, a far more intuitive and useful metric than arbitrary “divisions”. While horizontal grid lines are still displayed in waveform views for convenience, their number, spacing, and locations may change. Tall plots will have more scale divisions than short ones, and the divisions are always located at round numbers even if this requires the grid to not be centered in the plot (Fig. 1.1)

Rather than optimizing for a touch screen (as is common for benchtop oscilloscopes), *ngscopeclient*’s UI is heavily mouse driven and context based. Space used by always-visible buttons, sliders, etc is kept to a minimum in order to keep as much screen real estate as possible usable for waveform display. Additional controls are displayed in menus or pop-up dialogs which can be closed, moved out of view, or docked as needed.

### 1.3.3 Terminology

The overall software package consists of *ngscopeclient* (graphical user interface frontend), *libscopehal* (C++ library for core APIs and instrument drivers), and *libscopeprotocols* (filter graph blocks). End users will normally use *ngscopeclient*, however it is possible to interface with *libscopehal* and *libscopeprotocols* directly from C++ code for writing low level test automation tools or even a fully custom application-specific user interface.

Data consists of two fundamental types: *scalars* and *waveforms*. A scalar is a single numeric value with an associated unit, for example “500 mV”. A waveform is a sequence of *samples* plotted



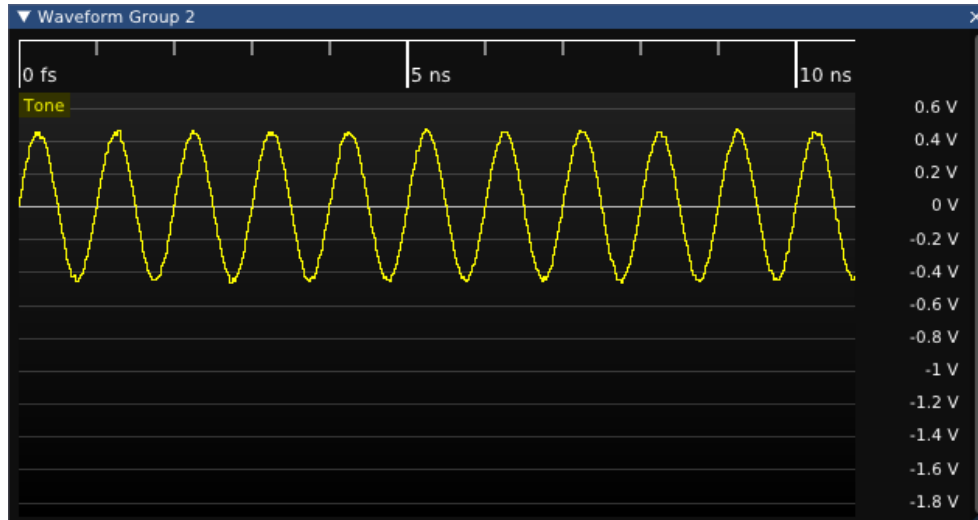


Figure 1.1: Example waveform showing off-center grid and round-numbered grid lines

against another quantity, for example voltage versus time for an oscilloscope waveform or amplitude versus frequency for a spectrum analyzer waveform.

Samples may be of arbitrary type (analog value, digital bit, SPI bus event, etc.), but all samples in a single waveform must be of the same data type. Waveforms may be either *uniform* (sampled at constant rate with no gaps between samples) or *sparse* (sampled at arbitrary intervals, possibly with gaps between samples).

An *instrument* is a physical piece of hardware<sup>1</sup> which can be remote controlled and interacted with. The connection between ngscopeclient and an instrument is provided by a *transport*, such as a USBTMC interface, a GPIB data stream, or a TCP socket. A *driver* is a software component, either supplied as part of the libscopehal core or a third party plugin, which controls an instrument.

Each instrument has one or more<sup>2</sup> *channels*. A channel corresponds to a single logical “piece” of an instrument and may consist of one or more physical connectors: a typical oscilloscope channel has a single BNC input while a typical power supply output has two banana jacks.

Each channel may provide features associated with one or more instrument *types*, and not all channels on an instrument are guaranteed to be the same type(s). For example, an oscilloscope may consist of several channels providing both waveform acquisition (oscilloscope) and scalar acquisition (multimeter) capabilities, one channel providing only trigger input capability, and one channel providing function generator output capability.

All channels, triggers, and math / protocol decode blocks are considered *nodes* within the *filter graph*. The filter graph is a directed acyclic graph (a set of nodes and connections between them, with no loops permitted) connecting all of the various data inputs and outputs of the experimental setup together.

Each node may have zero or more *inputs*, of either scalar or waveform type, and zero or more output *streams*. A stream is a data source which may or may not have an associated scalar or waveform value; for example a math block with missing inputs or an instrument which has not yet triggered do not have a meaningful value. A typical oscilloscope channel might have one waveform output stream, while a typical power supply channel might have two scalar output streams for measured current and voltage. A sink block for writing a waveform to a CSV file would have one input for each column in the generated file.

<sup>1</sup>Or a simulated mock-up of one, such as the “demo” oscilloscope driver used for testing

<sup>2</sup>Zero channels is legal in the API, however such an instrument would be of little practical use!

Instrument hardware limitations or the particular math/decode block's design will impose various restrictions on legal connections in the filter graph. For example, a trigger can normally only accept signals from hardware input channels on the same instrument. An FFT filter can only accept uniformly sampled analog waveforms. A UART protocol decode can only accept digital waveforms, so analog waveforms must be converted to digital by a thresholding filter before they can be decoded.

## 1.4 Revision History

- February 19, 2024: [in progress] Initial draft

# Chapter 2

## Legal Notices

### 2.1 Introduction

ngscopeclient, libscopehal, and the remainder of the project are all released under the 3-clause BSD license (reproduced below). This is a permissive license, explicitly chosen to encourage integration with third-party open source and commercial projects.

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## 2.3 Trademarks

This document frequently mentions the names of various test equipment vendors and products in order to discuss ngscopeclient's compatibility with said products. The reader should assume that these are all trademarks of their respective owners.

## 2.4 Third Party Licenses

TODO: go through full dependency list and update this

- Dear ImGui (static, MIT license)
- FFTS (shared, BSD-3)
- imgui-node-editor (static, MIT license)
- liblxi (shared, BSD-3/EPICS)
- vkFFT (static, MIT license)
- yaml-cpp (shared, MIT license)

### 2.4.1 avx\_mathfun.h (zlib license)

AVX implementation of sin, cos, sincos, exp and log

Based on "sse\_mathfun.h", by Julien Pommier <http://gruntthepeon.free.fr/ssemath/>

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# Chapter 3

## Getting Started

### 3.1 Host System Requirements

The majority of development is performed on Linux operating systems (primarily Debian) so this is the most well tested platform, however Windows and Mac OS are also supported.

Any 64-bit Intel or AMD processor, or Apple Silicon Mac, should be able to run ngscopeclient. If AVX2 and/or AVX512F support is present ngscopeclient will use special optimized versions of some signal processing functions, however neither instruction set is required. Other (non Apple Silicon) ARM64 platforms may work if a compatible GPU is available, but have not been tested. 32-bit platforms are not supported due to the significant RAM requirements (but we won't stop you from trying).

A mouse with scroll wheel, or touchpad with scroll gesture support, is mandatory to enable full use of the UI. We may explore alternative input methods for some UI elements in the future.

Any GPU with Vulkan support should be able to run ngscopeclient, however Vulkan 1.2 will deliver better performance. The minimum supported GPUs are:

- NVIDIA: Maxwell architecture (GeForce GTX 700 series and newer, February 2014)
- AMD: GCN based (Radeon HD 7000 and newer, January 2012)
- Intel: Iris Plus 540 or HD Graphics 520 (Skylake, August 2015)
- Apple: all Apple Silicon devices (M1 and newer). Newer Intel devices with Metal support should work but support is not guaranteed.

The minimum RAM requirement to launch ngscopeclient is relatively small; however, actual memory consumption is heavily dependent on workload and can easily reach into the tens of gigabytes when doing complex analysis on many channels with deep history.

Typical RAM consumption examples:

- Default configuration with demo scope (4 channels 100K points, 10 waveforms of history, no analysis): 250 MB
- 4M point live streaming with 10 waveforms of history, eye pattern, 8B/10B decode, and jitter histogram: 650 MB
- Single 512M point waveform, no analysis or history: 2.1 GB
- 512M point P/N channel waveforms with CDR and eye pattern, no history: 8.3 GB

Large amounts of GPU RAM are required for working with deep waveforms, especially if you intend to perform complex analysis on them. Analog waveforms are stored in 32-bit floating point format internally, so a single 256 megapoint waveform will consume 1GB of GPU memory. Intermediate results in multi-step filter pipelines require GPU memory as well, even if not displayed.

## 3.2 Instrument Support

ngscopeclient uses the libscopehal library to communicate with instruments, so any libscopehal-compatible hardware should work with ngscopeclient. See the [Oscilloscope Drivers](#) section for more details on which hardware is supported and how to configure specific drivers.

## 3.3 Compilation

ngscopeclient can be compiled on Linux, macOS, and Windows. While the compilation process is generally similar, various steps differ among platform and distro.

### 3.3.1 Linux

1. Install dependencies.

#### Debian

Basic requirements:

```
sudo apt-get install build-essential git cmake pkgconf libgtkmm-3.0-dev \
libcairomm-1.0-dev libsigc++-2.0-dev libyaml-cpp-dev catch2 libglfw3-dev curl xzip
```

On Debian bookworm and later, you can use system-provided Vulkan packages. Skip this on Debian bullseye, or if you choose to use the Vulkan SDK instead:

```
sudo apt-get install libvulkan-dev glslang-dev glslang-tools spirv-tools glslc
```

On Debian bullseye, you will need cmake from backports:

```
sudo bash -c 'echo "deb http://deb.debian.org/debian bullseye-backports main" >> \
/etc/apt/sources.list.d/bullseye-backports.list'
sudo apt-get update
sudo apt-get install cmake/bullseye-backports
```

To build the LXI component (needed if you have LXI- or VXI-11-based instruments):

```
sudo apt install liblxi-dev libtirpc-dev
```

For GPIB, you will need to install Linux-GPIB; instructions for this are out of scope here.

To build the documentation, you will also need LaTeX packages:

```
sudo apt install texlive texlive-fonts-extra texlive-extra-utils
```

#### Ubuntu

Basic requirements:

```
sudo apt install build-essential git cmake pkgconf libgtkmm-3.0-dev \
libcairomm-1.0-dev libsigc++-2.0-dev libyaml-cpp-dev catch2 libglfw3-dev curl xzip
```

On Ubuntu 22.10 and earlier (including 20.04 and 22.04), you will need to use the Vulkan SDK. Instructions for installing this are in a later step. On Ubuntu 23.04 and later, you can instead use system-provided Vulkan packages:

```
sudo apt-get install libvulkan-dev glslang-dev glslang-tools spirv-tools glslc
```

To build the LXI component (needed if you have LXI- or VXI-11-based instruments):

```
sudo apt install liblxi-dev libtirpc-dev
```

For GPIB, you will need to install Linux-GPIB; instructions for this are out of scope here.

To build the documentation, you will also need LaTeX packages:

```
sudo apt install texlive texlive-fonts-extra texlive-extra-utils
```

## Fedora

Basic requirements:

```
sudo dnf install git gcc g++ cmake make pkgconf cairomm-devel gtk3-devel \
libsigc++30-devel yaml-cpp-devel catch-devel glfw-devel
```

System-provided Vulkan packages. Skip these if you choose to use the Vulkan SDK instead:

```
sudo dnf install vulkan-headers vulkan-loader-devel glslang-devel glslc \
libshaderc-devel spirv-tools-devel
```

To build the LXI component (needed if you have LXI- or VXI-11-based instruments):

```
sudo dnf install liblxi-devel libtirpc-devel
```

For GPIB, you will need to install Linux-GPIB; instructions for this are out of scope here.

To build the documentation, you will also need LaTeX packages:

```
sudo dnf install texlive
```

## Alpine Linux

As Alpine Linux uses musl libc, you will need to use system-provided Vulkan packages, and not the Vulkan SDK.

```
apk add git gcc g++ cmake make pkgconf cairomm-dev gtk+3.0-dev libsigc++-dev \
yaml-cpp-dev catch2-3 vulkan-loader-dev glslang-dev glslang-static glfw-dev \
shaderc-dev spirv-tools-dev
```

If you are using an older stable release (such as CentOS 7), you may need to install some dependencies from source.

### 2. Install FFTS library:

This installs the library into `/usr/local`. If you want to install it into a custom prefix, you will need to use `CMAKE_INSTALL_PREFIX` here and `CMAKE_PREFIX_PATH` when running `cmake` for `scopehal-apps`, which are out of scope for these instructions.

```
cd ~
git clone https://github.com/anthonix/ffts.git
cd ffts
mkdir build
cd build
cmake .. -DENABLE_SHARED=ON
make -j4
sudo make install
```

### 3. Install Vulkan SDK:

In many cases, you can install the SDK components from distro-provided repositories, which is covered above. When possible, this is preferred over installing the Vulkan SDK. If you choose not to, or are running a Linux distro that does not provide these packages (for instance, Debian Bullseye, Ubuntu versions prior to 23.04, or other stable distros), the following instructions cover installing and loading the Vulkan SDK.

The latest tested SDK at the time of documentation update is version 1.3.275.0. Newer SDKs are supported, but breaking changes sometimes take place. If you are using a newer SDK and run into problems, please file a bug report.

If you are using Ubuntu 20.04 or 22.04, you may install the [.deb packaged SDK release](#) instead of following the instructions below. This may work for Debian as well but is not supported.

Alternatively, to use the tarball packaged SDK, download and unpack the tarball. [You can manually download the SDK](#), or do the following:

```
cd ~
mkdir VulkanSDK
cd VulkanSDK
curl -LO 'https://vulkan.lunarg.com/sdk/download/1.3.275.0/linux/vulkansdk-linux-x86_64-1.3.275.0.tar.xz'
tar xfv vulkansdk-linux-x86_64-1.3.275.0.tar.xz
```

And then source the 'setup-env.sh' file:

```
source "$HOME/VulkanSDK/1.3.275.0/setup-env.sh"
```

When using the tarball-packaged SDK, you will need to source the 'setup-env.sh' file any time you want to compile or run ngscopeclient. For convenience, you can add this to your '.bash\_profile' or equivalent:

```
echo "source \"$HOME/VulkanSDK/1.3.275.0/setup-env.sh\"" >> ~/.bash_profile
```

### 4. Build scopehal and scopehal-apps:

```
cd ~
git clone --recursive https://github.com/ngscopeclient/scopehal-apps.git
cd scopehal-apps
mkdir build
cd build
cmake .. -DCMAKE_BUILD_TYPE=Release
make -j4
```

## 3.3.2 macOS

#### 1. Install dependencies.

You will need Xcode (either from the App Store or the Apple developer site); after installing, run it once for it to install system components. This provides gcc, g++, make, and similar required packages.

With Homebrew ([brew.sh](#)):

#### 2. Basic requirements:

```
brew install pkg-config cairomm libsigc++ glfw cmake yaml-cpp glew catch2 libomp
```

#### 3. Vulkan SDK components (skip if using the Vulkan SDK):

```
brew install vulkan-headers vulkan-loader glslang shaderc spirv-tools molten-vk
```



- Alternatively, install the Vulkan SDK:

[Download and install the Vulkan SDK](#).. The latest tested SDK at the time of documentation update is version 1.3.275.0. Newer SDKs are supported, but breaking changes sometimes take place. If you are using a newer SDK and run into problems, please file a bug report.

And then source the ‘setup-env.sh’ file:

```
source "$HOME/VulkanSDK/1.3.275.0/setup-env.sh"
```

When using the SDK, you will need to source the ‘setup-env.sh’ file any time you want to compile or run ngscopeclient. For convenience, you can add this to your ‘.zprofile’ or equivalent:

```
echo "source \"$HOME/VulkanSDK/1.3.275.0/setup-env.sh\"" >> ~/.zprofile
```

- Build scopehal and scopehal-apps:

```
cd ~
git clone --recursive https://github.com/ngscopeclient/scopehal-apps.git
cd scopehal-apps
mkdir build
cd build
cmake .. -DCMAKE_BUILD_TYPE=Release -DCMAKE_PREFIX_PATH="$(brew --prefix);$(brew --\
prefix)/opt/libomp"
make -j4
```

### 3.3.3 Windows

On Windows, we make use of the MSYS2 development environment, which gives us access to the MingGW-w64 toolchain. Since this toolchain allows ngscopeclient to be compiled as a native Windows application, the project might be run outside of MSYS2.

#### Building from source

- Download and install MSYS2. You can download it from [msys2.org](https://msys2.org) or [github.com/msys2/msys2-installer/releases](https://github.com/msys2/msys2-installer/releases)

The following steps can be done in any MSYS-provided shell.

- Install git and the toolchain:

```
pacman -S git wget mingw-w64-ucrt-x86_64-cmake mingw-w64-ucrt-x86_64-toolchain
```

- Install general dependencies:

```
pacman -S mingw-w64-ucrt-x86_64-libsigc++ mingw-w64-ucrt-x86_64-cairomm mingw-w64-\
ucrt-x86_64-yaml-cpp mingw-w64-ucrt-x86_64-glfw mingw-w64-ucrt-x86_64-catch
```

- Install Vulkan dependencies:

```
pacman -S mingw-w64-ucrt-x86_64-vulkan-headers mingw-w64-ucrt-x86_64-vulkan-\
loader mingw-w64-ucrt-x86_64-shaderc \
mingw-w64-ucrt-x86_64-glslang mingw-w64-ucrt-x86_64-spirv-tools
```

- Install FFTS:

```
pacman -S mingw-w64-ucrt-x86_64-ffts
```

## 6. Check out the code

```
cd ~
git clone --recursive https://github.com/ngscopeclient/scopehal-apps
```

All following steps are to be done in a UCRT64 shell.

## 7. Build manually:

```
cd scopehal-apps
mkdir build
cd build
cmake ..
make -j4
```

## 8. Install scopehal and scopehal-apps:

At the moment, installation scripts are not yet complete. The binaries can be found in the build directory, such as `ngscopeclient` in `$HOME/scopehal-apps/build/src/ngscopeclient`.

### 3.4 Running ngscopeclient

When running `ngscopeclient` with no arguments, an empty session (Fig. 3.1) is created. To perform useful work, you can:

- Open a saved session and reconnect to the instruments (File | Open Online)
- Open a saved session without reconnecting to the instruments (File | Open Offline)
- Open a recently used session (File | Recent Files)
- Import waveforms from a third party file format (Add | Import)
- Connect to an instrument (Add | Oscilloscope, Add | Multimeter, etc.)
- Generate a synthetic waveform (Add | Generate)

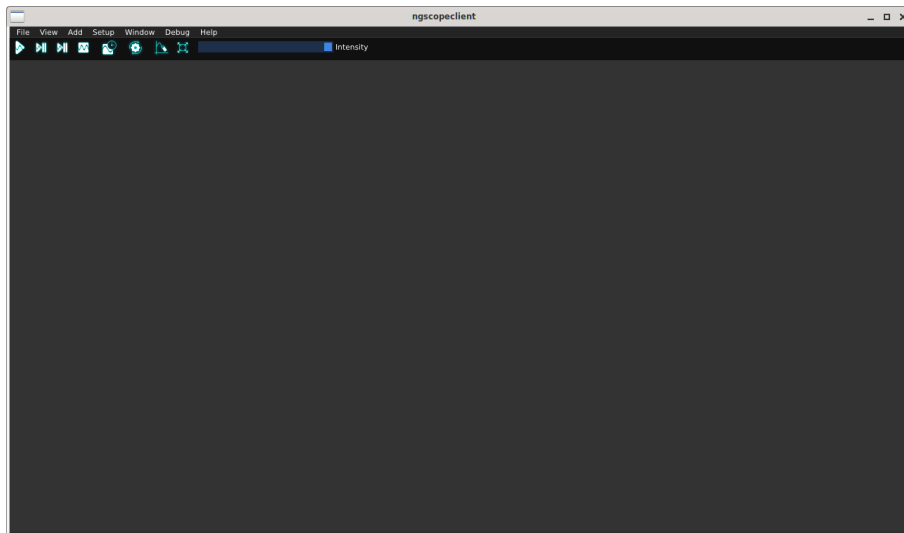


Figure 3.1: Empty ngscopeclient session

### 3.4.1 Console verbosity arguments

ngscopeclient takes standard liblogtools arguments for controlling console debug verbosity.

If no verbosity level is specified, the default is “notice” (3). (We suggest using `-debug` for routine use until the v1.0 release to aid in troubleshooting.)

- `-debug`  
Sets the verbosity level to “debug” (5).
- `-l [file], -logfile [file]`  
Writes a copy of all log messages to `file`. This is preferred over simply redirecting output with pipes, as console escape sequences are stripped from the file log output.
- `-L [file], -logfile-lines [file]`  
Same as `-logfile` except line buffering is turned on.
- `-q, -quiet`  
Reduces the verbosity level by one. Can be specified more than once to lower verbosity by several steps.
- `-trace [class], -trace [class::function]`  
Enables extra debug output from the class `class` or the function `class::function`. Has no effect unless `-debug` is also specified.
- `-stdout-only`  
Sends all logging output to stdout. By default, error (level 1) and warning (level 2) messages go to stderr.
- `-verbose`  
Sets the verbosity level to “verbose” (4).



# Chapter 4

## Main Window

The only fixed UI elements in `ngscopeclient` are the main menu and toolbar at the top of the window. All remaining space may be filled with waveform plots, properties dialogs, protocol analyzers, and other dockable windows as required for a given experimental setup. This flexibility allows almost the entire screen to be dedicated to waveform views, or more space allocated to controls and protocol decodes.

### 4.1 Menu

#### 4.1.1 File

This menu contains commands for saving and loading session files.

- **Open Online...**  
Loads a session file and reconnects to the instrument(s) to continue existing work. Settings from the saved session will be applied and overwrite the current channel and timebase configuration of the instrument, if different.
- **Open Offline...**  
Loads a session file in offline mode, allowing you to work with saved waveform data without connecting to the instrument(s) the data was captured from.
- **Recent Files**  
Displays a list of recently accessed session files and allows them to be opened online or offline.
- **Save**  
Saves UI configuration and waveform data (including history) to a session file for future use. A session consists of a YAML file called *filename.scopesession* containing instrument and UI configuration, as well as a directory called *filename\_data* which contains waveform metadata and sample values for all enabled instrument channels, including history.  
Note that both the *.scopesession* and the *\_data* directory must be copied if moving the session to a new location in order to preserve waveform data. If you only wish to restore the filter graph and UI configuration without waveform content, the *\_data* directory is not required.
- **Save As...**  
Saves the session to a new file, rather than the current one.
- **Close**  
Close the current session without exiting `ngscopeclient`.

- **Quit**  
Exits the application

#### 4.1.2 View

- **Fullscreen**  
Toggles full-screen mode
- **Persistence Setup**  
Opens the Persistence Setup dialog, allowing you to control the decay coefficient for persistence maps.

#### 4.1.3 Add

This menu allows new waveforms views or instrument connections to be created.

- **BERT**  
Connect to a new, or recently used, bit error rate tester
- **Load**  
Connect to a new, or recently used, electronic load
- **Generator**  
Connect to a new, or recently used, function generator
- **Misc**  
Connect to a new, or recently used, miscellaneous instrument
- **Multimeter**  
Connect to a new, or recently used, multimeter
- **Oscilloscope**  
Connect to a new, or recently used, oscilloscope
- **Power Supply**  
Connect to a new, or recently used, power supply
- **RF Generator**  
Connect to a new, or recently used, RF signal generator
- **SDR**  
Connect to a new, or recently used, software-defined radio
- **Spectrometer**  
Connect to a new, or recently used, optical spectrometer
- **VNA**  
Connect to a new, or recently used, vector network analyzer
- **Channels**  
Displays a list of filters and instrument channels which can be opened in a new waveform view
- **Generate**  
Allows synthetic waveforms to be generated for testing, simulation, and channel design applications
- **Import**  
Allows waveforms to be loaded from external data files in various interchange formats

#### 4.1.4 Setup

- **Manage Instruments...**  
Opens the Manage Instruments dialog, which allows control over synchronization, deskewing, and cross-triggering of multiple instruments.
- **Timebase...**  
Opens the [Timebase Properties](#) dialog, allowing sample rate and memory depth of each connected instrument to be adjusted.
- **Trigger...**  
Opens the Trigger dialog, allowing configuration of trigger settings.
- **Preferences...**  
Opens the [Preferences](#) dialog.

#### 4.1.5 Window

This menu provides access to various utility windows.

- **Analyzer**  
Opens protocol analyzer dialogs for active protocol decodes
- **Generator**  
Opens the properties dialog for a currently connected function generator
- **Multimeter**  
Opens the properties dialog for a currently connected multimeter
- **Power Supply**  
Opens the properties dialog for a currently connected power supply
- **SCPI Console**  
Opens a console window allowing you to send raw SCPI commands to a currently connected instrument.  

This is a low level debug tool primarily intended for use by driver developers. The console is interlocked with background threads polling the instrument, so that replies to commands typed in the console will not be mixed with replies which the instrument driver is expecting to its own commands. However, commands sent in the console will bypass any caching in the driver and can easily lead to the driver and instrument firmware states becoming mutually inconsistent.
- **Lab Notes**  
Opens the [Lab Notes](#) dialog, allowing you to take notes on your experiment.
- **Log Viewer**  
Opens the [Log Viewer dialog](#), allowing you to see debug log messages generated by the application. This is the same log stream which is normally written to stdout, but this dialog allows it to be accessed even when the application was not launched from a shell session and stdout is thus inaccessible.
- **Measurements**  
Opens the Measurements window, displaying scalar-valued measurements coming from instrument channels or filter blocks.

- **Performance Metrics**  
Opens the Performance Metrics window, which provides access to debug information which can be helpful when debugging slow application performance, optimizing the code, or benchmarking instruments.
- **History**  
Opens the History dialog (see Chapter 8), which allows access to a rolling buffer of recently acquired waveforms.
- **Filter Graph**  
Opens the filter graph editor (see Chapter 9)

#### 4.1.6 Debug

Provides access to GUI toolkit test dialogs and other features intended only for developers.

#### 4.1.7 Help

Nothing here yet, we should add at least an About dialog at some point...



# Chapter 5

## Dialogs

### 5.1 Lab Notes

The Lab Notes dialog allows you to take notes on your experimental setup. It contains two tabs: "setup notes" and "general notes".

The contents of the Setup Notes tab are displayed on the [Speed Bump](#) dialog when loading a session file. The General Notes are only displayed within the Lab Notes dialog and are intended purely as a place for recording interesting observations made during the experiment.

Minimal Markdown syntax (headings and bullets) is currently supported.<sup>1</sup>

Lab notes are saved as Markdown files in the data directory for the session and can be opened in any text editor or Markdown viewer. Note that they are overwritten each time the session is saved, so you should not modify them using an external tool while the session is open in ngscopeclient or your changes may be lost.

---

<sup>1</sup>Images and links are supported by the Markdown renderer library but the integration to properly use them is not yet finished; tables are not supported but this will likely be added in the future.

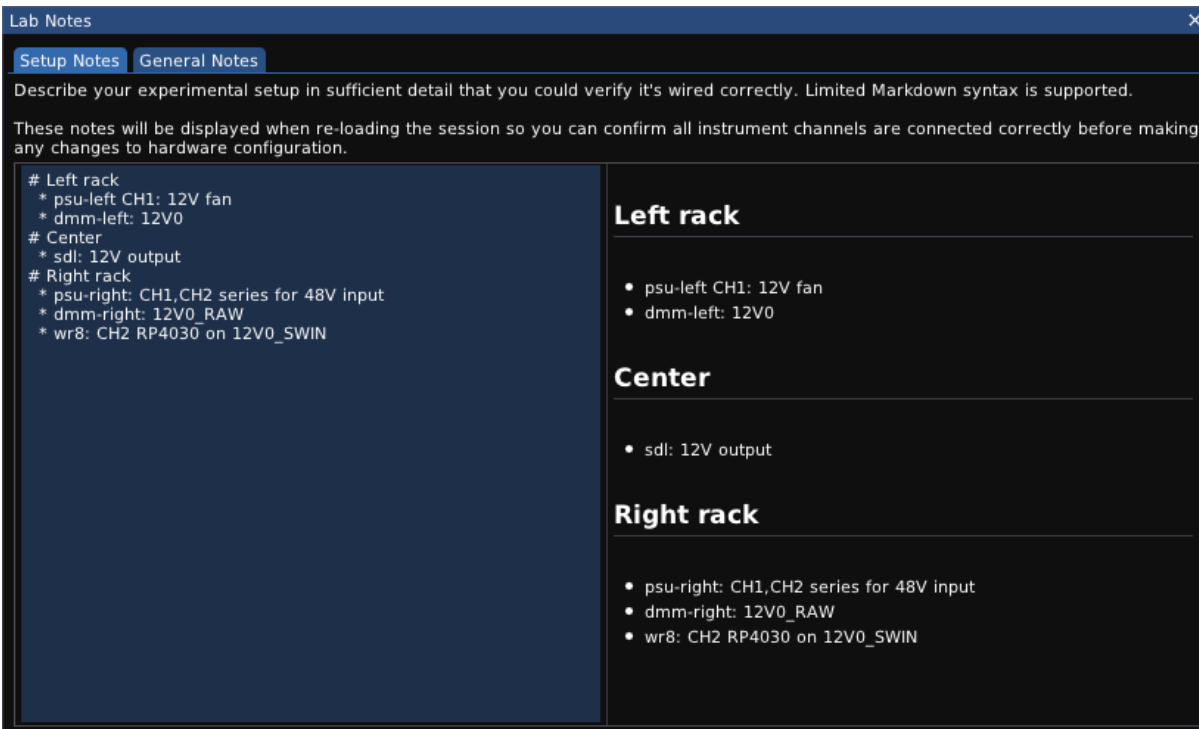


Figure 5.1: Lab notes dialog

## 5.2 Log Viewer

The Log Viewer dialog provides an alternate way to view log messages sent to stdout / stderr, which may be useful for debugging if the application was launched from a desktop icon or similar and there is no access to the console.

It can be found under the Window | Log Viewer menu.

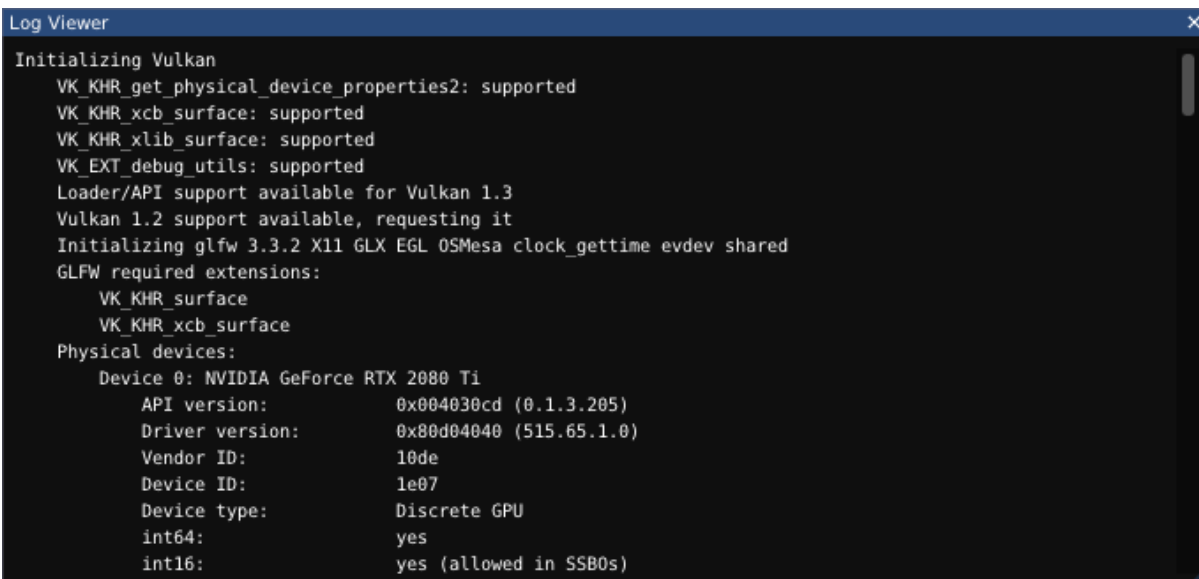


Figure 5.2: Log Viewer dialog

## 5.3 Performance Metrics

The Performance Metrics dialog displays statistics on performance of rendering, waveform acquisition, and signal processing. This data is primarily intended for developers comparing before/after performance of optimizations and code changes.

It can be found under the Window | Performance Metrics menu.

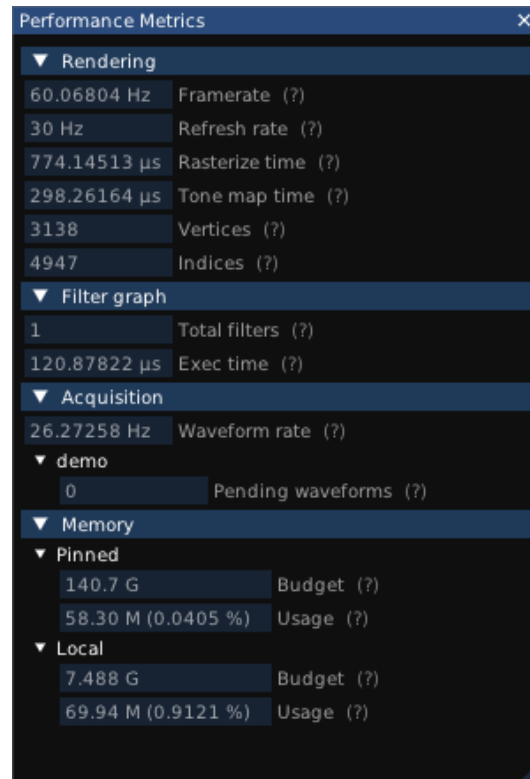


Figure 5.3: Performance Metrics dialog

### 5.3.1 Rendering

Displays render loop framerate, monitor refresh rate, total time spent last frame in the rasterization and tone mapping shaders, and the number of vertices and indices drawn as Vulkan geometry. Note that waveforms are drawn by a compute shader and do not contribute towards the vertex/index totals, other than a single textured rectangle used for displaying the shader output.

### 5.3.2 Filter graph

Number of filter blocks in the current graph, and run time for the most recent evaluation of the filter graph.

### 5.3.3 Acquisition

Displays the acquisition rate, in waveforms per second. This data is collected using a rather simple mechanism and may not be usefully accurate if multiple trigger groups are in use.

Additionally, this section displays the number of pending waveforms for each instrument (waveforms which have been acquired but not yet passed to the filter graph). This number should normally

be flickering between zero and one if acquisition is active and zero otherwise; larger values indicate that the instrument is supplying data faster than ngscopeclient can process it.

### 5.3.4 Memory

Displays the total amount of available pinned memory (CPU-side memory eligible to be shared with the GPU) and local memory (memory attached to the GPU), as well as the amount of each currently in use.

## 5.4 Preferences

The Preferences dialog allows you to configure various application settings which are not specific to a particular experimental setup. It can be found under the Setup | Preferences menu.



Figure 5.4: Preferences dialog

### 5.4.1 Appearance

This section allows you to configure fonts, colors, and other display settings for the application.

### 5.4.2 Drivers

This section allows you to configure default configurations for various instrument drivers.

#### Teledyne LeCroy

- *Force 16 bit mode* (default on): Always use 16-bit format for downloading data from the instrument, even if it only has an 8-bit ADC. This doubles the amount of network bandwidth required and may reduce waveforms-per-second performance, but provides smoother waveforms since the instrument performs DSP flatness correction leading to >256 possible output values in a given waveform.

### 5.4.3 Files

- *Max recent files*: Specify the number of files to display under the File | Recent Files menu.

#### 5.4.4 Miscellaneous

##### Menus

- *Recent instrument count*: Specify the number of recently used instruments to remember

#### 5.4.5 Power

##### Events

This section provides settings allowing power vs performance tradeoffs. The default settings are appropriate for a desktop or laptop running on AC power; if running on a laptop with battery power you may wish to tune these to extend battery lifespan.

- *Event loop mode*: Controls the operating mode for the main application event loop.
  - In Performance mode, run at the screen refresh rate. This allows for the highest possible waveform processing rate and the smoothest interactivity, but may waste energy if you are spending a lot of time looking at the screen without actively acquiring or processing waveforms.
  - In Power mode, run at a greatly reduced frequency (default 4 Hz but configurable by the Polling Timeout setting) unless a redraw is triggered by mouse movement or keyboard input. This will limit the rate of waveform acquisition and lead to a slightly jerkier user interface, but saves power.
- *Polling timeout*: If the event loop is in Power mode, specifies the timeout before the event loop will run if there is no user input.

## 5.5 Speed Bump

The Speed Bump dialog is displayed when loading a session file, prior to committing changes to the instrument, if:

- The session file contains any user-created notes on the lab setup
- Any of the instrument settings in the session file do not match the current configuration of the corresponding instrument, and the direction of the change has potential to cause damage to the instrument or DUT (increasing output voltage, removing input attenuation, etc).

This is intended as a safeguard to prevent damaging hardware by accidentally loading the wrong session file. It also provides an opportunity to confirm that you have re-created the original experimental setup exactly if you are switching a lab bench between multiple projects and using saved sessions to restore instrument state.

Pressing the Abort button cancels loading of the session without applying any of the potentially dangerous changes. The instruments may be partially reconfigured in this state, as some changes (such as sample rate or memory depth configuration) are always safe to make and thus may execute prior to the warning being displayed.

Pressing the Proceed button allows ngoscopeclient to proceed with loading the session and re-configuring hardware. You must check the “I have reviewed the instrument configuration” box in order to enable the Proceed button.

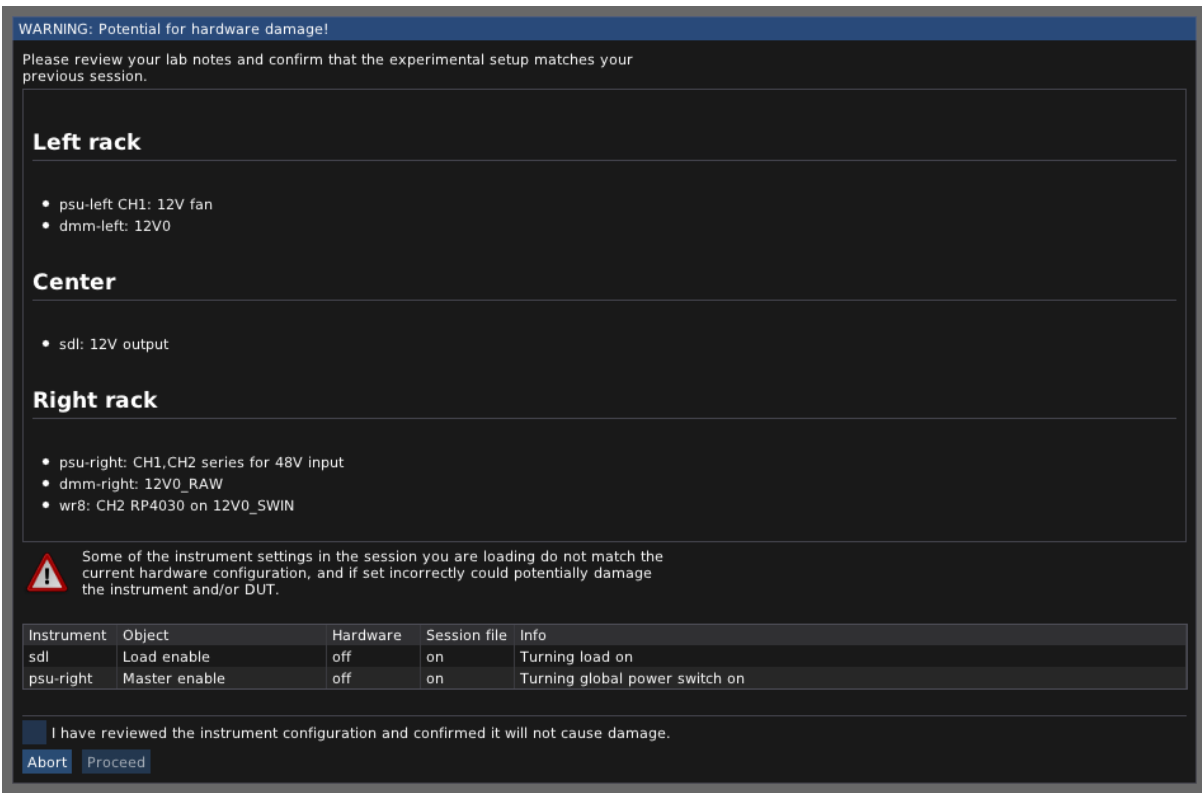


Figure 5.5: Speed Bump dialog

## 5.6 Timebase

The Timebase dialog allows you to configure sample rate and record length for oscilloscopes. It also provides control over functionally similar “what to look at” settings for other instruments, such as center frequency and span for spectrum analyzers or sweep range and point count for vector network analyzers.

It can be found under the Setup | Timebase menu.

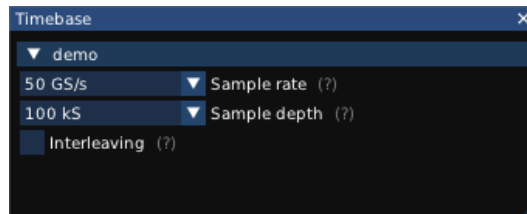


Figure 5.6: Timebase dialog

# Chapter 6

## Waveform Groups

A waveform group is a collection of one or more waveform views stacked vertically under a common timeline. All waveform views within a group are equally sized and share the same timeline and vertical cursor(s), but may have independent vertical range and offset settings.

When a new oscilloscope is added to an empty ngscopeclient session, all enabled channels on the attached instrument(s) are displayed in a single waveform group (Figure 6.1). If no channels are enabled at connection time, the first channel will be enabled and displayed.

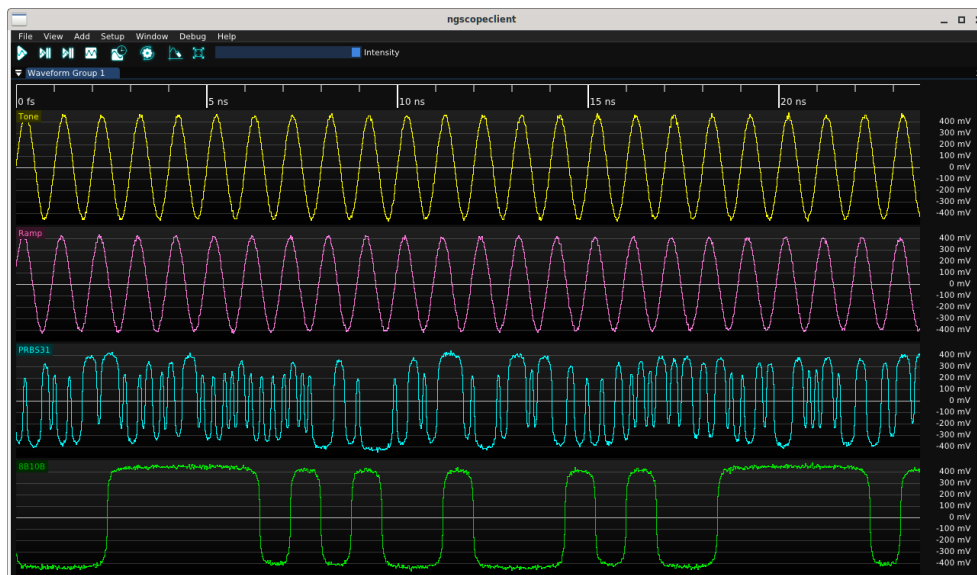


Figure 6.1: Top level ngscopeclient window with a single waveform group

As you add protocol decodes or look at different parts of a waveform, it may be helpful to create additional waveform groups. Typical reasons for creating additional groups include:

- Zooming into one set of signals to see detail on short time scales while maintaining a high level overview of others
- Viewing signals with incompatible horizontal units. For example, a FFT has horizontal units of frequency while an analog waveform has horizontal units of time. Eye patterns also have horizontal units of time, but are always displayed as two UIs wide and cannot be zoomed.

## 6.1 Managing Groups

New waveform groups are automatically created when adding a channel which is not compatible with any existing group. For example, if your session has a single group containing time-domain waveforms, adding a FFT filter block will result in a new waveform group being created to contain the FFT. Additional frequency-domain waveforms will then be added to this group by default.

A new group may also be created at any time by clicking on a channel name and dragging it to the top, bottom, left, or right edge of an existing group. An overlay (Fig. 6.2) will be displayed showing the resulting split. For example, dropping the channel on the right side of the window produces the layout shown in Fig. 6.3.



Figure 6.2: Overlays showing drag-and-drop locations for splitting waveform groups

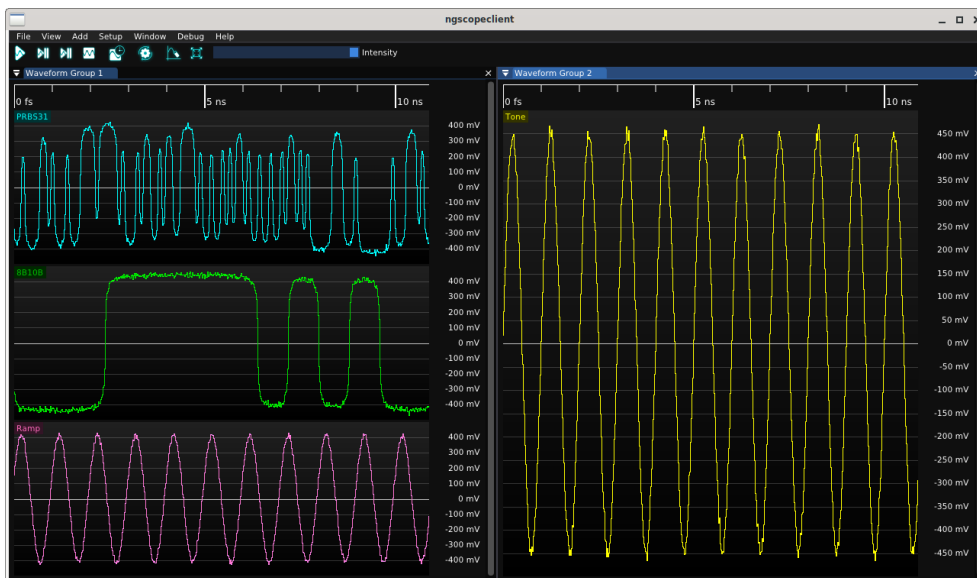


Figure 6.3: Result of dropping a waveform to the right side split area

Waveform groups may be resized arbitrarily by dragging the separator between them. The title bar of a group may also be dragged, allowing the entire group to be undocked as a floating window. Floating windows can be re-docked by dragging the title bar back into the main ngscopeclient



window (or another floating window), creating new tabs or splitting existing groups as desired (Fig. 6.4).

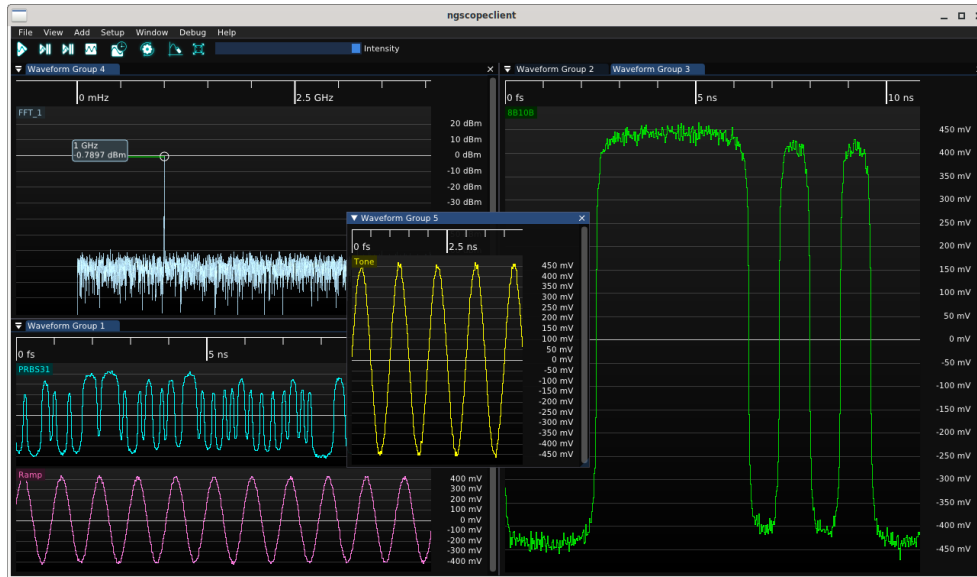


Figure 6.4: Example of complex window layout with multiple tabs, splitters between docked waveform groups, and a group in a floating window



# Chapter 7

## Waveform Views

A waveform view is a 2D graph of a signal or protocol decode within a waveform group.

Arbitrarily many channels of data may be displayed within a single view, however all analog channels within a single view share the same Y axis unit, gain, and offset. Digital channels and protocol decodes can be overlaid on analog waveforms or displayed in their own dedicated views.

2D density plots, such as eye patterns, spectrograms, and waterfall plots, cannot share a waveform view with any other channel.

### 7.1 Navigation

Scrolling with the mouse wheel adjusts the horizontal scale of the current waveform group, zooming in or out centered on the position of the mouse cursor.

### 7.2 Plot Area

The plot area shows the waveform being displayed. The horizontal grid lines line up with the voltage scale markings on the Y axis. If the plot area includes Y=0, the grid line for zero is slightly brighter.

The waveform is drawn as a semi-transparent line so that when zoomed out, the density of voltage at various points in the graph may be seen as lighter or darker areas. This is referred to as “intensity grading”.

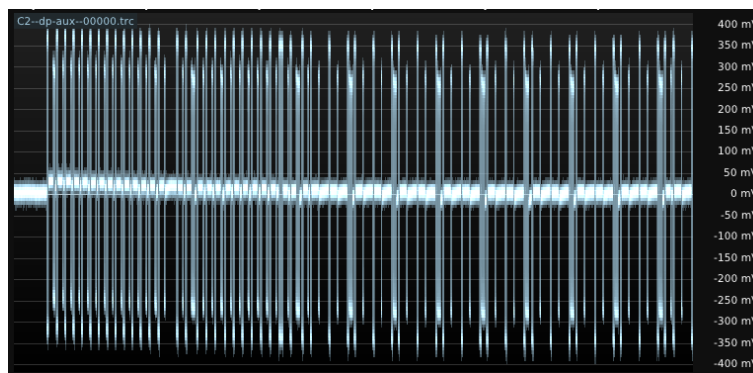


Figure 7.1: Intensity-graded waveform

### 7.3 Y Axis Scale

Each waveform view has its own Y axis scale, which is locked to the ADC range of the instrument.

Channel gain may be configured by scrolling with the mouse wheel, and offset may be adjusted by dragging the scale with the left mouse button. Pressing the middle mouse button on the Y axis will auto-scale the vertical gain and offset to show the full span of all channels in the view with 5% of vertical margin.

If a left-pointing arrow (as seen in Fig. 7.2) is visible, one of the channels in the view is selected as a trigger source. Click on the arrow and drag up or down to select the trigger level. Some trigger types, such as window triggers, have two arrows for upper and lower levels.

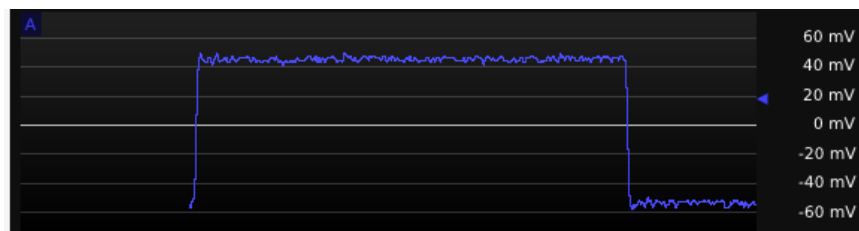


Figure 7.2: Waveform view showing trigger arrow on Y axis

### 7.4 Channel Label

The top left corner of each waveform view contains a legend with a label for each channel being displayed in the view.

Mousing over the channel name displays a tooltip (Fig. 7.3) with some helpful information about the waveform. The exact information displayed in the tooltip depends on the type of data being displayed, for example analog waveforms display sample rate and record length while eye patterns display the number of integrated UIs.

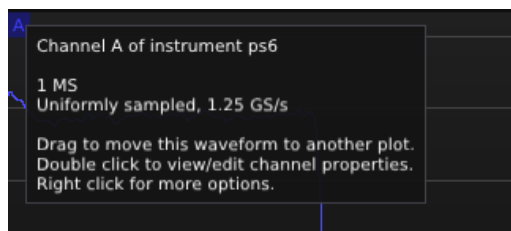


Figure 7.3: Example tooltip on channel label

The label may be dragged with the left mouse button to move the waveform to a different location. Dragging to the left or right edge of a waveform view, or the top or bottom edge of the topmost or bottommost waveform in a group, will split the group. Dragging to the left half of another waveform view, whether in the same group or a different group, moves the channel to that view. Dragging to the right half of the view adds a new view within the same group containing only the dragged waveform.

Double-clicking the label opens the channel properties dialog (Fig. 7.4). As with all dialogs in ngscopeclient, the properties dialog may be left in the default floating state or docked.

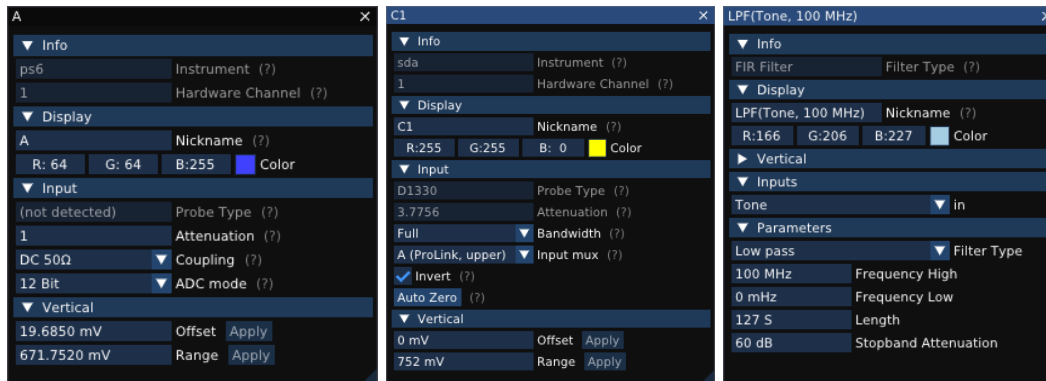


Figure 7.4: Example of properties dialogs for three different channels

The properties dialog will always contain an editable nickname for the channel, a color chooser, and some basic information about the instrument channel or filter block sourcing the data. Additional settings may be available but will vary depending on the type of instrument or filter. In Fig. 7.4, the left dialog shows a direct coaxial input to a Pico PicoScope 6824E, which has variable ADC resolution. The center dialog shows an active differential probe with auto-zero capability, connected to a Teledyne LeCroy SDA816Zi-A which has a mux for selecting between two input connectors for each channel. The right dialog shows a FIR filter with several configurable settings.

Right clicking on the label opens a context menu. The context menu allows setting of persistence mode, deleting the waveform, and creating new filter blocks or protocol decodes with the selected waveform as an input.

## 7.5 Cursors and Markers

Cursors are movable annotations which can be used to temporarily mark points of interest in a waveform and examine data values. Markers are similar to cursors but intended for long-term marking of specific points in a single acquisition and do not provide readout functionality.

### 7.5.1 Vertical Cursors

A vertical cursor describes a point in time *relative to the start of the acquisition*. When new waveforms are acquired, the cursor remains at the same offset in the new waveform. When the view is panned horizontally, the cursor scrolls with the waveform and remains at the same point in the waveform.

To add a vertical cursor (Fig. 7.5), right click in the view and select a single or double cursor from the `Cursors | X Axis` menu.

Vertical cursors are attached to a waveform group and will span all views within the group. Multiple groups may have independent vertical cursors active simultaneously.



Figure 7.5: Single vertical cursor



Figure 7.6: Double vertical cursor

To place a single cursor, click on the waveform at the desired location. To place double cursors, click at the starting location to place the first cursor then drag to the ending location and release the mouse to place the second cursor. Once placed, either cursor can be moved by clicking on it and dragging to the new location.

In the timeline each cursor will display its X-axis position. If both cursors are active, the delta between them is shown. If the X axis uses time units, the frequency with period equal to the cursor spacing is also shown.

When a cursor is active, a dockable pop-up dialog appears displaying the value of each waveform in the group at the cursor location. If two cursors are active, both values as well as the difference between them is shown (Fig. 7.6)

### 7.5.2 Markers

A marker is a named location in *absolute* time intended for marking specific events (such as protocol packets or glitches) which may need to be re-examined in the future. When new waveforms are acquired, the marker remains attached to the same point in the old waveform and will disappear until the old waveform is re-loaded from the history window. In Fig. 7.7, two of the three markers are visible while the third is in a prior waveform.

Unlike vertical cursors, which are local to a single waveform group, cursors are global and will appear at the same timestamp in all waveform groups. This allows an event of interest to be examined in detail in one view, while a different view provides a global overview of the entire acquisition or examines another event (Fig. 7.8).

Creating a marker automatically pins the active waveform so it will not be removed from history as new data is acquired. The waveform cannot be un-pinned unless all markers are deleted first, or the waveform itself is manually deleted.

Newly created markers will have default numeric names such as M1, M2, etc. This name can be changed from the history window.

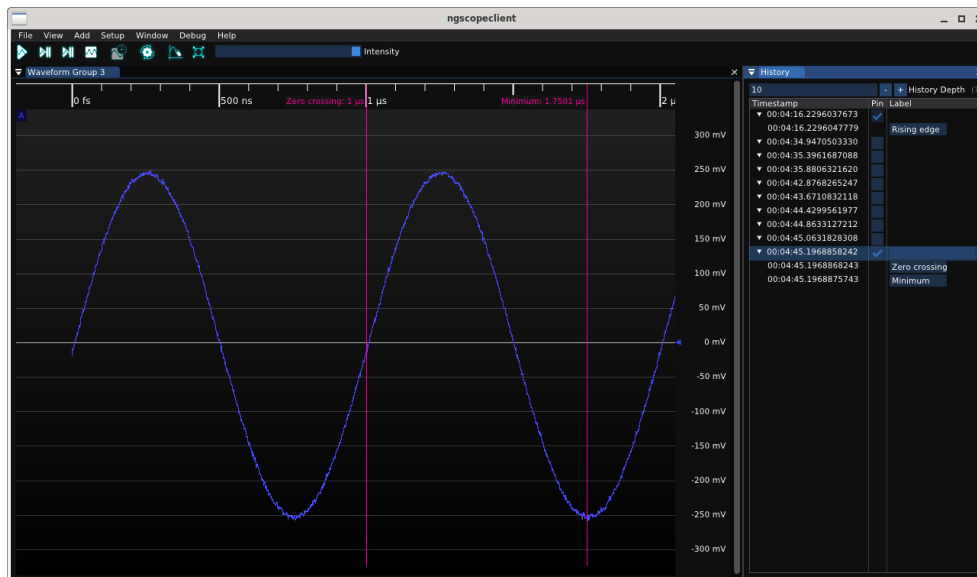


Figure 7.7: Session with three markers, two on the currently displayed waveform and one on a prior waveform

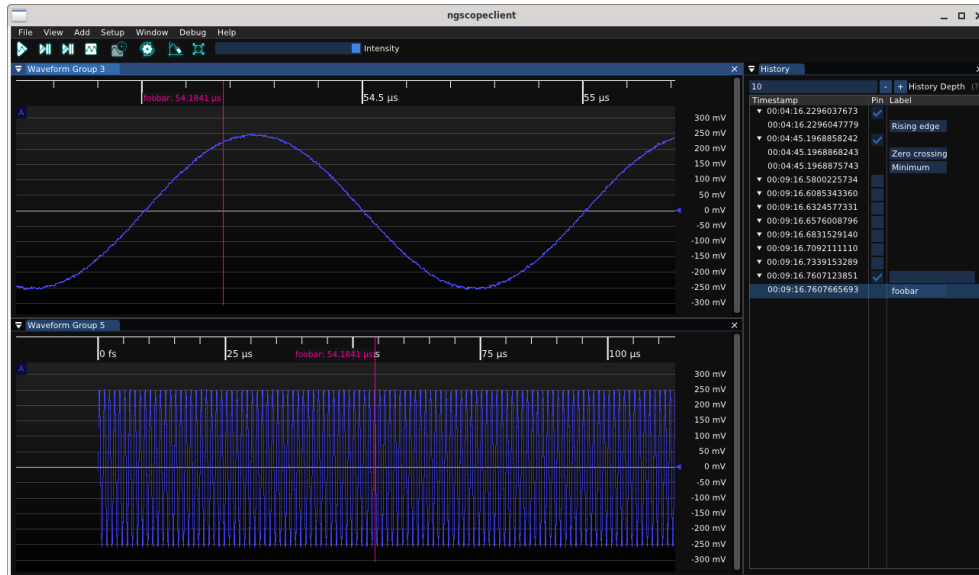


Figure 7.8: A single marker seen at multiple time scales in different views



# Chapter 8

## History

ngscopeclient saves a rolling buffer of previous waveforms in memory, allowing you to go back in time and see previous state of the system being debugged. Clicking on a timestamp in the history view (Fig. 8.1) pauses acquisition and loads the historical waveform data for analysis. History is captured regardless of whether the window is visible or not.

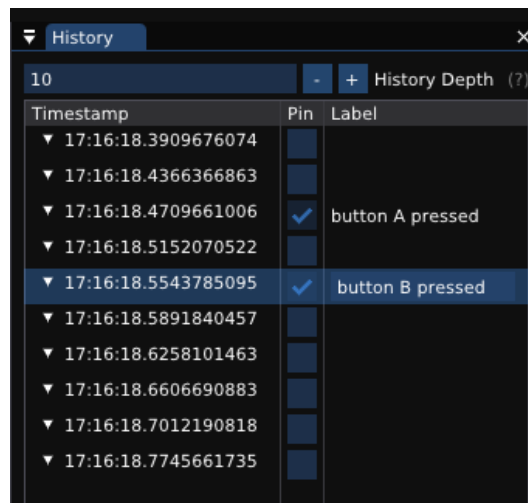


Figure 8.1: Waveform history view

The history depth defaults to 10 waveforms, but can be set arbitrarily within the limits of available RAM. Older waveforms beyond the history limit are deleted as new waveforms are acquired. Any single waveform in history may also be deleted by right clicking on the line and selecting “delete” from the menu.

### 8.1 Pinning

Interesting waveforms may be “pinned” in the history by checking the box in the “pin” column of the history view. Pinned waveforms are guaranteed to remain in the history buffer even when new waveforms arrive; only unpinned waveforms are eligible for automatic deletion to make space for incoming data.

If a waveform contains markers (7.5.2), it is automatically pinned and cannot be unpinned unless the marker (or entire waveform) is deleted. This prevents accidental loss of an important waveform: if the event was important enough to mark and name, it is probably worth keeping around.

## 8.2 Labeling

Arbitrary text names may be assigned to a waveform by clicking the corresponding cell in the "label" column. Waveforms with a label are automatically pinned, since assigning a label implies the waveform is important.

# Chapter 9

## Filter Graph Editor

### 9.1 Introduction

The filter graph editor allows complex signal processing pipelines to be developed in a graphical fashion. It may be accessed from the Window | Filter Graph menu item.

The graph editor view (Fig. 9.1) shows nodes for every instrument channel, trigger, and filter block in the current session. As new instruments, channels, and filter blocks are added to the session, new nodes will automatically appear in the graph editor view. Nodes cannot overlap and will automatically move out of the way if another node is dragged on top of them.

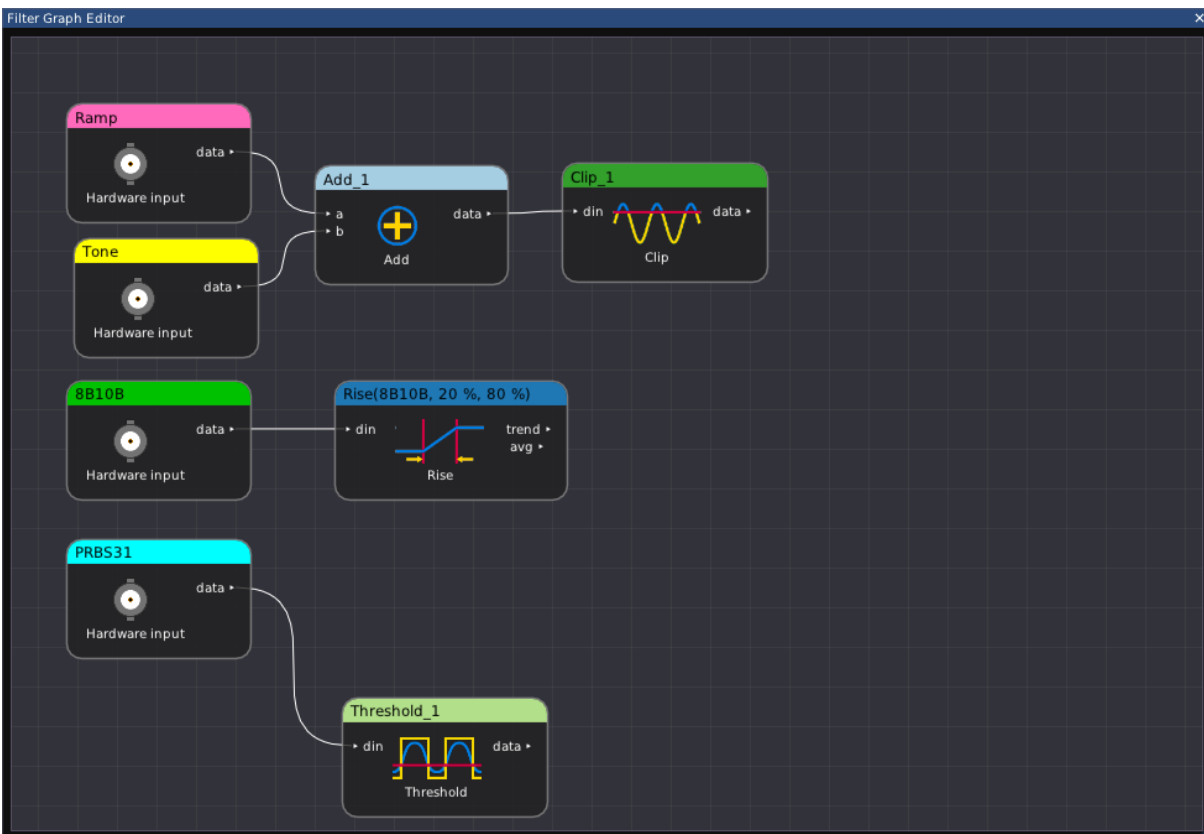


Figure 9.1: Filter graph editor showing instrument channels and several processing blocks

## 9.2 Interaction

The view may be zoomed with the mouse wheel, or panned by dragging with the right mouse button, to navigate large filter graphs which do not fit on a single screen at a reasonable zoom level. Right clicking on a node opens a pop-up properties view (Fig. 9.2).

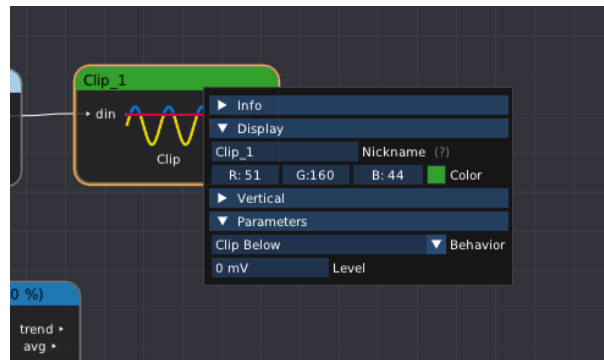


Figure 9.2: Filter graph editor showing properties popup

Nodes display inputs at left and outputs at right. To connect two existing nodes, click on an input or output port and drag to the port you wish to connect it to. An input can only connect to one output at a time; if the destination already is connected to a different signal the previous connection will be removed and replaced with the new one.

A tooltip with a green plus sign is displayed during dragging if the proposed connection is valid. If the tooltip displays a red X instead, the connection is invalid (connecting two inputs, two outputs, or an input and output of incompatible data types).

To create a new node, click on an input or output port and drag to an empty area of the canvas (Fig. 9.3, Fig. 9.4). A context menu will appear, presenting a list of filters which can accept (if dragging from an output) or produce (if dragging from an input) the desired data type. If dragging from an input, the context menu will also include any currently unused instrument channels.

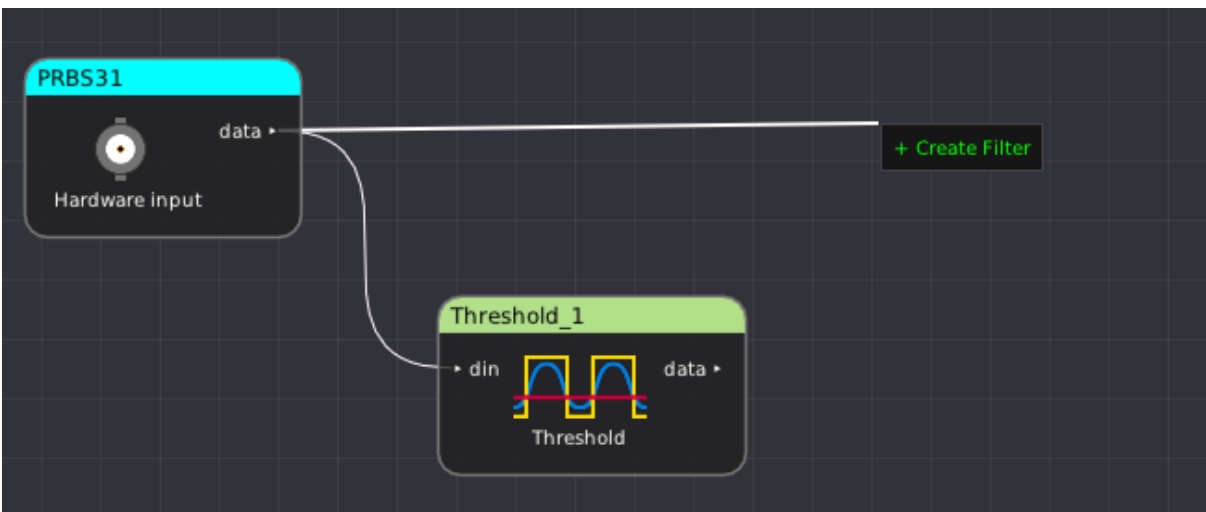


Figure 9.3: Filter graph editor dragging from an output to an empty area of the canvas

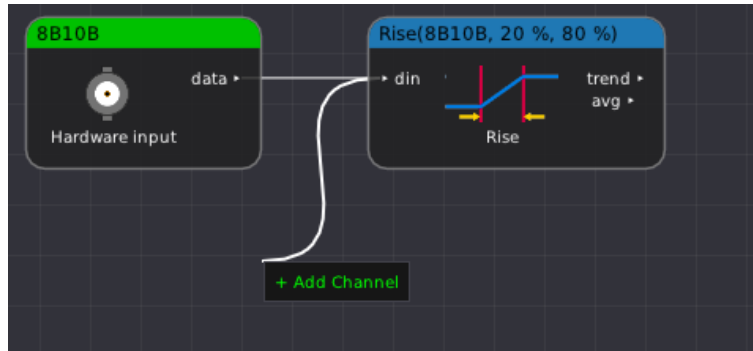


Figure 9.4: Filter graph editor dragging from an input to an empty area of the canvas

When a new node is added to the filter graph, each output channel will be automatically added to an existing waveform view if a compatible one is present. If no compatible view is available, a new view and/or group will be created.

Node title bars are color-coded to match the display color of the waveform trace, allowing easy navigation between waveform views and the graph editor.

Each node also includes a caption stating the type of node (“hardware input”, “hardware output”, or the name of the filter block) and, in most cases, an icon depicting the functionality of the block.<sup>1</sup>

### 9.3 Grouping

In order to better organize complex experimental setups, nodes may be organized in groups. Groups cannot be nested.

To create a group, right click an unused area of the graph editor canvas and select “New Group” from the context menu. This will spawn a new, empty group near the mouse cursor position.

The group will have an automatically generated name (Fig. 9.5) by default. This name may be changed by right clicking on the group’s title bar and typing a new name in the pop-up.

<sup>1</sup>Not all filters currently have icons. We are working with multiple artists to create more filter icons and welcome additional contributions.

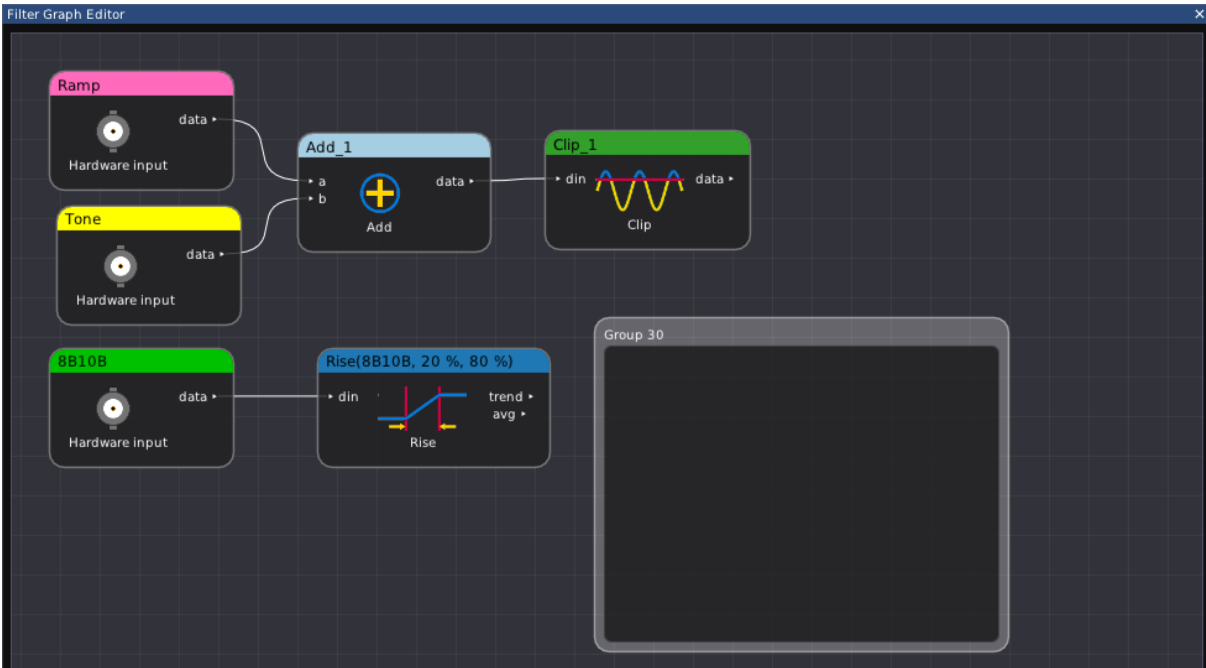


Figure 9.5: Newly created node group

To add a node to a group, simply drag the node by its title bar and move it into the group (Fig. 9.6). All paths from the node to the remainder of the filter graph will be routed through “hierarchical ports” at the left and right edges of the group, reducing clutter. Nodes may be freely moved around within the group to organize them, or dragged out of the group to remove them from the group.

A group (together with its contents) may be moved by dragging the group’s title bar with the left mouse button, or resized by dragging any of its corners. When a group is moved, it will push other nodes or groups out of the way to prevent overlapping.

If not needed, a group can be deleted by selecting it with the left mouse button and pressing the “delete” key. Deleting a group does not remove any nodes contained within it.

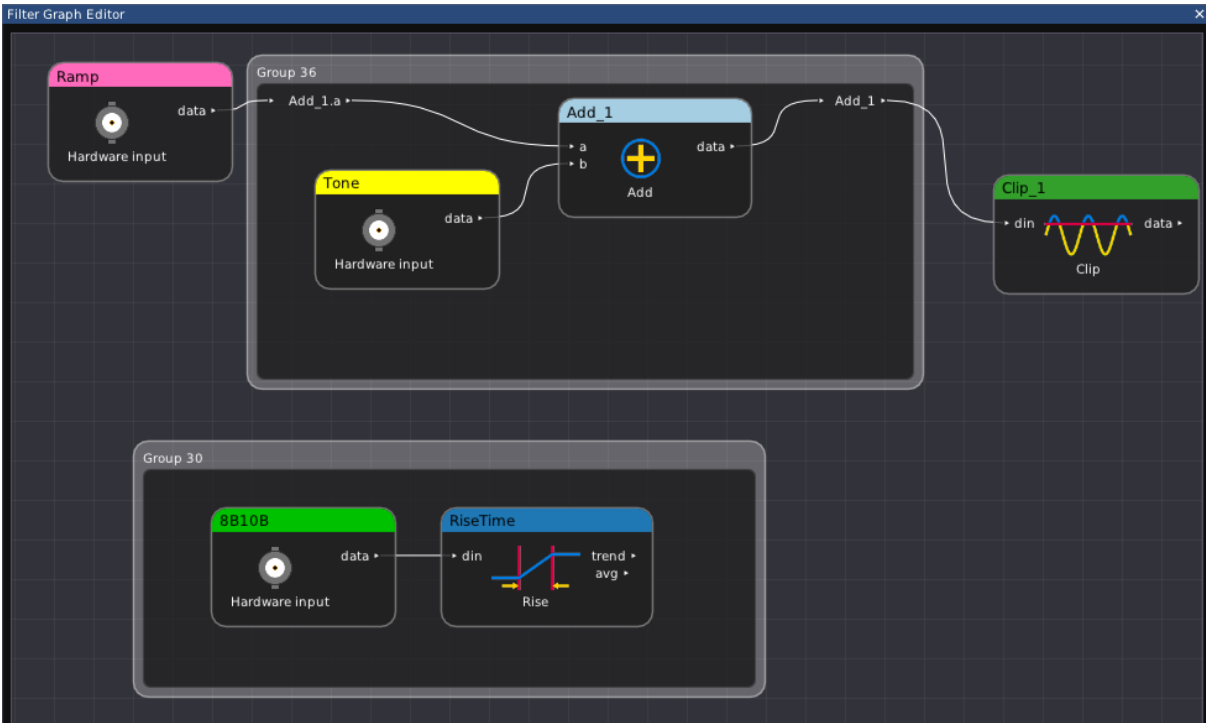


Figure 9.6: Groups containing several nodes with hierarchical ports





# Chapter 10

## Transports

Libscopehal uses a “transport” object in order to pass commands and data to instruments, in order to decouple the specifics of LXI, USBTMC, etc. from individual instrument drivers. This section describes the supported transports and their usage and limitations.

Not all transports are possible to use with any given driver due to hardware limitations or software/firmware quirks. For details on which transport(s) are usable with a particular instrument, consult the documentation for that device’s driver.

### 10.1 gpib

SCPI over GPIB.

This transport takes up to four arguments: GPIB board index, primary address, secondary address, and timeout value. Only board index and primary address are required. We currently support using a single GPIB device per GPIB board (interface) in a ngscopeclient session. You cannot currently access multiple devices in the same or across instances. Better support for multiple instrument on a single board is planned.

NOTE: The current implementation of this driver only works on Linux, using the linux-gpib library.

Example:

```
ngscopeclient myscope:keysightdca:gpib:0:7
```

### 10.2 lan

SCPI over TCP with no further encapsulation.

This transport takes two arguments: hostname/IP and port number.

If port number is not specified, uses TCP port 5025 (IANA assigned) by default. Note that Rigol oscilloscopes use the non-standard port 5555, not 5025, so the port number must always be specified when using a Rigol instrument.

Example:

```
ngscopeclient myscope:rigol:lan:192.0.2.9:5555
```

### 10.3 lxi

SCPI over LXI VXI-11.

Note that due to the remote procedure call paradigm used by LXI, it is not possible to batch multiple outstanding requests to an instrument when using this transport. Some instruments may experience reduced performance when using LXI as the transport. Drivers which require command batching may not be able to use LXI VXI-11 as the transport even if the instrument supports it.

Example:

```
ngscopeclient myscope:tektronix:lxi:192.0.2.9
```

### 10.4 null

This transport does nothing, and is used as a placeholder for development simulations or non-SCPI instruments.

NOTE: Due to limitations of the current command line argument parsing code, an argument must be provided to all transports, including this one, when connecting via the command line. Since the argument is ignored, any non-empty string may be used.

Example:

```
ngscopeclient sim:demo:null:blah
```

### 10.5 socketcan

This transport provides a bridge for accessing the native Linux SocketCAN API from the scopehal driver layer. When paired with the "socketcan" oscilloscope driver and a suitable CAN peripheral, it allows ngscopeclient to be used as a CAN bus protocol analyzer. Since SocketCAN is a Linux-only API, this transport is not available on other platforms.

This transport takes one argument: the device name (e.g. "can0")

### 10.6 twinlan

This transport is used by some Antikernel Labs oscilloscopes, as well as most of the bridge servers used for interfacing libscopehal with USB oscilloscopes' SDKs. It takes three arguments: host-name/IP and two port numbers.

It uses two TCP sockets on different ports. The first carries SCPI text (as in the "lan" transport), and the second is for binary waveform data.

If port numbers are not specified, the SCPI port defaults to the IANA standard of 5025, and the data port defaults to 5026. If the SCPI port but not the data port is specified, the data port defaults to the SCPI port plus one.

### 10.7 uart

SCPI over RS-232 or USB-UART.

This transport takes two arguments: device path (required) and baud rate (optional). If baud rate is not specified, it defaults to 115200.

Example:

```
ngscopeclient myscope:rigol:uart:/dev/ttyUSB0:115200
```

## 10.8 usbtmc

SCPI over USB Test & Measurement Class protocol.

This transport takes one argument: the path to the usbtmc kernel device object.

NOTE: The current implementation of this driver only works on Linux. There is currently no support for USBTMC on Windows ([scopehal:301](#))

Example:

```
ngscopeclient myscope:siglent:usbtmc:/dev/usbtmc0
```

## 10.9 vicp

SCPI over Teledyne LeCroy Virtual Instrument Control Protocol.

This transport takes two arguments: hostname/IP and port number.

If port number is not specified, uses TCP port 1861 (IANA assigned) by default.

Example:

```
ngscopeclient myscope:lecroy:vicp:192.0.2.9
```



# Chapter 11

## BERT Drivers

This chapter describes all of the available drivers for bit error rate testers (BERTs)

### 11.1 MultiLANE

Device Family	Driver	Transport	Notes
ML4039-BTP	mlbert	lan	Use <a href="#">scopehal-mlbert-bridge</a>

#### 11.1.1 mlbert

This driver is intended to connect via the [scopehal-mlbert-bridge](#) server for network transparency and does not directly link to the MultiLANE SDK or talk directly to the instrument. The bridge requires a Windows PC since MultiLANE's SDK is Windows only, however the libscopehal clientside driver can run on any supported OS.

It was developed using a ML4039-BTP but may work with other similar models as well.



# Chapter 12

## Function Generator Drivers

This chapter describes all of the available drivers for standalone function generators.

Function generators which are part of an oscilloscope are described in the [Oscilloscope Drivers](#) section.

### 12.1 Rigol

Device Family	Driver	Transport	Notes
DG4000 series	rigol_awg	lan	Only tested via lan transport, but USBTMC and serial are available too

#### 12.1.1 rigol\_awg

This driver supports all DG4000 series function / arbitrary waveform generators.





# Chapter 13

## Electronic Load Drivers

This chapter describes all of the available drivers for electronic loads.

### 13.1 Siglent

Device Family	Driver	Transport	Notes
SDL1000X/X-E series	siglent_load	lan	Only tested via lan transport, but USBTMC and serial are available too

#### 13.1.1 siglent\_load

This driver supports all SDL1000 family loads (SDL1020X-E, SDL1020X, SDL1030X-E, SDL1030X).



# Chapter 14

## Multimeter Drivers

This chapter describes all of the available drivers for multimeters.

Multimeters which are part of an oscilloscope are described in the [Oscilloscope Drivers](#) section.

### 14.1 Rohde & Schwarz

Device Family	Driver	Transport	Notes
HMC8012	rs_hmc8012	lan	Only tested via lan transport, but USBTMC and serial are available too

#### 14.1.1 rs\_hmc8012

This driver supports the HMC8012 multimeter, which is the only device in the family.



# Chapter 15

## Miscellaneous Drivers

This chapter describes all of the available drivers for miscellaneous instruments which do not fit in any other category.

### 15.1 Generic

Device Family	Driver	Transport	Notes
N/A	csvstream	Any	

#### 15.1.1 csvstream

This driver exposes the most recent line from a stream of comma-separated value (CSV) data as a series of analog scalar channels.

It is primarily intended for extracting low rate I2C sensor readings and ADC values from an embedded DUT, so that that these values may be plotted alongside multimeter/power supply readings or other data coming from more conventional instrumentation.

The data may come from any supported transport, however it is expected that the most likely scenario is either direct connection to a local serial port ("uart" transport), or a TCP socket connected to either a remote UART using socat or an embedded TCP server ("lan" transport).

Data must be generally line oriented and UTF-8 or 7-bit ASCII encoded.

In order to enable csvstream data to share a UART also used by other traffic such as a debug console or syslog, all lines must contain one of three magic prefixes as shown below. Any content in the line before the prefix (such as a timestamp) is ignored.

Upon initial connection, the driver will have a single channel called "CH1". At any time, if the number of fields in a received CSV line exceeds the current channel count, a new channel will be created. If a partial line is received, the values in the missing columns are unchanged but the channel will not be deleted.

- **CSV-NAME:** Contains channel name data. Example:  
CSV-NAME,Temperature,3V3,RxLevel
- **CSV-UNIT:** Contains channel unit data (using the text encodings used by the libscopehal Unit class). Example:  
CSV-UNIT,°C,V,dBm

- **CSV-UNIT**: Contains channel value data. Example:  
CSV-DATA,31.41,3.291,-59.1

# Chapter 16

## Oscilloscope Drivers

This chapter describes all of the available drivers for oscilloscopes and logic analyzers.

### 16.1 Agilent

Agilent devices support a similar similar SCPI command set across most device families.

Please see the table below for details of current hardware support:

Device Family	Driver	Transport	Notes
DSO5000 series	agilent	lan	Not recently tested, but should work.
DSO6000 & MSO6000 series	agilent	lan	Working. No support for digital channels yet.
DSO7000 & MSO7000 series	agilent	lan	Untested, but should work. No support for digital channels yet.
EDUX1000 series	agilent	lan	Untested but should be identical to DSOX1200 but with lower sample memory.
DSOX1200 series	agilent	lan	Working. No support for wavegen yet.
MSOX-2000 series	agilent	lan	
MSOX-3000 series	agilent	lan	

#### 16.1.1 agilent

##### Typical Performance (MSO6034A, LAN)

Interestingly, performance sometimes gets better with more channels or deeper memory. Not sure why.

Channels	Memory depth	WFM/s
1	1K	66
4	1K	33
4	4K	33
1	40K	33
1	4K	22
1	20K	22
4	20K	22
1	100K	22
4	10K	17
4	40K	12
1	200K	11
1	400K	8
4	100K	6.5
4	200K	4
1	1M	3.7
4	400K	2.3
1	1M	1
4	1M	1
4	4M	0.2

### Typical Performance (MSOX3104T, LAN)

Channels	Memory depth	WFM/s
1	2.5K	3.3
4	2.5K	2.5
1	2.5M	1.0
4	2.0M	0.5

## 16.2 Antikernel Labs

Device Family	Driver	Notes
Internal Logic Analyzer IP	akila	
BLONDEL Oscilloscope Prototype	aklabs	

### 16.2.1 akila

This driver uses a raw binary protocol, not SCPI.



Under-development internal logic analyzer analyzer core for FPGA design debug. The ILA uses a UART interface to a host system. Since there's no UART support in scopehal yet, socat must be used to bridge the UART to a TCP socket using the "lan" transport.

### 16.2.2 aklabs

This driver uses two TCP sockets. Port 5025 is used for SCPI control plane traffic, and port 50101 is used for waveform data using a raw binary protocol.

## 16.3 Demo

The "demo" driver is a simulation-only driver for development and training purposes, and does not connect to real hardware.

It ignores any transport provided, and is normally used with the "null" transport.

The demo instrument is intended to illustrate the usage of ngscopeclient for various types of analysis and to aid in automated testing on computers which do not have a connection to a real oscilloscope, and is not intended to accurately model the response or characteristics of real world scope frontends or signals.

It supports memory depths of 10K, 100K, 1M, and 10M points per waveform at rates of 1, 5, 10, 25, 50, and 100 Gsps. Four test signals are provided, each with 10 mV of Gaussian noise and a 5 GHz low-pass filter added (although this can be disabled under the channel properties)

Test signals:

- 1.000 GHz tone
- 1.000 GHz tone mixed with a second tone, which sweeps from 1.100 to 1.500 GHz
- 10.3125 Gbps PRBS-31
- 1.25 Gbps repeating two 8B/10B symbols (K28.5 D16.2)

Device Family	Driver	Transport	Notes
Simulator	demo	null	

## 16.4 Digilent

Digilent oscilloscopes using the WaveForms SDK are all supported using the "digilent" driver in libscopehal. This driver connects using the "twinlan" transport to a [socket server](#) which links against the Digilent WaveForms SDK. This provides network transparency, and allows the Digilent bridge server to be packaged separately for distribution and only installed by users who require it.

As of 2022-03-09, analog input channels on the Analog Discovery Pro and Analog Discovery 2 have been tested and are functional, however only basic edge triggering is implemented so far. Analog inputs on other devices likely work, however only these two have been tested to date.

Analog outputs, digital inputs, and digital outputs are currently unimplemented, but are planned to be added in the future.

### 16.4.1 digilent

Device Family	Driver	Transport	Notes
Electronics Explorer	digilent	twinlan	Not tested, but probably works
Analog Discovery	digilent	twinlan	Not tested, but probably works
Analog Discovery 2	digilent	twinlan	No digital channel support No analog output support
Analog Discovery Pro	digilent	twinlan	No digital channel support No analog output support
Digital Discovery	digilent	twinlan	No digital channel support, so pretty useless for now

#### Typical Performance (ADP3450, USB -> LAN)

Channels	Memory depth	WFM/s
4	64K	25.8
2	64K	32.3
1	64K	33.0

## 16.5 DreamSource Lab

DreamSourceLabs oscilloscopes and logic analyzers supported in their fork of sigrok (“libsigrok4DSL” distributed as part of their “DSView” software package) are supported through the “dslabs” driver in libscopehal. This driver connects using the “twinlan” transport to a [socket server](#) which links against libsigrok4DSL. This provides network transparency, and allows the DSLabs bridge server to be packaged separately for distribution and only installed by users who require it.

As of 2022-03-22, a DSCope U3P100 and a DSLogic U3Pro16 has been tested and works adequately. Other products may work also, but are untested.

On DSCope: Only edge triggers are supported. ‘Any’ edge is not supported. “Ch0 && Ch1” and “Ch0 || Ch1” trigger modes are not supported.

On DSLogic: Only edge triggers are supported. All edges are supported. There is currently no way to configure a trigger on more than one channel. Serial / multi-stage triggers are not supported.

Known issues pending fixes/refactoring:

- Interleaved sample rates are not correctly reported in the timebase dialog (but are in the waveform display)
- Trigger position is quantized to multiples of 1% of total capture
- Non-localhost performance, and responsiveness in general may suffer as a result of hacky flow control on waveform capture
- DSLogic depth configuration is confusing and performance could be improved (currently only buffered more is supported)
- DSLogic devices trigger even if pre-trigger buffer has not been filled, leading to a small pre-trigger waveform in some cases

### 16.5.1 dslabs

Family / Device	Driver	Transport	Notes
DSCOPE U3P100	dslabs	twinlan	Tested, works
DSLogic U3P16	dslabs	twinlan	Tested, works
DSCOPE (others)	dslabs	twinlan	Not tested, but probably works
DSLogic (others)	dslabs	twinlan	Not tested, but probably works

#### Typical DSCOPE Performance (DSCOPE U3P100, USB3, localhost)

Channels	Memory depth	Sample Rate	WFM/s	UI-unconstrained WFM/s
2	1M	100MS/s	14	50
2	5M	500MS/s	4.5	14
1	5M	1GS/s	8.3	32

#### Typical DSLogic Performance (DSLogic U3Pro16, USB3, localhost)

Channels	Memory depth	Sample Rate	WFM/s	UI-unconstrained WFM/s
16	500k	100MS/s	16	44
16	500k	500MS/s	16	55

## 16.6 EEVengers

TODO: document WIP ThunderScope driver

### 16.7 Enjoy Digital

TODO ([scopehal:79](#))

## 16.8 Generic

Drivers in this section are not specific to a particular manufacturer's products and support a wide variety of similar devices.

### 16.8.1 socketcan

This driver exposes the Linux SocketCAN API as a stream of CAN messages which can be displayed as-is or used as input to other filter graph blocks. When paired with the "socketcan" transport and a suitable CAN peripheral, it allows ngscopeclient to be used as a CAN bus protocol analyzer. Since SocketCAN is a Linux-only API, this driver is not available on other platforms.

## 16.9 Hantek

TODO ([scopehal:26](#))

## 16.10 Keysight

Keysight devices support a similar similar SCPI command set across most device families. Many Keysight devices were previously sold under the Agilent brand and use the same SCPI command set, so they are supported by the “agilent” driver.

Please see the table below for details of current hardware support:

### 16.10.1 agilent

Device Family	Driver	Notes
MSOX-2000 series	agilent	
MSOX-3000 series	agilent	
MSOX-3000T series	agilent	

### 16.10.2 keysightdca

A driver for the Keysight/Agilent/HP DCA series of equivalent-time sampling oscilloscopes.

Device Family	Driver	Notes
86100A	keysightdca	

## 16.11 Pico Technologies

Pico oscilloscopes all have slightly different command sets, but are supported using the “pico” driver in libscopehal. This driver connects via a TCP socket to a socket server [scopehal-pico-bridge](#) which connects to the appropriate instrument using Pico’s binary SDK.

Device Family	Driver	Notes
3000D series	pico	Early development, incomplete
6000E series	pico	

### 16.11.1 pico

#### Typical Performance (6824E, LAN)

Channels	Memory depth	WFM/s
8	1M	15.2
4	1M	30.5
2	1M	64.4
1	10M	12.2
1	50M	3.03

## 16.12 Rigol

Rigol oscilloscopes have subtle differences in SCPI command set, but this is implemented with quirks handling in the driver rather than needing different drivers for each scope family.

Device Family	Driver	Notes
DS1100D/E	rigol	
DS1000Z	rigol	
MSO5000	rigol	

### 16.12.1 rigol

#### Typical Performance (MSO5000 series, LAN)

Channels	Memory depth	WFM/s
4	10K	0.96
4	100K	0.91
4	1M	0.59
4	10M	0.13
1	100M	0.0601
4	25M	0.0568
2	50M	0.0568

## 16.13 Rohde & Schwarz

### 16.13.1 rs

There is partial support for RTM3000 (and possibly others, untested) however it appears to have bitrotted.

TODO ([scopehal:59](#))

### 16.13.2 rs\_rto6

This driver supports the newer RTO6 family scopes (and possibly others, untested).

## 16.14 Saleae

TODO ([scopehal:16](#))

## 16.15 Siglent

A driver for SDS2000X+ is available in the codebase which has been developed according to Siglent official documentation (Programming Guide PG01-E11A). This driver should be functional across the 'next generation' SDS2000X+, SDS5000X and SDS6000A scopes . It has been primarily developed using the SDS2000X+. Some older generation scopes are supported as well.

Digital channels are not supported on any scope yet, due to lack of an MSO probe to test with. Many trigger types are not yet supported.

Device Family	Driver	Transport	Notes
SDS1000X-E series	siglent	lan	Initialises, triggers and downloads waveforms. More testing needed
SDS2000X-E series	siglent	lan	Initialises, triggers and downloads waveforms. More testing needed
SDS2000X+ series	siglent	lan	Basic functionality complete.
SDS2000X HD series	siglent	lan	Tested and works well on SDS2354x HD.
SDS5000X series	siglent	lan	Initialises, triggers and downloads waveforms. More testing needed
SDS6000A series	siglent	lan	Tested and works well on SDS6204A. 10/12 bit models NOT supported, but unavailable for dev (not sold in western markets).

### Typical Performance (SDS2104X+, LAN)

Channels	Memory depth	WFM/s
1	5-100K	2.3
2	5-100K	1.6
3	5-100K	1.2
4	5-100K	1
1	10M	0.5
2-4	10M	0.15

These figures were obtained from a SDS2104X+ running firmware version 1.3.7R5. Different scopes and software revisions may vary. This series of scopes support sample depths up to 100MPoints, but depths beyond 10MPoints require a different software interface and are likely to be extremely slow, so have not yet been implemented.

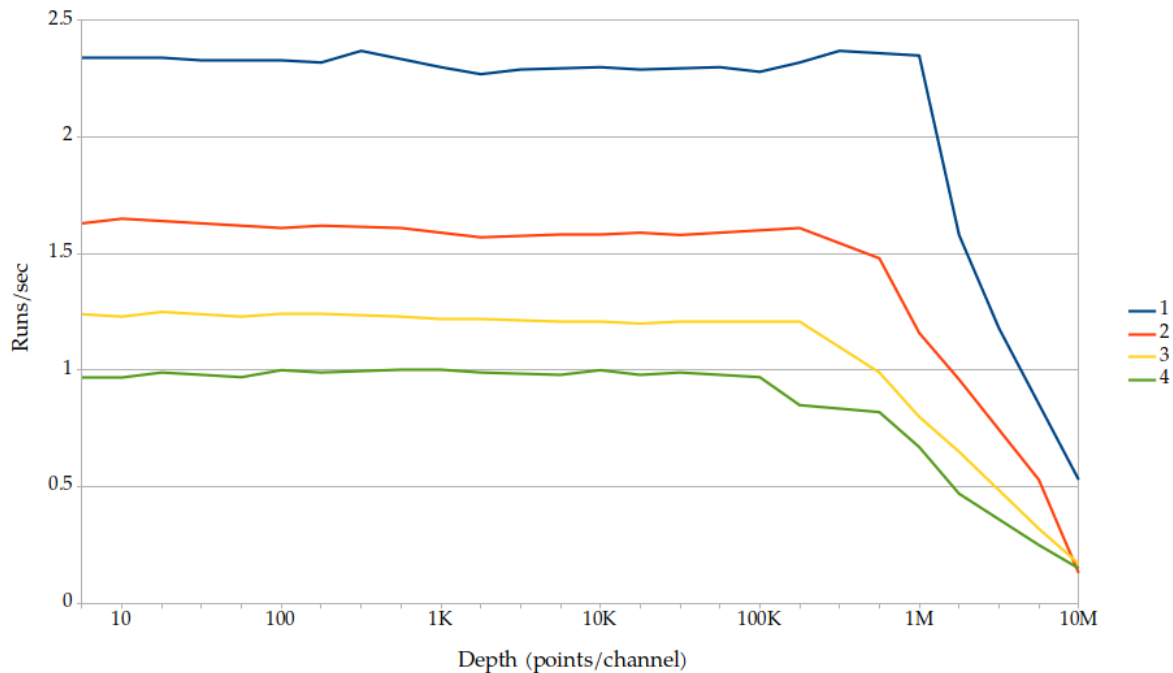


Figure 16.1: Siglent sample speed for various combinations of depth and channels

## 16.16 Teledyne LeCroy / LeCroy

Teledyne LeCroy (and older LeCroy) devices use the same driver, but two different transports for LAN connections.

While all Teledyne LeCroy / LeCroy devices use almost identical SCPI command sets, Windows based devices running XStream or MAUI use a custom framing protocol ("vicp") around the SCPI data while the lower end RTOS based devices use raw SCPI over TCP ("lan").

Please see the table below for details on which configuration to use with your hardware.

Device Family	Driver	Transport	Notes
DDA	lecroy	vicp	Tested on DDA5000A series
HDO	lecroy	vicp	Tested on HDO9000 series
LabMaster	lecroy	vicp	Untested, but should work for 4-channel setups
MDA	lecroy	vicp	Untested, but should work
SDA	lecroy	vicp	Tested on SDA 8Zi and 8Zi-A series
T3DSO	???	???	Untested
WaveAce	???	???	Untested
WaveJet	???	???	Untested
WaveMaster	lecroy	vicp	Same hardware as SDA/DDA
WaveRunner	lecroy	vicp	Tested on WaveRunner Xi, 8000, and 9000 series
WaveSurfer	lecroy	vicp	Tested on WaveSurfer 3000 series

### 16.16.1 lecroy

This is the primary driver for MAUI based Teledyne LeCroy / LeCroy devices.

This driver has been tested on a wide range of Teledyne LeCroy / LeCroy hardware. It should be compatible with any Teledyne LeCroy or LeCroy oscilloscope running Windows XP or newer and the MAUI or XStream software.

#### Typical Performance (HDO9204, VICP)

Channels	Memory depth	WFM/s
1	100K	>50
1	400K	29 - 35
2	100K	30 - 40
4	100K	17 - 21
1	2M	9 - 11
1	10M	2.2 - 2.6
4	1M	5.2 - 6.5
1	64M	0.41 - 0.42
2	64M	0.21 - 0.23
4	64M	0.12 - 0.13

#### Typical Performance (WaveRunner 8404M-MS, VICP)

Channels	Memory depth	WFM/s
1	80K	35 - 45
2	80K	35 - 45
2	800K	16 - 17
2	8M	3.1 - 3.2

### 16.16.2 lecroy\_fwp

This is a special performance-enhanced extension of the base "lecroy" driver which takes advantage of the FastWavePort feature of the instrument to gain high speed access to waveform data via shared memory. Waveforms are pulled from shared memory when a synchronization event fires, then pushed to the client via a separate TCP socket on port 1862.

On low latency LANs, typical performance increases observed with SDA 8Zi series instruments are on the order of 2x throughput vs using the base driver downloading waveforms via SCPI. On higher latency connections such as VPNs, the performance increase is likely to be even higher because the push-based model eliminates the need for polling (which performs increasingly poorly as latency increases).

To use this driver, your instrument must have the XDEV software option installed and the [scopehal-fwp-bridge](#) server application running. If the bridge or option are not detected, the driver falls back to SCPI waveform download and will behave identically to the base "lecroy" driver.



There are some limitations to be aware of with this driver:

- Maximum memory depth is limited to no more than 40M samples per channel, regardless of installed instrument memory. This is an architectural limitation of the FastWavePort API; the next generation FastMultiWavePort API eliminates this restriction however scopehal-fwp-bridge does not yet support it due to poor documentation.
- MSO channels are not supported, because neither FastWavePort nor FastMultiWavePort provide shared memory access to digital channel data. There is no known workaround for this given current instrument APIs.
- A maximum of four analog channels are supported even if the instrument actually has eight. There are no major technical blockers to fixing this under FastWavePort however no 8-channel instruments are available to the developers as of this writing, so there is no way to test potential fixes. FastMultiWavePort has a limit of four channels per instance, but it may be possible to instantiate multiple copies of the FastMultiWavePort block to work around this.
- Math functions F9-F12 are used by the FastWavePort blocks and cannot be used for other math functions.

## 16.17 Tektronix

This driver is being primarily developed on a MSO64. It supports SCPI over LXI VXI-11 or TCP sockets.

The hardware supports USBTMC, however waveform download via USBTMC does not work with libscopehal for unknown reasons.

Device Family	Driver	Transport	Notes
MSO5 series	tektronix	lan, lxi	
MSO6 series	tektronix	lan, lxi	

### 16.17.1 Note regarding "lan" transport on MSO5/6

The default settings for raw SCPI access on the MSO6 series use a full terminal emulator rather than raw SCPI commands. To remove the prompts and help text, go to Utility | I/O, then under the Socket Server panel select protocol "None" rather than the default of "Terminal".

### Typical Performance (MSO64, LXI, embedded OS)

Channels	Memory depth	WFM/s
1	50K	10.3 - 11.4
2	50K	6.7 - 7.2
4	50K	5.1 - 5.3
1	500K	8.7 - 9.5
4	500K	3.8 - 3.9

## 16.18 Xilinx

TODO ([scopehal:40](#))

# Chapter 17

## SDR Drivers

This chapter describes all of the available drivers for software-defined radios.

### 17.1 Ettus Research

Device Family	Driver	Transport	Notes
USRP	uhd	twinlan	

#### 17.1.1 uhd

This driver connects via a TCP socket to a socket server [scopehal-uhd-bridge](#) which connects to the appropriate instrument using the UHD API.

This provides network transparency for USB-attached instruments, as well as a license boundary between the BSD-licensed libscopehal core and the GPL-licensed UHD API.

### 17.2 Microphase

The AntSDR running `antsdr_uhd` firmware is supported by the “uhd” driver for Ettus Research SDRs. There is currently no support for the IIO firmware.



# Chapter 18

## Spectrometer Drivers

This chapter describes all of the available drivers for optical (UV/VIS/IR) spectrometers.

### 18.1 ASEQ Instruments

Device Family	Driver	Transport	Notes
LR1	aseq	twinlan	

#### 18.1.1 aseq

TODO: write stuff here



# Chapter 19

## Power Supply Drivers

This chapter describes all of the available drivers for power supplies.

### 19.1 GW Instek

Device Family	Driver	Transport	Notes
GPD-X303S series	gwinstek_gpdx303s	uart	9600 Baud default. Tested with GPD-3303S. No support for tracking modes yet.

#### 19.1.1 gwinstek\_gpdx303s

Supported models should include GPD-2303S, GPD-3303S, GPD-4303S, and GPD-3303D.

### 19.2 Rigol

Device Family	Driver	Transport	Notes
DP832, DP832A	rigol_dp8xx	uart, usbtmc, lan	No support for tracking modes yet.

#### 19.2.1 rigol\_dp8xx

This driver supports the DP832 and DP832A.

### 19.3 Rohde & Schwarz

Device Family	Driver	Transport	Notes
HMC804x series	rs_hmc804x	uart, usbtmc, lan	No support for tracking modes yet.

### 19.3.1 rs\_hmc804x

This driver should support the HMC8041, HMC8042, and HMC8043 but has only been tested on the HMC8042.

## 19.4 Siglent

Device Family	Driver	Transport	Notes
SPD3303X series	siglent_spd	lan	Tested with SPD3303X-E

### 19.4.1 siglent\_spd

Supported models should include SPD3303X, SPD3303X-E.

NOTE: Channel 3 of the SPD3303x series does not support software voltage/current adjustment. It has a fixed current limit of 3.2A, and output voltage selectable to 2.5, 3.3, or 5V via a mechanical switch. While channel 3 can be turned on and off under software control, there is no readback capability whatsoever for channel 3 in the SCPI API.

As a result - regardless of actual hardware state - the driver will report channel 3 as being in constant voltage mode. Additionally, the driver will report channel 3 as being off until it is turned on by software. Once the output has been turned on, the driver will track the state and report a correct on/off state as long as no front panel control buttons are touched.



## Chapter 20

# RF Generator Drivers

This chapter describes all of the available drivers for RF synthesizers, vector signal generators, and similar devices.

### 20.1 Siglent

Device Family	Driver	Transport	Notes
SSG3000X	Unknown	Unknown	May be compatible with the siglent_ssg driver, but not tested
SSG5000A	Unknown	Unknown	May be compatible with the siglent_ssg driver, but not tested
SSG5000X	siglent_ssg	lan	Only tested via lan transport, but USBTMC and serial are available too

#### 20.1.1 siglent\_ssg

This driver was developed on a SSG5060X-V and should support the other models in the SSG5000X family (SSG5040X, SSG5060X, and SSG5040X-V). It is unknown whether it will function at all with the SSG3000X or 5000A families in its current state; additional development will likely be needed for full support.



# Chapter 21

## VNA Drivers

This chapter describes all of the available drivers for vector network analyzers.

### 21.1 Copper Mountain

Device Family	Driver	Transport	Notes
Planar	coppermt	lan	Not tested, but docs say same command set
S5xxx	coppermt	lan	Tested on S5180B
S7530	coppermt	lan	Not tested, but docs say same command set
SC50xx	coppermt	lan	Not tested, but docs say same command set
C1xxx	coppermt	lan	Not tested, but docs say same command set
C2xxx	coppermt	lan	Not tested, but docs say same command set
C4xxx	coppermt	lan	Not tested, but docs say same command set
M5xxx	coppermt	lan	Not tested, but docs say same command set

#### 21.1.1 coppermt

This driver supports the S2VNA and S4VNA software from Copper Mountain.

As of this writing, only 2-port VNAs are supported. 4-port VNAs will probably work using only the first two ports, but this has not been tested.

### 21.2 Pico Technology

Device Family	Driver	Transport	Notes
PicoVNA 106	picovna	lan	
PicoVNA 108	picovna	lan	

### 21.2.1 picovna

This driver supports the PicoVNA 5 software from Pico Technology. The older PicoVNA 3 software does not provides a SCPI interface and is not compatible with this driver.

# Chapter 22

## Triggers

### 22.1 Trigger Properties

The Setup / Trigger menu opens the trigger properties dialog (Fig. 22.1).

The Trigger Type box allows the type of trigger to be chosen. The list of available triggers depends on the instrument model and installed software options.

The Trigger Offset field specifies the time from the *start* of the waveform to the trigger point. Positive values move the trigger later into the waveform, negative values introduce a delay between the trigger and the start of the waveform. <sup>1</sup>

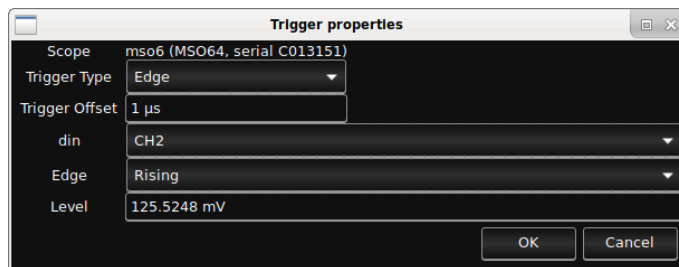


Figure 22.1: Trigger properties dialog

The remaining settings in the trigger properties dialog depend on the specific trigger type chosen.

### 22.2 Serial Pattern Triggers

All serial pattern triggers take one or two pattern fields, a radix, and a condition.

For conditions like "between" or "not between" both patterns are used, and no wildcards are allowed. For other conditions, only the first pattern is used.

Patterns may be specified as ASCII text, hex, or binary. "Don't care" nibbles/bits may be specified in hex/binary patterns as "X", for example "3fx8" or "1100010xxx1".

---

<sup>1</sup>This is a different convention than most oscilloscopes, which typically measure the trigger position from the *midpoint* of the waveform. Since ngscopeclient decouples the acquisition length from the UI zoom setting, measuring from the midpoint makes little sense as there are no obvious visual cues to the midpoint's location.

## 22.3 Dropout

Triggers when a signal stops toggling for a specified amount of time.

### 22.3.1 Inputs

Signal name	Type	Description
din	Analog or digital	Input signal

### 22.3.2 Parameters

Parameter name	Type	Description
Edge	Enum	Specifies the polarity of edge to look for (rising or falling)
Dropout Time	Int	Dropout time needed to trigger
Level	Float	Voltage threshold
Reset Mode	Enum	Specifies whether to reset the timer on the opposite edge

## 22.4 Edge

Triggers on edges in the signal.

Edge types "rising" and "falling" are self-explanatory. "Any" triggers on either rising or falling edges. "Alternating" is a unique trigger mode only found on certain Agilent/Keysight oscilloscopes, which alternates each waveform between rising and falling edge triggers.

### 22.4.1 Inputs

Signal name	Type	Description
din	Analog or digital	Input signal

### 22.4.2 Parameters

Parameter name	Type	Description
Edge	Enum	Specifies the polarity of edge to look for
Level	Float	Voltage threshold

## 22.5 Glitch

TODO: This is supported on at least LeCroy hardware, but it's not clear how it differs from pulse width.

## 22.6 Pulse Width

Triggers when a high or low pulse meeting specified width criteria is seen.

Signal name	Type	Description
din	Analog or digital	Input signal

### 22.6.1 Parameters

Parameter name	Type	Description
Condition	Enum	Match condition (greater, less, between, or not between)
Edge	Enum	Specifies the polarity of edge to look for
Level	Float	Voltage threshold
Lower Bound	Int	Lower width threshold
Upper Bound	Int	Upper width threshold

## 22.7 Runt

Triggers when a pulse of specified width crosses one threshold, but not a second.

Signal name	Type	Description
din	Analog	Input signal

### 22.7.1 Parameters

Parameter name	Type	Description
Condition	Enum	Match condition (greater, less, between, or not between)
Edge Slope	Enum	Specifies the polarity of edge to look for
Lower Interval	Int	Lower width threshold
Lower Level	Float	Lower voltage threshold
Upper Interval	Int	Upper width threshold
Upper Level	Float	Upper voltage threshold

## 22.8 Slew Rate

Triggers when an edge is faster or slower than a specified rate.

Signal name	Type	Description
din	Analog	Input signal

### 22.8.1 Parameters

Parameter name	Type	Description
Condition	Enum	Match condition (greater, less, between, or not between)
Edge Slope	Enum	Specifies the polarity of edge to look for
Lower Interval	Int	Lower width threshold
Lower Level	Float	Lower voltage threshold
Upper Interval	Int	Upper width threshold
Upper Level	Float	Upper voltage threshold

## 22.9 UART

Triggers when a byte or byte sequence is seen on a UART.

### 22.9.1 Inputs

Signal name	Type	Description
din	Analog or digital	Input signal

### 22.9.2 Parameters

Parameter name	Type	Description
Bit Rate	Int	Baud rate
Condition	Enum	Match condition
Level	Float	Voltage threshold
Parity Mode	Enum	Odd, even, or no parity
Pattern	String	First match pattern
Pattern 2	String	Second match pattern
Polarity	Enum	Idle high (normal UART) or idle low (RS232)
Radix	Enum	Radix for the patterns
Stop Bits	Float	Number of stop bits
Trigger Type	Enum	Match data pattern or parity error

## 22.10 Window

Triggers when a signal goes above or below specified thresholds.

The available configuration settings for this trigger vary from instrument to instrument.

Signal name	Type	Description
din	Analog	Input signal



### 22.10.1 Parameters

Parameter name	Type	Description
Condition	Enum	Specifies whether to trigger on entry or exit from the window, and whether to trigger immediately or after a time limit.
Edge	Enum	Specifies which edge of the window to trigger on
Lower Level	Float	Lower voltage threshold
Upper Level	Float	Upper voltage threshold



# Chapter 23

## Filters

### 23.1 Introduction

#### 23.1.1 Key Concepts

ngscopeclient and libscopehal are based on a “filter graph” architecture internally. The filter graph is a directed acyclic graph with a set of source nodes (waveforms captured from hardware, loaded from a saved session, or generated numerically) and sink nodes (waveform views, protocol analyzer views, and statistics) connected by edges representing data flow.

A filter is simply an intermediate node in the graph, which takes input from zero or more waveform nodes and outputs a waveform which may be displayed, used as input to other filters, or both. A waveform is a series of data points which may represent voltages, digital samples, or arbitrarily complex protocol data structures.

As a result, there is no internal distinction between math functions, measurements, and protocol decodes, and it is possible to chain them arbitrarily. Consider the following example:

- Two analog waveforms representing serial data and clock are acquired
- Each analog waveform is thresholded, producing a digital waveform
- The two digital waveforms are decoded as  $I^2C$ , producing a series of packets
- The  $I^2C$  packets are decoded as writes to a serial DAC, producing an analog waveform
- A moving average filter is applied to the analog waveform
- A measurement filter finds the instantaneous frequency of each cycle of the DAC output

In this document we use the term “filter” consistently to avoid ambiguity.

#### 23.1.2 Conventions

A filter can take arbitrarily many inputs (vector inputs), arbitrarily many parameters (scalar inputs), and outputs a signal (vector output).

If the output signal is a multi-field type (as opposed to a single scalar, e.g. voltage, at each sample) the “Output Signal” section will include a table describing how various types of output data are displayed.

All filters with complex output use a standardized set of colors to display various types of data fields in a consistent manner. These colors are configurable under the Appearance / Decodes preferences category.

Color name	Use case	Default Color
Address	Memory addresses	#fff00
Checksum Bad	Incorrect CRC/checksum	#ff0000
Checksum OK	Valid CRC/checksum	#00ff00
Control	Miscellaneous control data	#c000a0
Data	User data	#336699
Error	Malformed/unreadable data	#ff0000
Idle	Inter-frame gaps	#404040
Preamble	Preamble/sync words	#808080

## 23.2 128b/130b

Decodes the 128b/130b line code used by PCIe gen 3/4/5. This filter performs block alignment and descrambling, but no decoding of block contents.

128b/130b, as a close relative of [64b/66b](#), is a serial line code which divides transmitted data into 128-bit blocks and scrambles them with a LFSR, then appends a 2-bit type field (which is not scrambled) to each block for synchronization. Block synchronization depends on always having an edge in the type field so types 2'b00 and 2'b11 are disallowed.

For PCIe over 128b/130b, block type 2'b01 contains 128 bits of upper layer protocol data while block type 2'b10 contains an ordered set.

Note that this filter only performs block alignment and descrambling. No decoding or parsing is applied to the 128-bit blocks, other than searching for skip ordered sets (beginning with 0xaa) and using them for scrambler synchronization.

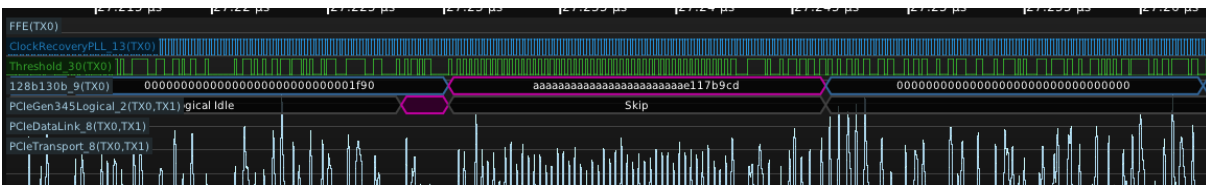


Figure 23.1: Example 128b/130b decode

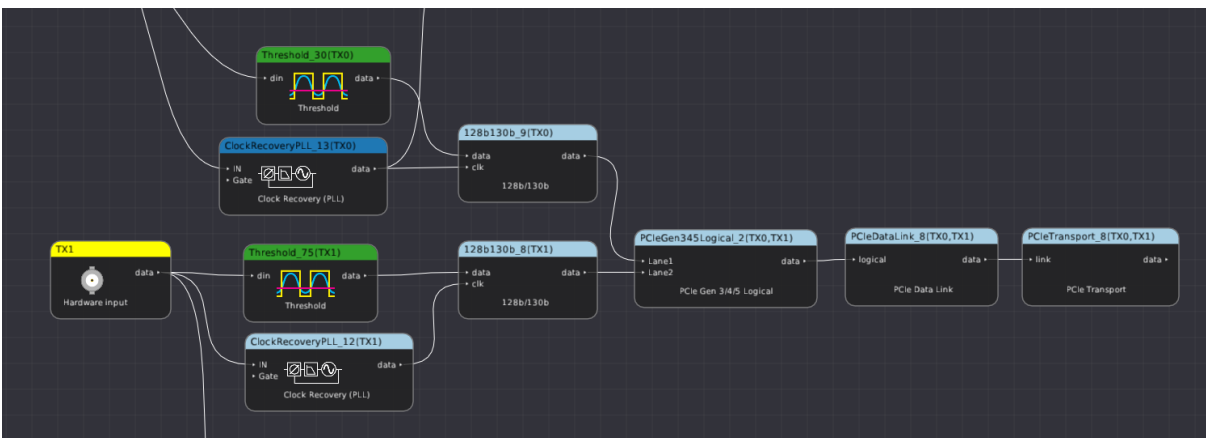


Figure 23.2: Example filter graph using 128b/130b to decode a 2-lane PCIe gen3 link

### 23.2.1 Inputs

Signal name	Type	Description
data	Digital	Serial 128b/130b data line
clk	Digital	DDR bit clock, typically generated by use of the <a href="#">Clock Recovery (PLL)</a> filter on the input data.

### 23.2.2 Parameters

This filter takes no parameters.

### 23.2.3 Output Signal

The 128B/130B filter outputs a time series of 128B/130B sample objects. These consist of a control/data flag and a 128-bit data block.

Stream name	Type	Description
data	Sparse protocol	Output decode

Type	Description	Color	Format
Ordered set	Block with type 2'b10	Control	%032x
Data	Block with type 2'b01	Data	%032x
Error	Block with type 2'b00 or 2'b11	Error	%032x

## 23.3 64b/66b

Decodes the 64/66b line code used by [10Gbase-R](#) and other serial protocols, as originally specified in IEEE 802.3 clause 49.2.

64b/66b is a serial line code which divides transmitted data into 64-bit blocks and scrambles them with a LFSR, then appends a 2-bit type field (which is not scrambled) to each block for synchronization. Block synchronization depends on always having an edge in the type field so types 2'b00 and 2'b11 are disallowed.

Note that this filter only performs block alignment and descrambling. No decoding is applied to the 64-bit blocks, as different upper-layer protocols assign different meaning to them. In 10Gbase-R, type 2'b01 denotes "64 bits of upper layer data" and type 2'b10 denotes "8-bit type field and 56 bits of data whose meaning depends on the type", however this is not universal and some other protocols use these fields for different purposes.

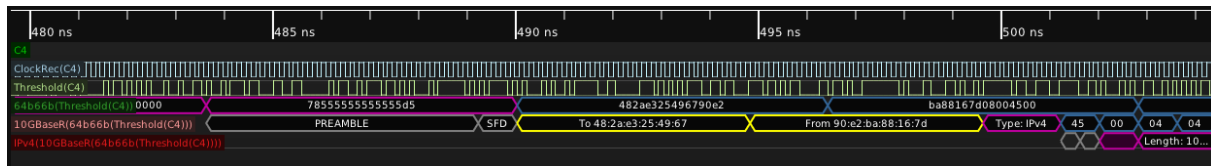


Figure 23.3: Example 64b/66b decode

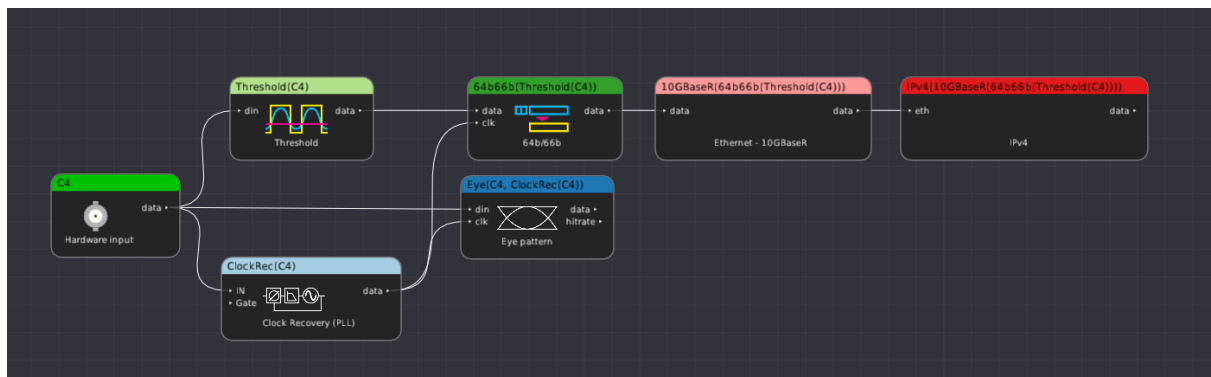


Figure 23.4: Example filter graph using 64b/66b to decode a 10Gbase-R signal

### 23.3.1 Inputs

Signal name	Type	Description
data	Digital	Serial 64b/66b data line
clk	Digital	DDR bit clock, typically generated by use of the <a href="#">Clock Recovery (PLL)</a> filter on the input data.

### 23.3.2 Parameters

This filter takes no parameters.

### 23.3.3 Output Signal

The 64B/66B filter outputs a time series of 64B/66B sample objects. These consist of a control/data flag and a 64-bit data block.

Stream name	Type	Description
data	Sparse protocol	Output decode

Type	Description	Color	Format
Control	Block with type 2'b10	Control	%016x
Data	Block with type 2'b01	Data	%016x
Error	Block with type 2'b00 or 2'b11	Error	%016x



## 23.4 8B/10B (IBM)

Decodes the standard 8b/10b line code used by [SGMII](#), [1000base-X](#), DisplayPort, JESD204, PCIe gen 1/2, SATA, USB 3.0, and many other common serial protocols.

8b/10b is a dictionary based code which converts each byte of message data to a ten-bit code. In order to maintain DC balance and limit run length to a maximum of five identical bits in a row, all 8-bit input codes have one of:

- One legal coding, with exactly five zero bits
- Two legal codings, one with four zero bits and one with six

The transmitter maintains a “running disparity” counter and chooses the appropriate coding for each symbol to ensure DC balance. There are twelve legal codes which are not needed for encoding data values; these are used to encode frame boundaries, idle/alignment sequences, and other control information.

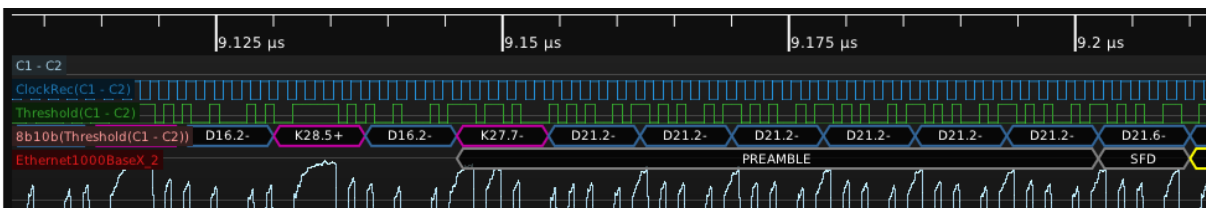


Figure 23.5: Example 8b/10b decode

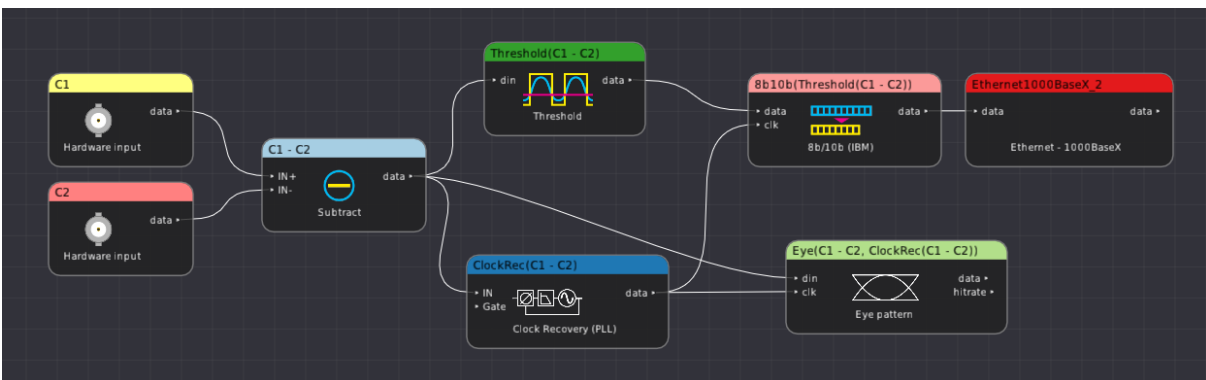


Figure 23.6: Example filter graph using 8b/10b to decode a differential 1000base-X link

### 23.4.1 Inputs

Signal name	Type	Description
data	Digital	Serial 8b/10b data line
clk	Digital	DDR bit clock, typically generated by use of the <a href="#">Clock Recovery (PLL)</a> filter on the input data.

### 23.4.2 Parameters

Parameter name	Type	Description
Comma Search Window	Integer	Number of unit intervals to search when performing comma alignment. A larger window increases the probability of a correct lock, but significantly slows down the decode.
Display Format	Enum	<b>Dotted (K28.5 D21.5)</b> : displays the 3b4b and 5b6b code blocks separately, with K or D prefix. <b>Hex (K.bc b5)</b> : displays data as hex byte values and control codes with a K prefix.

### 23.4.3 Output Signal

The 8B/10B filter outputs a time series of 8B/10B sample objects. These consist of a control/data flag, the current running disparity, and a byte of data.

Stream name	Type	Description
data	Sparse protocol	Output decode

Type	Description	Color	Format
Control	Control codes	Control	K%d.%d+ or K%02x
Data	Upper layer protocol data	Data	D%d.%d+ or %02x
Error	Malformed data	Error	ERROR

## 23.5 8B/10B (TMDS)

Decodes the 8-to-10 Transition Minimized Differential Signalling line code used in [DVI](#) and [HDMI](#).

Like the [8B/10B \(IBM\)](#) line code, TMDS is an 8-to-10 bit serial line code. TMDS, however, is designed to *minimize* the number of toggles in the data stream for EMC reasons, rendering it difficult to synchronize a CDR PLL to. As a result, HDMI and DVI provide a reference clock at the pixel clock rate (1/10 the serial data bit rate) along with the data stream to provide synchronization.

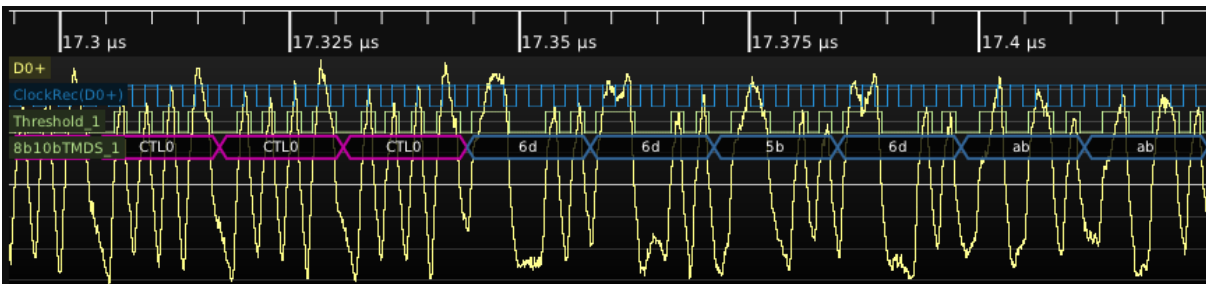


Figure 23.7: Example TMDS decode

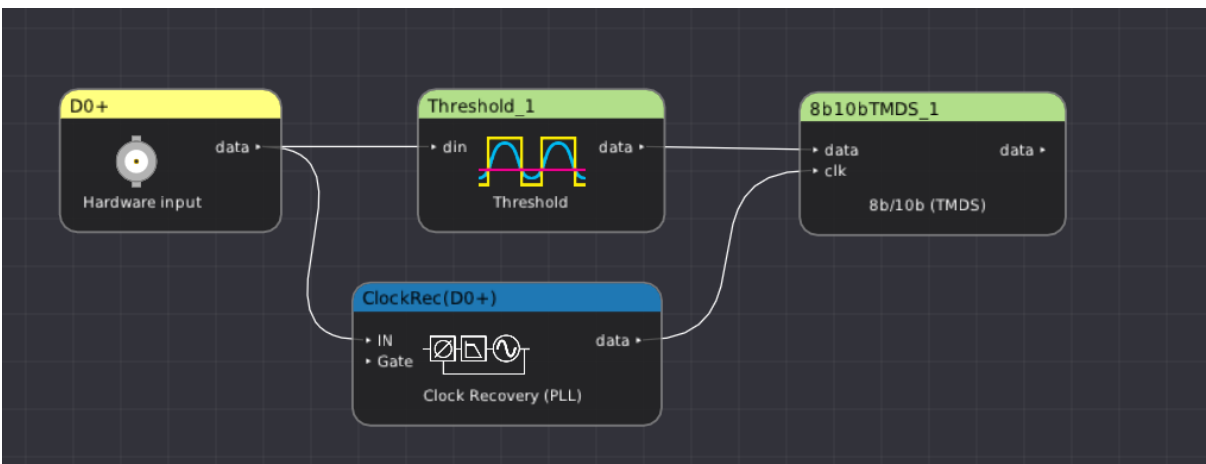


Figure 23.8: Example filter graph decoding TMDS from a single-ended input. Note that this example recovers the clock from the input signal rather than multiplying up the reference clock.

### 23.5.1 Inputs

Signal name	Type	Description
data	Digital	Serial TMDS data line
clk	Digital	DDR <i>bit</i> clock, typically generated by use of the <a href="#">Clock Recovery (PLL)</a> filter on the input data. Note that this is 5x the rate of the pixel clock signal.

### 23.5.2 Parameters

Parameter name	Type	Description
Lane Number	Integer	Lane number within the link (0-3)

### 23.5.3 Output Signal

The TMDS filter outputs a time series of TMDS sample objects. These consist of a type field and a byte of data.

The output of the TMDS decode is commonly fed to the [DVI](#) or [HDMI](#) protocol decoders.

Stream name	Type	Description		
data	Sparse protocol	Output decode		

Type	Description	Color	Format
Control	Control codes (H/V sync)	Control	CTL%d
Data	Pixel/island data	Data	%02x
Error	Malformed data	Error	ERROR
Guard band	HDMI data/video guard band	Preamble	GB

## 23.6 AC Couple

Automatically removes a DC offset from an analog waveform by subtracting the average of all samples from each sample.

This filter should only be used in postprocessing already acquired data, or other situations in which AC coupling in the hardware (via an AC coupled probe, or coaxial DC block) is not possible.

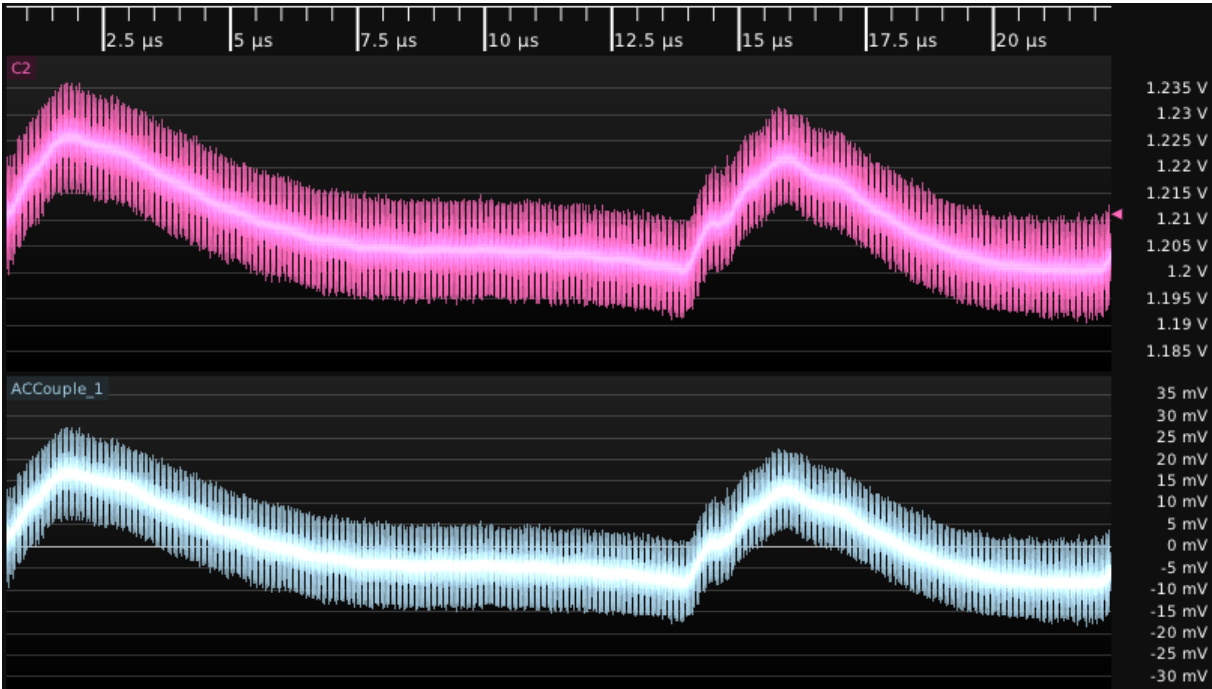


Figure 23.9: Example input and output of the AC Couple filter

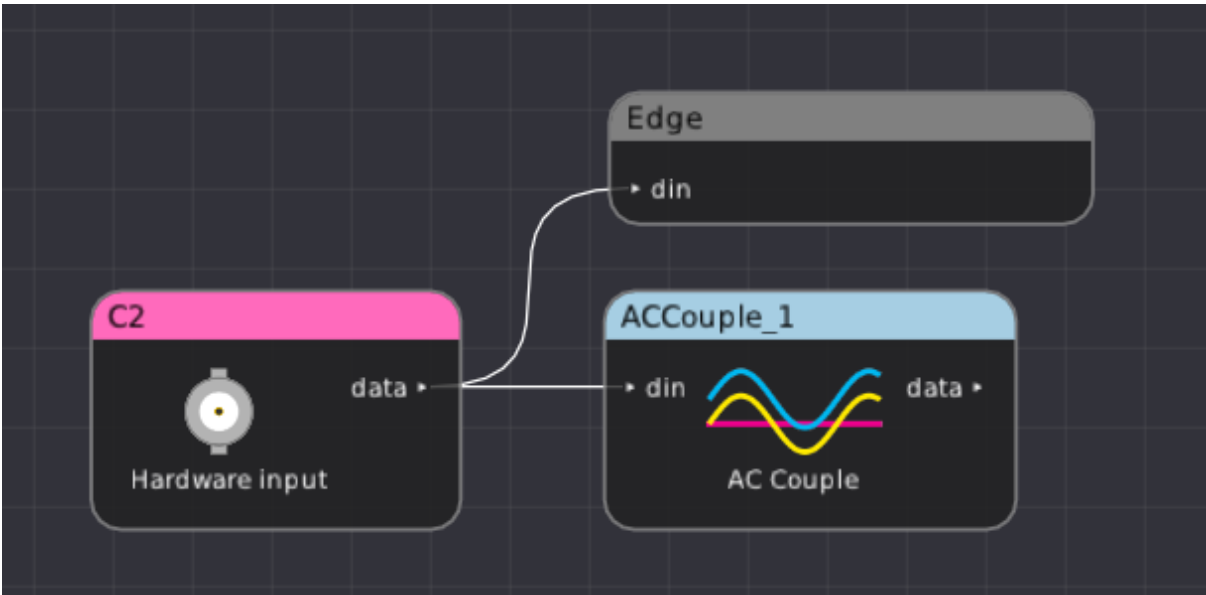


Figure 23.10: Example filter graph AC coupling an input waveform

### 23.6.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.6.2 Parameters

This filter takes no parameters.

### 23.6.3 Output Signal

This filter outputs an analog waveform with identical configuration (sparse or uniform) and sample rate to the input, vertically shifted to center the signal at zero volts.

Stream name	Type	Description
data	Analog	Output decode

## 23.7 AC RMS

Measures the Root Mean Square value of the waveform after removing any DC offset. The DC offset is calculated by averaging all samples in the waveform.

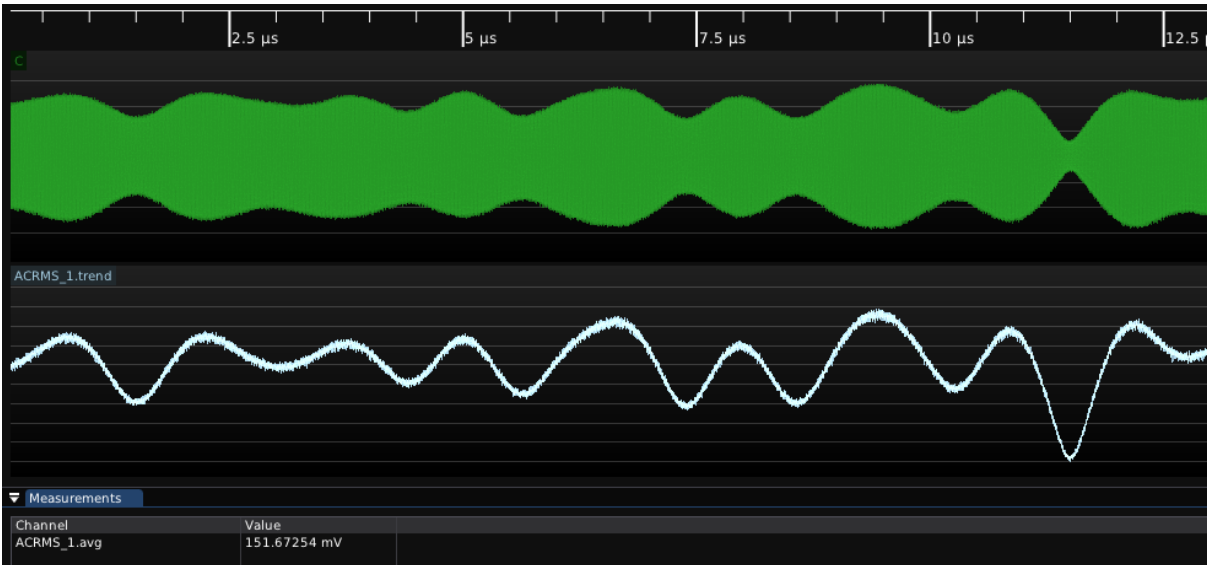


Figure 23.11: Example usage of the AC RMS filter on a QAM modulated signal

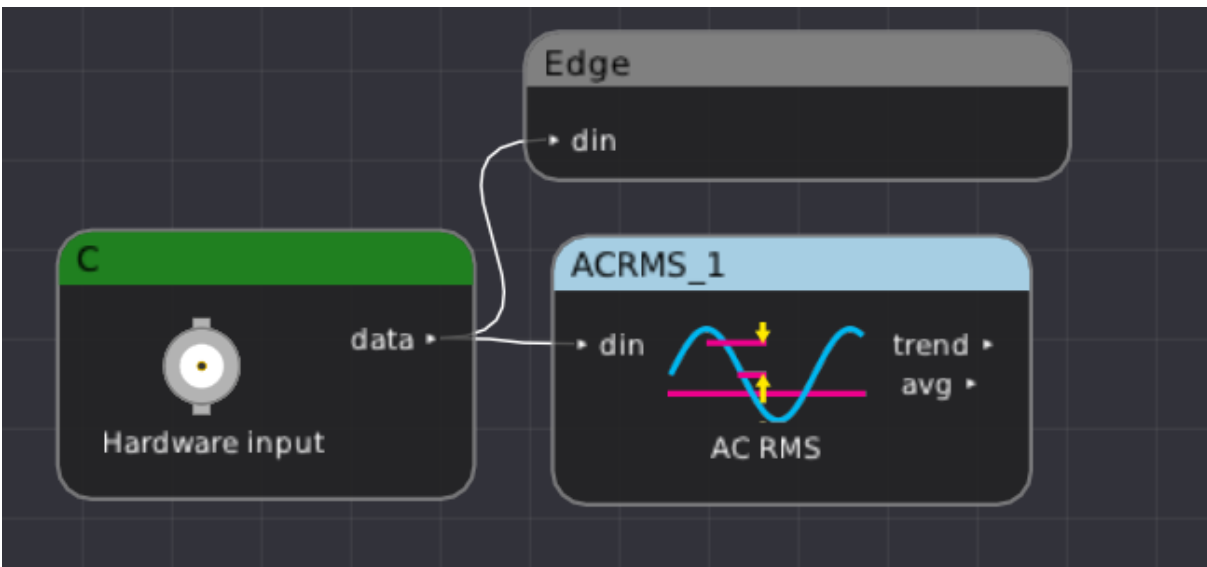


Figure 23.12: Example filter graph measuring RMS value of a waveform

### 23.7.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.7.2 Parameters

This filter takes no parameters.

### 23.7.3 Output Signal

This filter has two output streams.

<b>Stream name</b>	<b>Type</b>	<b>Description</b>
trend	Sparse analog	One sample per cycle of the input waveform containing the RMS value across that cycle
avg	Scalar	RMS value across the entire waveform



## 23.8 Add

This filter adds two inputs. Either input may be a vector (waveform) or scalar.

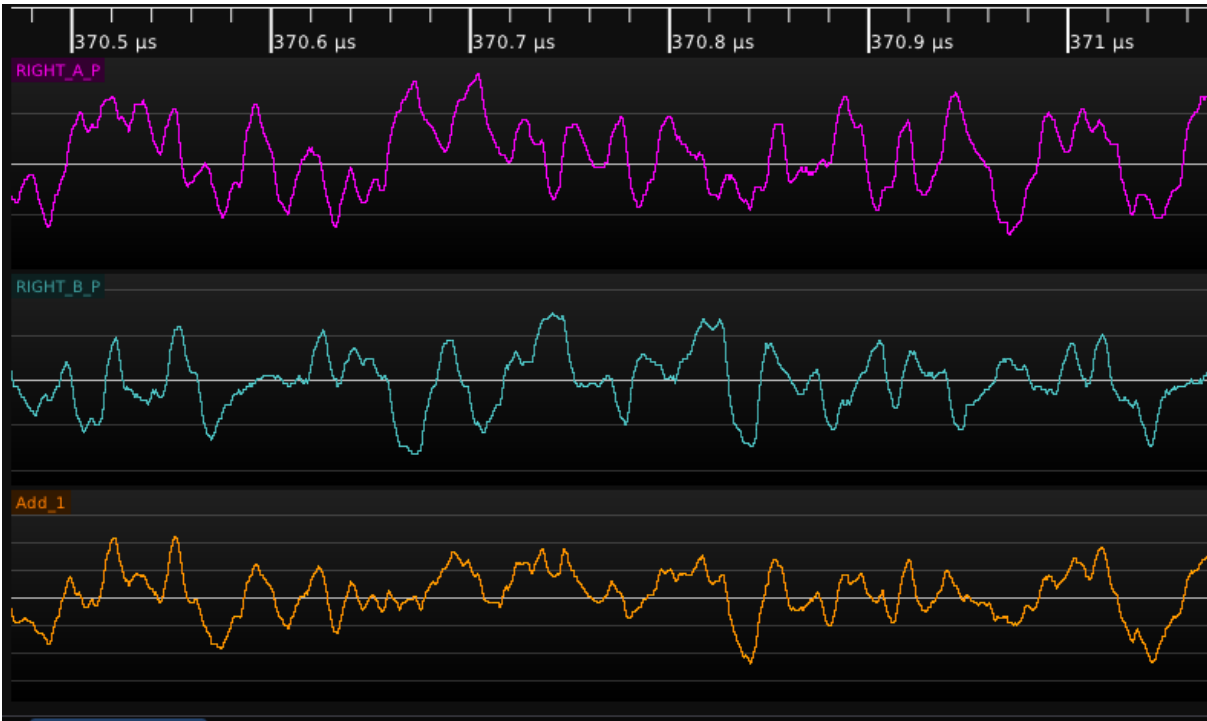


Figure 23.13: Example usage of adding two analog waveforms

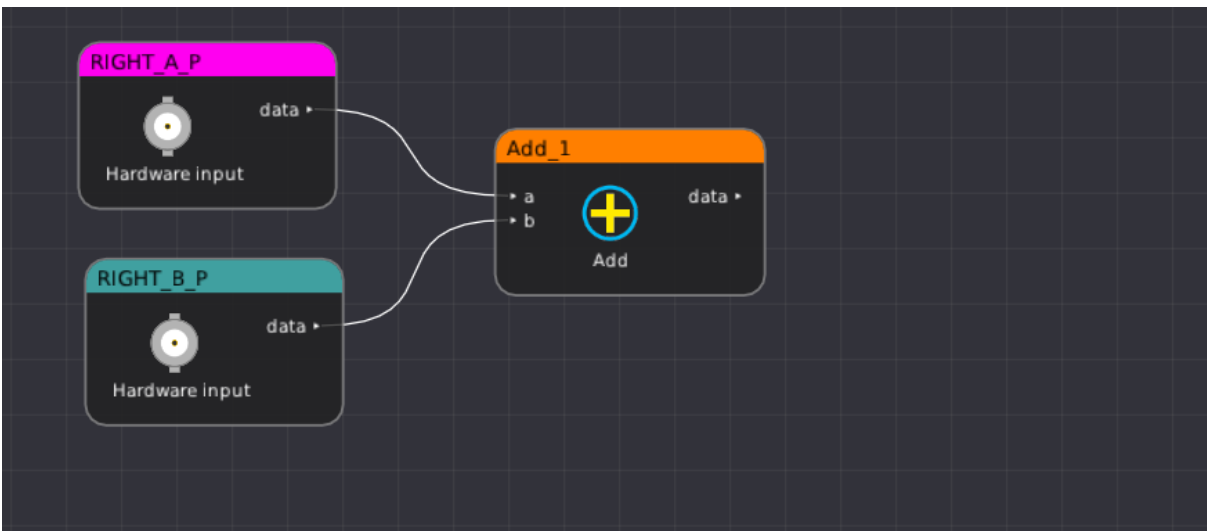


Figure 23.14: Example filter graph adding two analog waveforms

### 23.8.1 Inputs

Signal name	Type	Description
a	Analog waveform or scalar	First input waveform
b	Analog waveform or scalar	Second input waveform

### 23.8.2 Parameters

This filter takes no parameters.

### 23.8.3 Output Signal

If both inputs are vectors, this filter outputs a waveform containing the pairwise sum; i.e. sample  $i$  of the output is  $a[i] + b[i]$ . No resampling is performed on the inputs so incorrect or unexpected results may occur if they do not share the same timebase. Both inputs must be the same type (both sparse or both uniform), mixing sparse and uniform (even if the sample timestamps are the same) is not allowed.

If both inputs are scalars, this filter outputs their sum.

If one input is a vector and the other is a scalar, this filter outputs the sum of the scalar and each element of the waveform, i.e. sample  $i$  of the output is  $a + b[i]$  for the scalar + vector case and  $a[i] + b$  for the vector + scalar.

Stream name	Type	Description
data	Analog	One sample per cycle of the input waveform containing the sum of the a and b inputs at that time

## 23.9 Area Under Curve

TODO: needs to be updated when we port to scalar interface

Measures the area under the curve by integrating the data points. By default, area measured above ground is considered as positive and area measured below the ground is considered negative. The negative area can also be considered as positive by changing a filter parameter. The measurement can be performed on the full record or on each cycle.

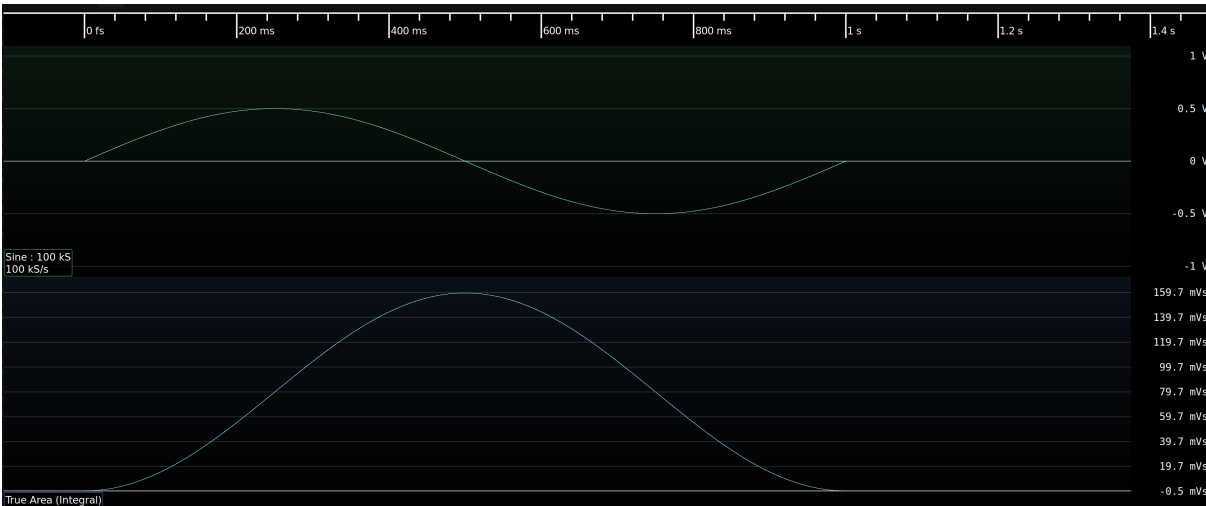


Figure 23.15: Example of true area under the curve measurement (Integral)

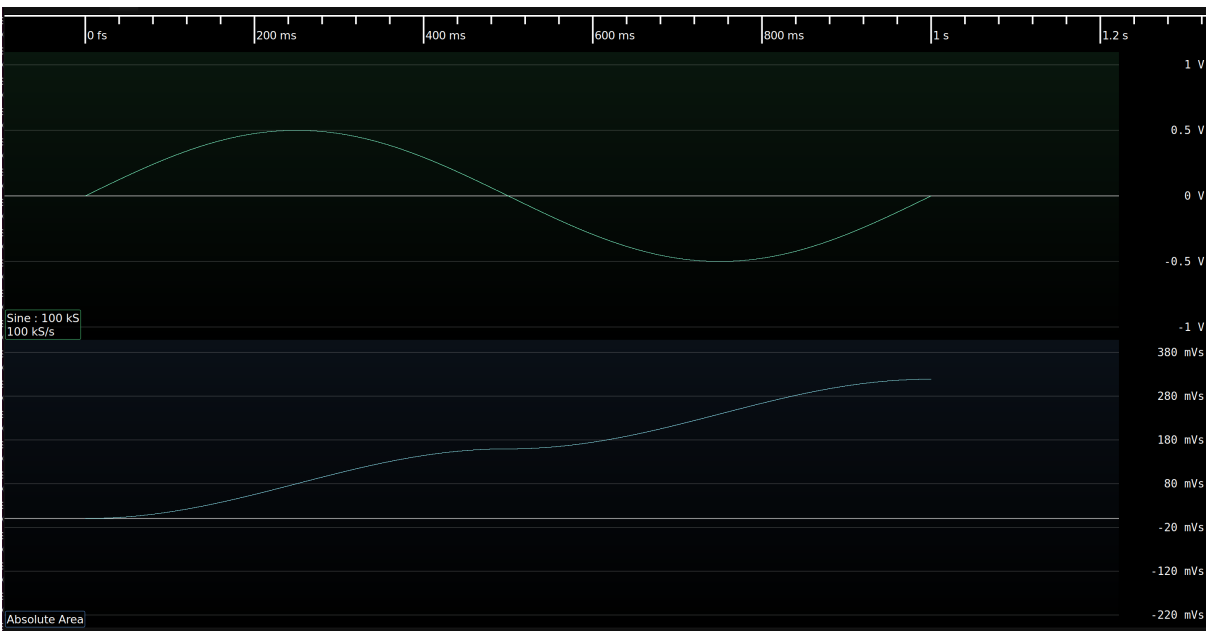


Figure 23.16: Example of absolute area under the curve measurement

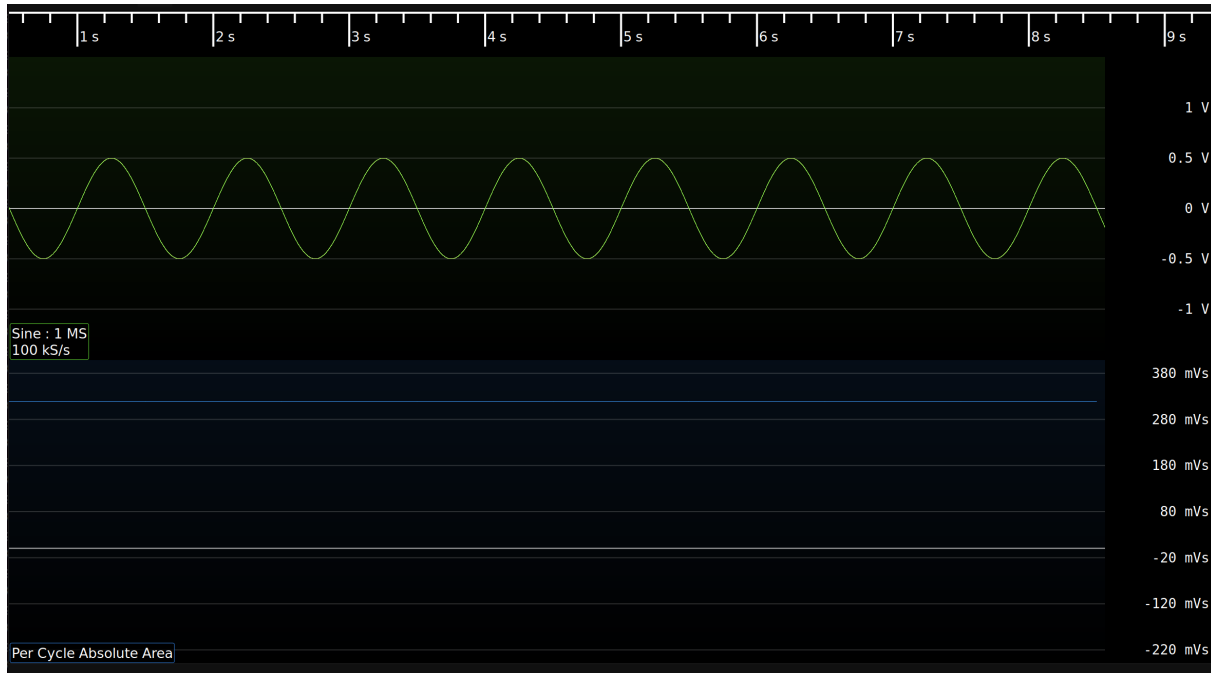


Figure 23.17: Example of per-cycle absolute area under the curve measurement

### 23.9.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.9.2 Parameters

Parameter name	Type	Description
Measurement Type	Enum	<b>Full Record:</b> Measure the area of entire waveform <b>Per Cycle:</b> Measure the area of each cycle in the waveform
Area Type	Enum	<b>True Area:</b> Consider area below ground as negative <b>Absolute Area:</b> Consider area below ground as positive

### 23.9.3 Output Signal

For full record measurement, this filter outputs a waveform indicating total area measured till the time on the waveform. For per cycle measurement, this filter outputs waveform representing area of each cycle.

## 23.10 ADL5205

Decodes SPI data traffic to one half of an ADL5205 variable gain amplifier.

TODO: Screenshot

### 23.10.1 Inputs

Signal name	Type	Description
spi	SPI bus	The SPI data bus

### 23.10.2 Parameters

This filter takes no parameters.

### 23.10.3 Output Signal

This filter outputs one ADL5205 sample object for each write transaction, formatted as "write: FA=2 dB, gain=8 dB".

## 23.11 Autocorrelation

This filter calculates the autocorrelation of an analog waveform. Autocorrelation is a measure of self-similarity calculated by multiplying the signal with a time-shifted copy of itself. In Fig. 23.18, strong peaks can be seen at multiples of the 8b/10b symbol rate.

For best performance, it is crucial to keep the maximum offset as low as possible, since filter run time grows linearly with offset range.

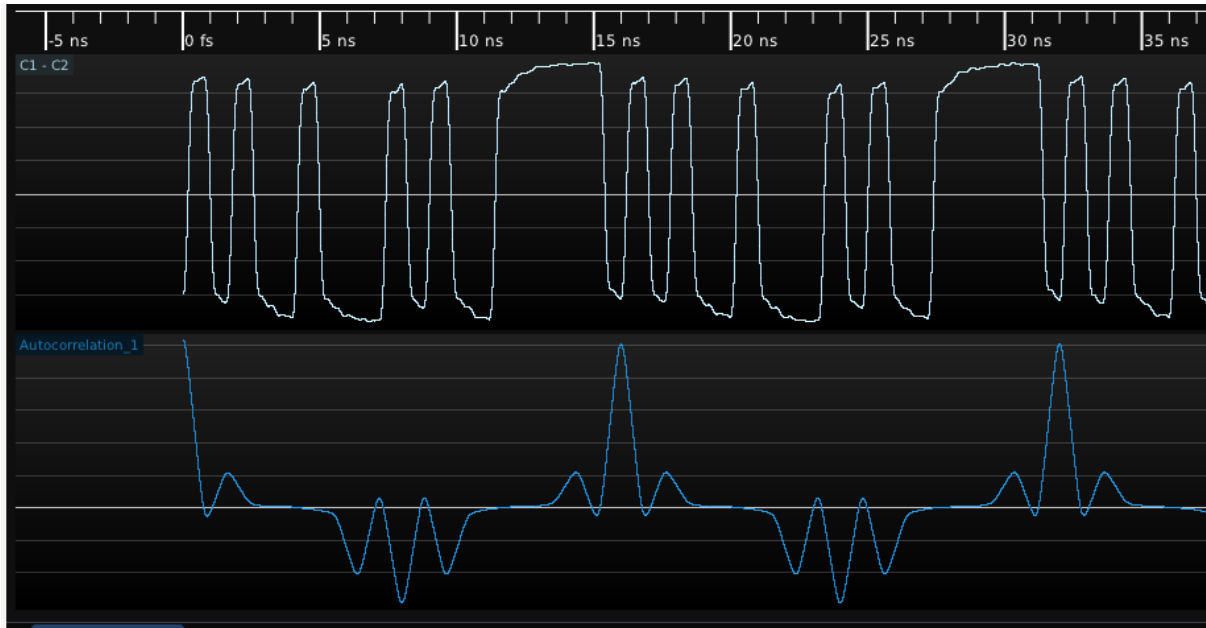


Figure 23.18: Example waveforms showing autocorrelation of an 8b/10b signal

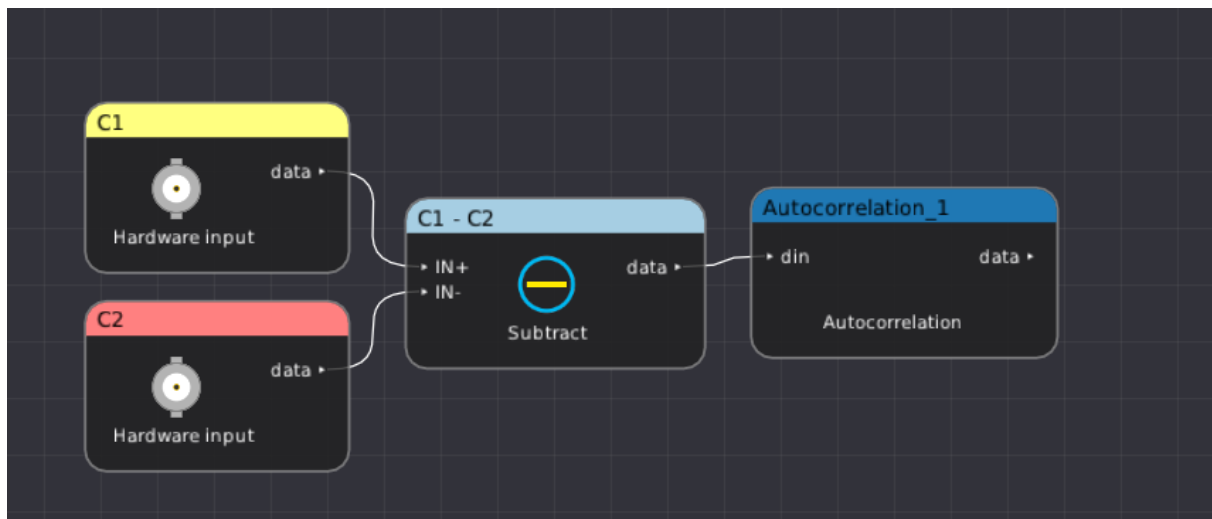


Figure 23.19: Example filter graph showing usage of autocorrelation filter

### 23.11.1 Inputs

Signal name	Type	Description
din	Uniform analog	Input waveform

### 23.11.2 Parameters

Parameter name	Type	Description
Max offset	Integer	Maximum shift (in samples)

### 23.11.3 Output Signal

This filter outputs an analog waveform with the same timebase as the input, one sample for each correlation offset.

Stream name	Type	Description
data	Uniform analog	Autocorrelation waveform

## 23.12 Average

This filter calculates the average of its input.

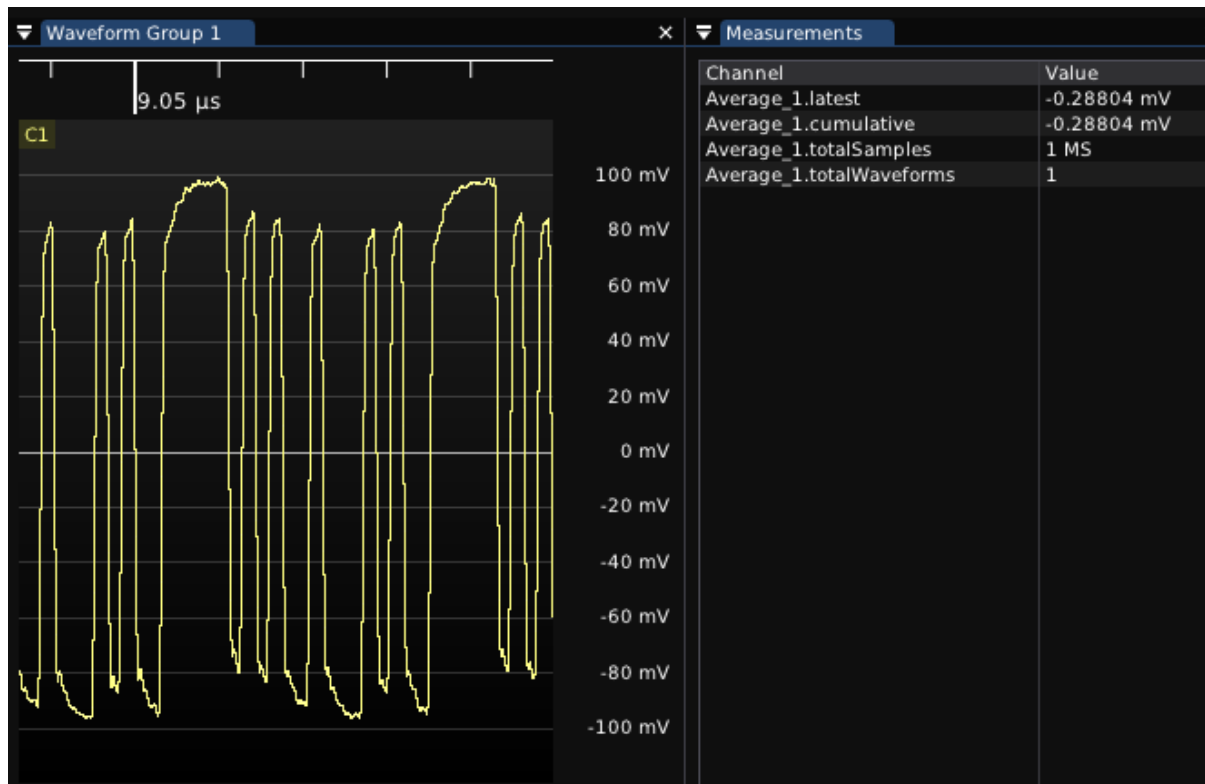


Figure 23.20: Typical usage of average filter

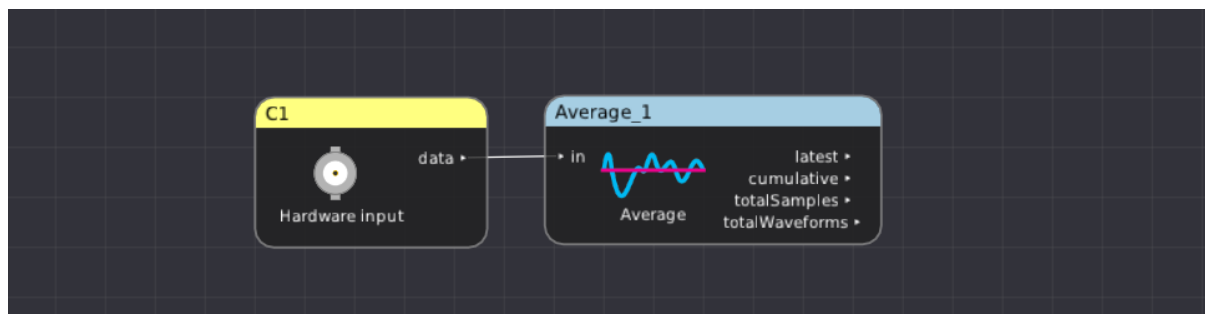


Figure 23.21: Example filter graph showing usage of average filter

### 23.12.1 Inputs

Signal name	Type	Description
in	Analog or scalar	Input waveform

### 23.12.2 Parameters

This filter takes no parameters.



### 23.12.3 Output Signal

Signal name	Type	Description
latest	Scalar	Average of the filter's current input
cumulative	Scalar	Average of all input since the last clear-sweeps
totalSamples	Scalar	Total number of integrated samples
totalWaveforms	Scalar	Total number of integrated waveforms

## 23.13 Bandwidth

Calculates the -3 dB bandwidth of a network, given the insertion loss magnitude.

The bandwidth is measured relative to a user-specified reference level; for example the bandwidth of a -20 dB attenuator can be measured by setting the reference level to -20 dB.

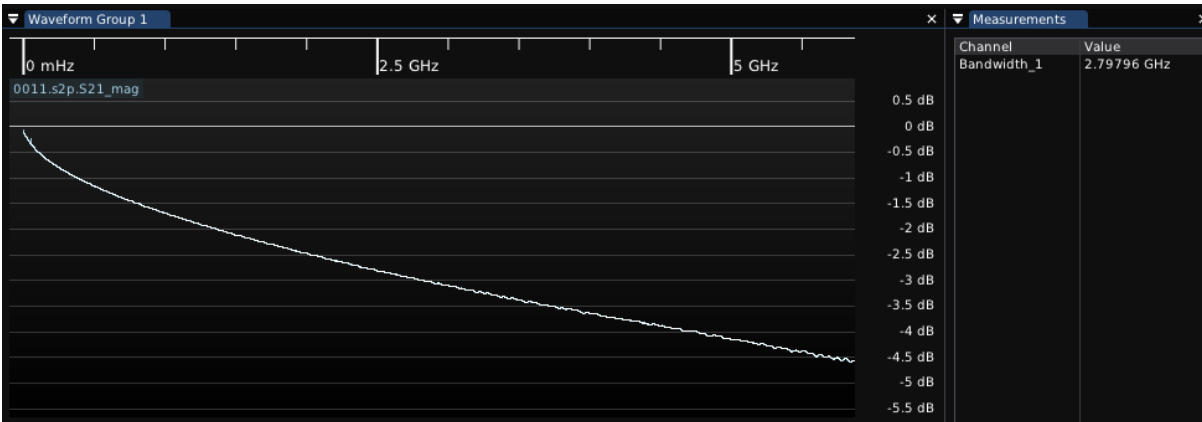


Figure 23.22: Measuring the -3 dB bandwidth of a cable

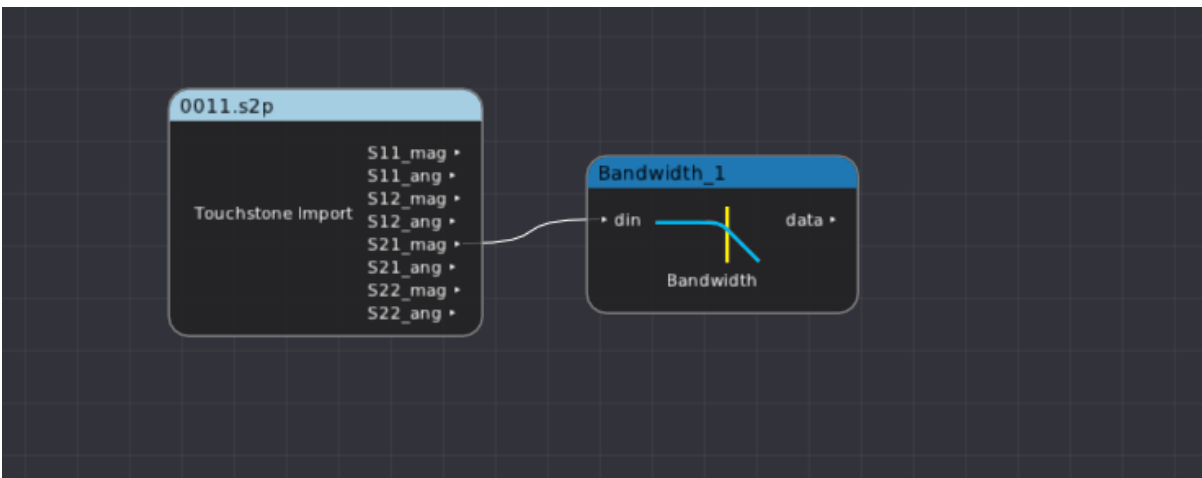


Figure 23.23: Example filter graph showing usage of bandwidth filter on an imported Touchstone file

### 23.13.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform (typically S21)

### 23.13.2 Parameters

Parameter name	Type	Description
Reference Level	Float	Nominal (DC / mid band) insertion loss of the network

### 23.13.3 Output Signal

This filter outputs a scalar containing the first frequency in the network which is at least -3 dB below the reference level. If the input waveform is entirely below this level, the lowest frequency in the input is returned. If the input waveform is entirely above this level, the highest frequency in the input is returned.

Signal name	Type	Description
data	Scalar	Calculated bandwidth

## 23.14 Base

TODO: needs to be updated when we port to scalar interface

Calculates the base (logical zero level) of each cycle in a digital waveform.

It is most commonly used as an input to statistics, to view the average base of the entire waveform. At times, however, it may be useful to view the base waveform. For example, in Fig. 23.24, the vertical eye closure caused by channel ISI is readily apparent.

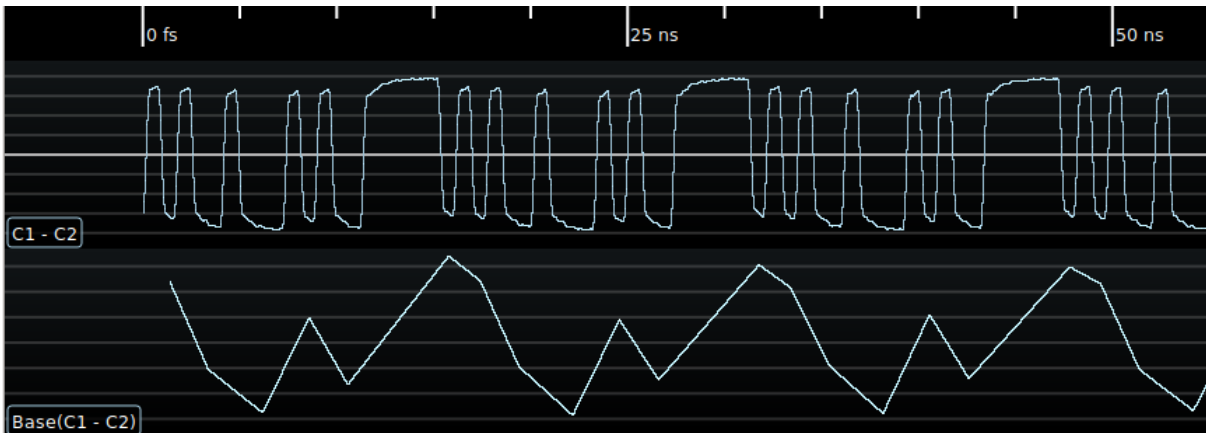


Figure 23.24: Example of base measurement on a serial data stream

### 23.14.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.14.2 Parameters

This filter takes no parameters.

### 23.14.3 Output Signal

This filter outputs an analog waveform with one sample for each group of logical zeroes in the input signal, containing the average value of the zero level for the middle 50% of the low period.

## 23.15 BIN Import

Loads an Agilent / Keysight / Rigol binary waveform file.

### 23.15.1 Inputs

This filter takes no inputs.

### 23.15.2 Parameters

Parameter name	Type	Description
BIN File	Filename	Path to the file being imported

### 23.15.3 Output Signal

This filter outputs a uniformly sampled analog waveform for each channel in the file. The number of output streams is variable based on how many channels are present in the file.

## 23.16 Burst Width

Measures the burst width of each burst in a waveform. A Burst is a sequence of adjacent crossings of the mid level reference of the waveform. Burst width is the duration of this sequence. Bursts are separated by a user-defined idle time that can be provided as a parameter to this filter. The measurement is made on each burst in the waveform.

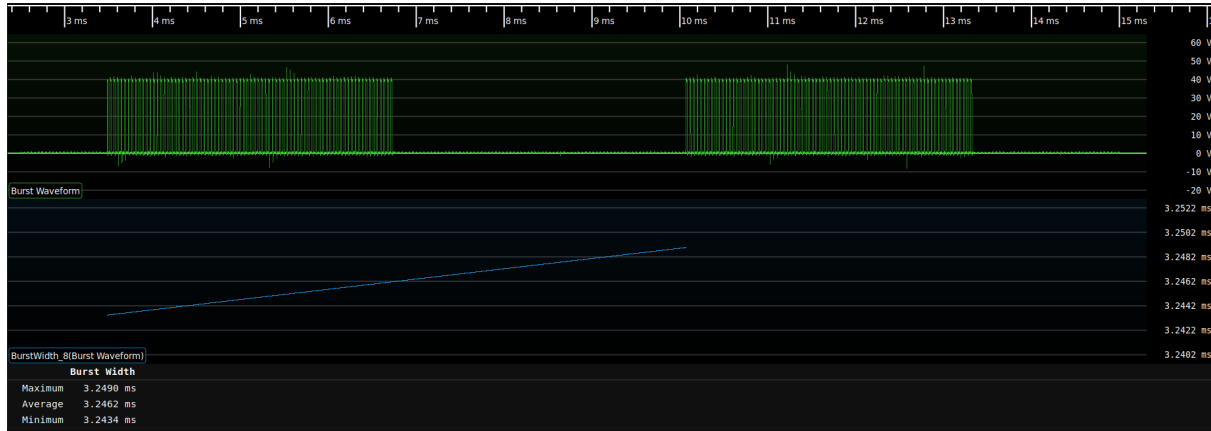


Figure 23.25: Example of burst width measurement

### 23.16.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.16.2 Parameters

Parameter name	Type	Description
Idle Time	Integer	Minimum idle time with no toggles, before declaring start of a new burst

### 23.16.3 Output Signal

This filter outputs an analog waveform with one sample for each burst in the input signal.

## 23.17 Bus Heatmap

Computes a “spectrogram” visualization of bus activity with address on the Y axis and time on the X axis, in order to identify patterns in memory or bus activity.

The current version only supports CAN bus however other common memory interfaces will be added in the future.

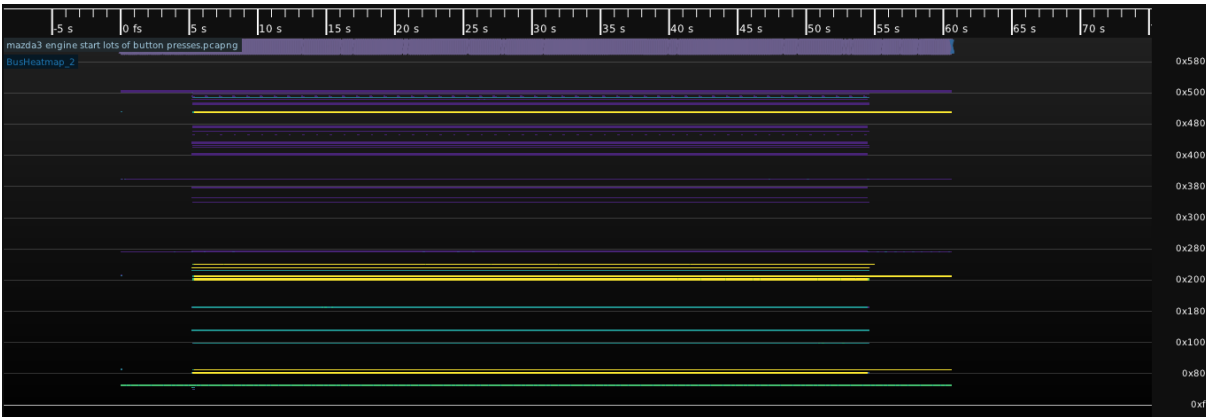


Figure 23.26: CAN bus activity on a car’s OBD port showing the vehicle being started, running for 50 seconds, then shutting down

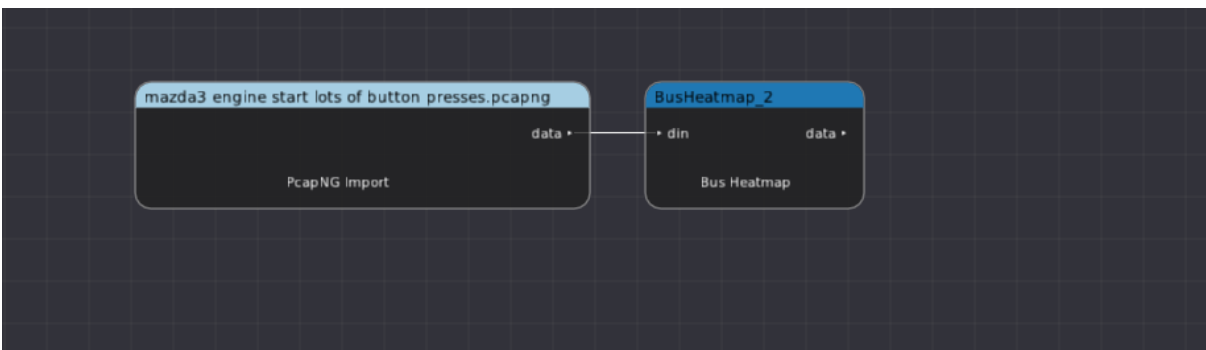


Figure 23.27: Example filter graph showing usage of bus heatmap filter on an imported CAN bus capture

### 23.17.1 Parameters

Parameter name	Type	Description
Max Address	Integer	Maximum address to display in the plot
X Bin Size	Integer	Width of each pixel in the X axis (timebase units)
Y Bin Size	Integer	Number of addresses to merge into each pixel in the Y axis

### 23.17.2 Output Signal

This filter outputs a 2D density plot that is  $(\text{max address}) / (\text{y bin size})$  pixels high and  $(\text{memory depth}) / (\text{x bin size})$  pixels wide, spanning the entire duration of the input and the full address range requested.

All packets within the input waveform have the start time and address rounded to the closest bin in X and Y. The corresponding pixel in the integration buffer is incremented, then the final waveform is normalized to cover the full range of the selected color ramp.

<b>Signal name</b>	<b>Type</b>	<b>Description</b>
data	Density map	Calculated heatmap



## 23.18 CAN

Decodes the Control Area Network (CAN) bus, commonly used in vehicle control systems. Both standard (11 bit) and extended (29 bit) IDs are supported.

CAN-FD frames are detected and flagged as such, but the current decode cannot parse them fully. Full support is planned ([scopehal:334](#)).

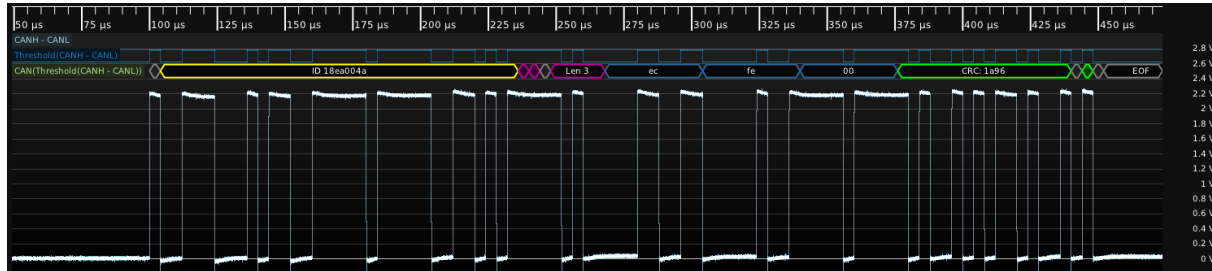


Figure 23.28: Example of decoding a single extended-format frame with 3 bytes of data

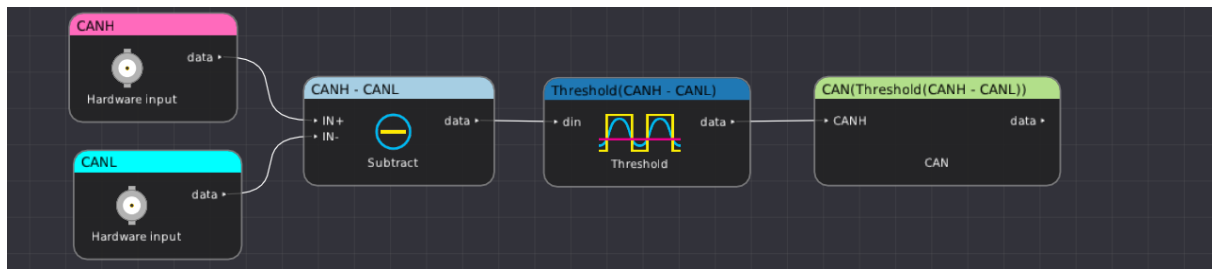


Figure 23.29: Example filter graph showing usage of CAN bus decode

Protocol: CAN(Threshold(CANH - CANL))

Timestamp	ID	Mode	Format	Type	Ack	Len	Data
10:43:30.4909315229	07f9c451	CAN	Ext	RTR	ACK	7	
10:43:30.6121039694	1658c976	CAN	Ext	RTR	ACK	1	
10:43:30.6910755401	1dcb28c7	CAN	Ext	RTR	ACK	7	
10:43:30.8121039846	0c0ca59e	CAN	Ext	RTR	ACK	8	
10:43:31.4918595319	0c8ceb0f	CAN	Ext	RTR	ACK	8	
10:43:31.6121039854	0e925721	CAN	Ext	RTR	ACK	4	
10:43:31.8131039686	114dc411	CAN	Ext	RTR	ACK	3	
10:43:31.8686097434	18ea004a	CAN	Ext	Data	ACK	3	ec fe 00
10:43:32.8141039686	1ae3a313	CAN	Ext	RTR	ACK	1	
10:43:32.8922071473	055fef5a	CAN	Ext	RTR	ACK	6	

Figure 23.30: Example packet output

### 23.18.1 Inputs

Signal name	Type	Description
CANH	Digital	Thresholded CANH (or CANH-CANL) signal

### 23.18.2 Parameters

Parameter name	Type	Description
Bit Rate	Integer	Bit rate of the bus (most commonly 250 or 500 Kbps)

### 23.18.3 Output Signal

The CAN bus decode outputs a time series of CAN sample objects. These consist of a type field and a byte of data.

Signal name	Type	Description
data	Protocol	Decoded waveform data

Type	Description	Color	Format
Control	Start of frame	Preamble	SOF
ID	CAN ID	Address	ID %x
RTR	Remote Transmission Request	Control	DATA   REQ
FD mode	CAN-FD mode	Control	FD   STD
R0	Reserved bits	Preamble	RSVD
DLC	Data Length Code	Control	Len 3
Data	Payload data	Data	%02x
Valid CRC	Good checksum	Checksum OK	CRC: %04x
Invalid CRC	Bad checksum	Checksum Bad	CRC: %04x
CRC delimiter	Bus turnaround	Preamble	CRC DELIM
ACK	Acknowledgement	Checksum OK	ACK
NAK	Missing acknowledgement	Checksum Bad	NAK
ACK delimiter	Bus turnaround	Preamble	ACK DELIM
EOF	End of frame	Preamble	EOF

### 23.18.4 Protocol Analyzer

TODO

## 23.19 CAN Analyzer

This filter adds a protocol analyzer table to CAN waveforms which do not have one natively.

## 23.20 CAN Bitmask

Extracts a bit-masked value from a stream of CAN bus packets and outputs a Boolean waveform

## 23.21 Can-Utills Import

Loads a log file generated by the `candump` utility from the Linux `can-utils` software package and displays it as a series of CAN packets.

Example capture command: `candump -l can0`

## 23.22 Channel Emulation

This filter models the effects of applying an arbitrary channel, described via a single path of a set of S-parameters, to a waveform. Fig. 23.31 shows the result of passing a 1.25 Gbps serial data pattern through S21 of a 10x oscilloscope probe with approximately 500 MHz bandwidth. The ISI, attenuation, and phase shift introduced by the channel can all be seen.

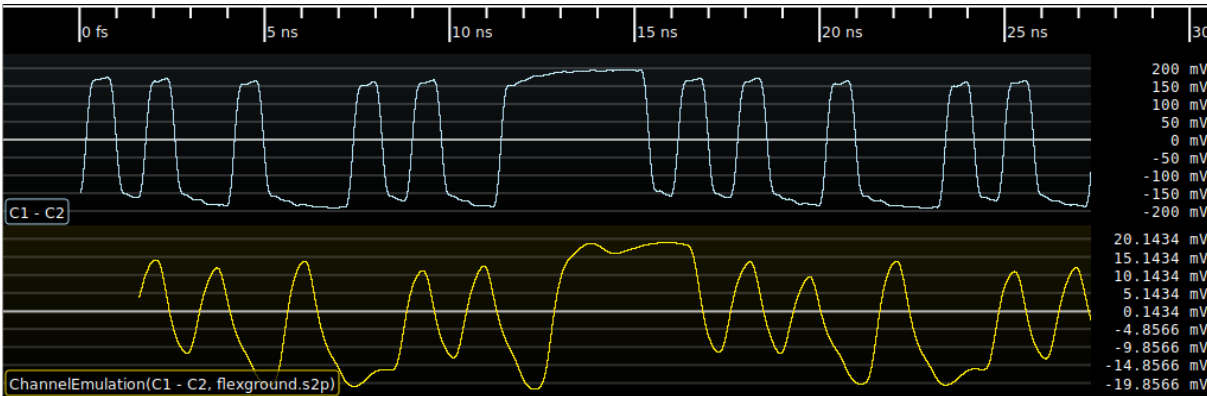


Figure 23.31: Example of channel emulation on a serial data stream

The channel model works in the frequency domain. An FFT is performed on the input, then each complex point is scaled by the interpolated magnitude and rotated by the phase, then an inverse FFT is used to transform the signal back into the time domain.

The group delay of the channel is then estimated and samples are discarded from the beginning of the waveform to prevent causality violations. For example, when performing channel emulation using a network with a 1ns group delay, the output waveform will begin 1ns after the input (since the channel output before this depends on input samples before the start of the waveform). Note that the automatic group delay estimation uses points from roughly the center of the S-parameter dataset in the current implementation; channels which do not have a significant passband around this frequency will give incorrect group delay estimates. The “Group Delay Truncation Mode” parameter can be set to manual in this case, selecting the “Group Delay Truncation” parameter instead of the automatically estimated value.

By choosing appropriate stimulus waveforms and S-parameter paths, many different kinds of analysis can be performed. For example, given a 4-port network describing two transmission lines (with ports 1 and 3 as input, and 2 and 4 as output):

- Applying  $S_{11}$  to a step or impulse waveform gives TDR response of the port 1-2 channel.
- Applying  $S_{21}$  to an impulse waveform gives impulse response of the port 1-2 channel
- Applying  $S_{21}$  to a serial data stream gives the port 1-2 signal as it would be seen by a receiver
- Applying  $S_{31}$  to a serial data stream gives the NEXT between the port 1-2 and 3-4 channels
- Applying  $S_{41}$  to a serial data stream gives the FEXT between the port 1-2 and 3-4 channels

Note that only the single S-parameter path provided is considered, and reflections elsewhere in the system are not modeled. As a result, multiple applications of this filter to emulate a large circuit piecewise (for example, a cable followed by a fixture) may give inaccurate results since reflections between the two networks are not considered. In this situation, it is preferable to use a circuit simulator or the S-Parameter Cascade filter to calculate combined S-parameters of the entire circuit and then perform the channel emulation once.

**23.22.1 Inputs**

Signal name	Type	Description
signal	Analog	Input waveform
mag	Analog	S-parameter magnitude channel
ang	Analog	S-parameter angle channel

**23.22.2 Parameters**

Parameter name	Type	Description
Max Gain	Float	Maximum gain to apply
Group Delay Truncation	Int	Group delay override for manual mode
Group Delay Truncation Mode	Enum	Specifies manual or automatically estimated group delay

**23.22.3 Output Signal**

This filter outputs an analog waveform with the same timebase as the input, with the emulated channel applied.

## 23.23 Clip

This filter limits the maximum or minimum value of a waveform to a given value. It can be configured to clip “above” in which case it imposes an upper limit or “below” in which case it imposes a lower limit.

### 23.23.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.23.2 Parameters

Parameter name	Type	Description
Behavior	Enum	Select between clipping values above or below selected value
Level	Float	Maximum/minimum signal level

### 23.23.3 Output Signal

This filter outputs an analog waveform with the same timebase as the input, clipped as specified by the parameters.



## **23.24 Clock Recovery (D-PHY HS Mode)**

Extracts a double-rate clock from a MIPI D-PHY clock+data stream, which is gated to only toggle when the data input is in HS mode. This can be used for generating eye patterns of the HS-mode data.

## 23.25 Clock Recovery (PLL)

This filter uses a PLL to recover a clock from a serial data stream. The recovered clock is double-rate and phased 90° with respect to the data, such that the data can be sampled directly by both edges of the PLL output clock.

When the optional clock gating input is low, the output does not toggle and any edges in the input signal are ignored. As soon as the gate goes high, the PLL will phase shift the internal NCO to align with the next transition in the input signal and then begin running closed-loop.

NOTE: The current edge detector uses a single threshold suitable for NRZ inputs. When using a multi-level modulation such as PAM-4 or MLT-3, set the threshold to the highest or lowest crossing level. This will work fine for MLT-3 but introduces some data-dependent jitter in PAM signals (since the slew rate for an 00-11 transition is different than that for a 10-11 transition). The resulting recovered clock should still be adequate for protocol decoding, however a better edge detector will need to be implemented in order to do adequate jitter measurements on PAM waveforms. An edge detector suitable for PAM is planned ([scopehal:77](#)).

The current implementation of this filter uses a simple bang-bang control loop which is fast and provides reasonable jitter transfer performance (passing high frequency jitter but rejecting spread spectrum modulation), but does not precisely match the jitter transfer characteristics of any particular serial data standard. In the future, several standard PLL responses including the Fibre Channel golden PLL ([scopehal:163](#)) will be supported as options.

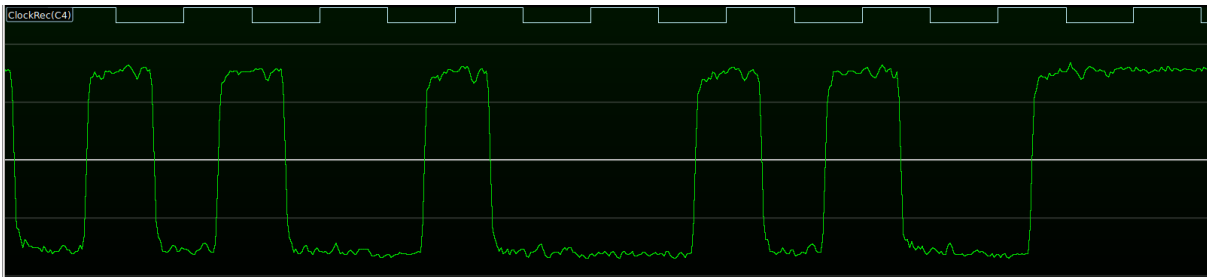


Figure 23.32: Example of CDR PLL on a serial data stream

### 23.25.1 Inputs

Signal name	Type	Description
IN	Analog	Input waveform
Gate	Digital	Clock enable signal, or NULL to disable gating

### 23.25.2 Parameters

Parameter name	Type	Description
Symbol rate	Float	Symbol rate, in Hz
Threshold	Float	Decision threshold for the edge detector, in volts

### 23.25.3 Output Signal

This filter outputs an digital waveform with one sample per transition of the recovered clock.

## 23.26 Clock Recovery (UART)

This filter uses a DLL to recover a sampling clock from UART or similar protocol at a known baud rate. The single-rate recovered clock idles low and toggles for each bit in each frame and is phased 90° with respect to data, such that each bit can be sampled on the rising edge of the DLL output clock. This filter can be used for generating an eye pattern of the serial signal.

The current implementation limits support to serial protocols with 10 bits/symbols per frame. Consider using the [PLL-based clock recovery](#) for unsupported serial formats if applicable.

The current implementation does not synchronize by aligning falling clock edges with symbol edges.

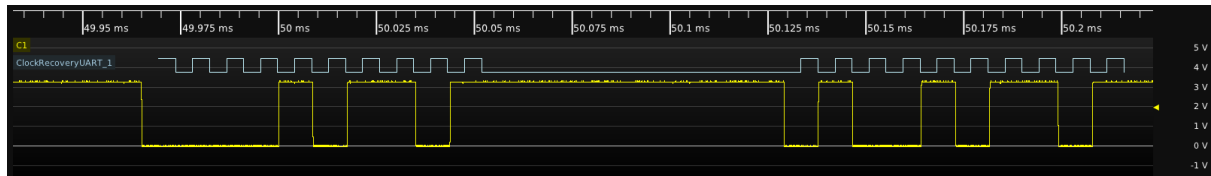


Figure 23.33: Example of UART CDR on two serial data frames separated by a short delay

### 23.26.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.26.2 Parameters

Parameter name	Type	Description
Baud rate	Float	Symbol rate, in bps
Threshold	Float	Decision threshold for the edge detector, in volts

### 23.26.3 Output Signal

This filter outputs a digital waveform with the sampling clock recovered from the analog stream.

## 23.27 Complex Import

Loads waveform data from a raw binary file containing I/Q samples in one of several formats. Regardless of sample format, the samples must be in I-Q-I-Q order.

Supported formats (native endianness, no byte swapping is performed):

- Signed int8
- Unsigned int8
- Signed int16
- Float32
- Float64

### 23.27.1 Inputs

This filter takes no inputs.

### 23.27.2 Parameters

Parameter name	Type	Description
Complex File	String	Path to the input file
File Format	Enum	Data type of the samples
Sample Rate	Int	Sampling frequency

### 23.27.3 Output Signal

This filter outputs two streams named "I" and "Q" containing the I/Q waveform data.

## 23.28 Complex Spectrogram

Plots a spectrogram of complex I/Q data.

## 23.29 Constant

This filter outputs a scalar with a constant value, which may be used as input to other filter graph blocks.

### 23.29.1 Inputs

This filter takes no inputs.

### 23.29.2 Parameters

Parameter name	Type	Description
Value	Float	The value to output
Unit	Enum	Data type of the constant value

### 23.29.3 Output Signal

This filter outputs a single scalar with a constant value.

## 23.30 Constellation

This filter takes I/Q streams and a double-rate symbol clock and outputs a constellation diagram.

## 23.31 Coupler De-Embed

Given waveforms from both coupled ports of a dual directional coupler and the S-parameters of the coupler, de-embeds the coupler response in order to recover the forward and reverse waveforms.

NOTE: The current implementation of this filter requires the `VK_KHR_push_descriptor` Vulkan extension. A fallback implementation for GPUs without this extension will be added at some point in the future.

Both coupled-port waveforms must be the same sample rate, memory depth, and de-skewed relative to one another.

This filter uses a multi-step algorithm to de-embed both the insertion loss of the coupled path and enhance the apparent directivity of the coupler:

1. De-embed the coupled path response from the coupled port waveforms in order to calculate an initial estimate of the input port waveforms. The same FFT-based algorithm as the [De-Embed](#) filter is used.
2. Given the initial estimated input port waveforms, calculate the leakage from the forward path to the reverse coupled port, and from the reverse path to the forward coupled port. The same FFT-based algorithm as the [Channel Emulation](#) filter is used. This estimate is imperfect since it assumes perfect directivity, so a small amount of the legitimate waveform is incorrectly included in the leakage waveform.
3. Subtract the leakage waveforms from the measured coupled port waveforms. This removes most of the leakage (as well as a small amount of the legitimate waveform).
4. De-embed the coupled path response from the subtracted waveform in order to get a revised estimate of input port waveforms. This is the final output of the filter.

### 23.31.1 Inputs

Signal name	Type	Description
forward	Analog	Forward coupled port waveform
reverse	Analog	Reverse coupled port waveform
forwardCoupMag	Analog	Magnitude response of forward coupled path
forwardCoupAng	Analog	Angle response of forward coupled path
reverseCoupMag	Analog	Magnitude response of reverse coupled path
reverseCoupAng	Analog	Angle response of reverse coupled path
forwardLeakMag	Analog	Magnitude response of forward leakage path
forwardLeakAng	Analog	Angle response of forward leakage path
reverseLeakMag	Analog	Magnitude response of reverse leakage path
reverseLeakAng	Analog	Angle response of reverse leakage path



## 23.32 CSV Export

Saves waveform data to a comma-separated-value file.

The Update Mode parameter specifies how and when the file is modified:

- **Append (continuous):** Every time the filter graph runs, the inputs are appended to the end of the file.
- **Append (manual):** When the "Export" button in the filter properties box is clicked, the inputs are appended to the end of the file.
- **Overwrite (continuous):** Every time the filter graph runs, the input waveforms replace the current contents of the file.
- **Overwrite (manual):** When the "Export" button in the filter properties box is clicked, the input waveforms replace the current contents of the file.

### 23.32.1 Inputs

This filter takes a variable number of inputs, named "column1", "column2", etc, which may be of analog, digital, or arbitrary protocol type. 2D persistence maps are not supported.

### 23.32.2 Parameters

Parameter name	Type	Description
File name	String	Path to the CSV file
Update mode	Enum	Specifies how and when to update the file)

### 23.32.3 Output Signal

This filter stores its output to a file and has no filter graph output ports.

### 23.33 CSV Import

Loads waveform data from a comma-separated-value file.

## 23.34 Current Shunt

Converts a voltage waveform acquired across a known resistance into a current waveform.

## 23.35 DDJ

Calculates the peak-to-peak data-dependent jitter for a serial data stream.

This filter uses the non-repeating-pattern method, which allows DDJ to be computed for arbitrary waveforms rather than requiring a short, repeating PRBS. In this method, per-UI jitter (TIE) measurements are split across  $2^n$  histogram bins, one for each possible combination of the preceding  $n$  bits. The jitter samples for each bin are then averaged to remove the effects of other jitter, leaving only the DDJ. The final DDJ value is reported as the difference between the minimum and maximum histogram bins.

The current implementation uses a fixed window size of  $n = 8$  UI. If the channel has significant memory effects or reflections with delays of more than 8 UI, DDJ maybe underestimated.

The current implementation only supports NRZ signals and cannot measure DDJ for MLT3 or PAM waveforms.

### 23.35.1 Inputs

Signal name	Type	Description
TIE	Analog	TIE waveform computed by the TIE filter
Threshold	Digital	Thresholded digital sample values
Clock	Digital	Double rate, center aligned sampling clock for threshold values

### 23.35.2 Parameters

This filter takes no parameters.

### 23.35.3 Output Signal

This filter outputs an analog waveform with a single sample containing the computed DDJ value.

Additionally, the raw DDJ histogram is stored internally and may be accessed by other filters via the C++ API. There is currently no way to display the histogram content.

## **23.36 DDR1 Command Bus**

Decodes the command bus for first-generation DDR SDRAM.

## 23.37 DDR3 Command Bus

Decodes the command bus for third-generation DDR SDRAM.

## 23.38 De-Embed

Applies the inverse of a channel (described by a single path in an S-parameter dataset, normally  $S_{21}$ ) to a signal, in order to calculate what the waveform would have looked like at the input to a cable, fixture, etc. given the signal seen at the output.

The channel model works in the frequency domain. An FFT is performed on the input, then each complex point is scaled by the interpolated magnitude and rotated by the phase, then an inverse FFT is used to transform the signal back into the time domain.

The group delay of the channel is then estimated and samples are discarded from the end of the waveform to prevent causality violations. For example, when performing a de-embed using a network with a 1ns group delay, the output waveform will end 1ns before the input does (since the channel output after this depends on input samples after the end of the stimulus waveform). Note that the automatic group delay estimation uses points from roughly the center of the S-parameter dataset in the current implementation; channels which do not have a significant passband around this frequency will give incorrect group delay estimates. The "Group Delay Truncation Mode" parameter can be set to manual in this case, selecting the "Group Delay Truncation" parameter instead of the automatically estimated value.

Note that only the single S-parameter path provided is considered, and reflections elsewhere in the system are not modeled. As a result, multiple applications of this filter to de-embed a large circuit piecewise (for example, a cable followed by a probe) may give inaccurate results since reflections between the two networks are not considered. In this situation, it is preferable to use a circuit simulator or the [S-Parameter Cascade](#) filter to calculate combined S-parameters of the entire circuit and then perform a single de-embed.

The maximum gain the de-embed applies is capped (default 20 dB) in order to prevent amplifying noise outside the passband of the network being de-embedded.

### 23.38.1 Inputs

Signal name	Type	Description
signal	Analog	Input waveform
mag	Analog	S-parameter magnitude channel
ang	Analog	S-parameter angle channel

### 23.38.2 Parameters

Parameter name	Type	Description
Max Gain	Float	Maximum gain to apply
Group Delay Truncation	Int	Group delay override for manual mode
Group Delay Truncation Mode	Enum	Specifies manual or automatically estimated group delay

### 23.38.3 Output Signal

This filter outputs an analog waveform with the same timebase as the input, with the emulated channel applied.

## 23.39 Deskew

Moves an analog waveform earlier or later in time to compensate for trigger offsets, probe length mismatch, etc. It is generally preferable to deskew using the skew adjustment on the channel during acquisition; this filter is provided for correction in postprocessing.

### 23.39.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.39.2 Parameters

Parameter name	Type	Description
Skew	Float	Time offset to shift the waveform

### 23.39.3 Output Signal

This filter outputs an analog waveform with one sample for each sample in the input, phase shifted by the requested offset.



## 23.40 Digital to NRZ

Convert a digital signal (and associated clock) to an analog NRZ waveform. This filter uses a simplistic piecewise linear rise/fall time model: the output stays at the logic low/high voltage until the input changes, then ramps at a constant rate to then new value. For more accurate modeling of edge shape use the [IBIS Driver](#) filter with the appropriate IBIS model for your DUT.

### 23.40.1 Inputs

Signal name	Type	Description
data	Digital	Digital data to send
clk	Digital	Clock for data

### 23.40.2 Parameters

Parameter name	Type	Description
Level 0	Float	Voltage to send when the input is a logic 0
Level 1	Float	Voltage to send when the input is a logic 1
Sample Rate	Int	Sample rate for the generated waveform
Transition Time	Int	Rising and falling edge time

### 23.40.3 Output Signal

This filter outputs an analog NRZ version of the provided digital input, sampled uniformly at the specified rate.

## 23.41 Digital to PAM4

Convert a digital signal (and associated clock) to an analog PAM-4 waveform. This filter uses a simplistic piecewise linear rise/fall time model: the output stays at the current symbol's voltage until the input changes, then ramps at a constant rate to then new value. For more accurate modeling of edge shape use the [IBIS Driver](#) filter with the appropriate IBIS model for your DUT.

The input data is a digital serial bit stream at twice the PAM4 symbol rate. Two consecutive input bits map to a single PAM-4 output sample.

### 23.41.1 Inputs

Signal name	Type	Description
data	Digital	Serial digital data to send
clk	Digital	Clock for data

### 23.41.2 Parameters

Parameter name	Type	Description
Level 00	Float	Voltage to send when the input is a logic 0-0
Level 01	Float	Voltage to send when the input is a logic 0-1
Level 10	Float	Voltage to send when the input is a logic 1-0
Level 11	Float	Voltage to send when the input is a logic 1-1
Sample Rate	Int	Sample rate for the generated waveform
Transition Time	Int	Rising and falling edge time

### 23.41.3 Output Signal

This filter outputs an analog PAM-4 version of the provided digital input, sampled uniformly at the specified rate.

## **23.42 DisplayPort - Aux Channel**

Decodes the Auxiliary Channel of DisplayPort

## 23.43 Divide

Divides one waveform by another.

## **23.44 Downconvert**

Performs digital downconversion by mixing a directly sampled RF signal with a two-phase local oscillator, then outputs the downconverted signal. No LO rejection filtering or decimation is performed.

## 23.45 Downsample

Low-pass filters a signal to prevent aliasing, then decimates by an integer factor.

## 23.46 DRAM Clocks

Given a DRAM command bus and a DQS strobe, produce separate gated DQ clock streams for read and write bursts.

## 23.47 DRAM Trcd

Calculates  $T_{rcd}$  (RAS-to-CAS delay) for each newly opened row in a DRAM command bus stream.



**23.48 DRAM Trfc**

Calculates  $T_{rfc}$  (refresh-to-refresh delay) for each refresh operation in a DRAM command bus stream.

## 23.49 Duty Cycle

Calculates the duty cycle of a bimodal waveform. The duty cycle is defined as the percentage of time spent in the high state divided by the period.

## **23.50 DVI**

Decodes Digital Visual Interface (DVI) video signals.

## 23.51 Emphasis

Adds pre/de emphasis to a signal.

## 23.52 Emphasis Removal

Removes pre/de emphasis from a signal.

## 23.53 Enhanced Resolution

Applies a FIR low-pass filter to a signal to increase the vertical resolution and reduce noise at the cost of reduced bandwidth. This technique assumes a small amount of Gaussian noise is present in the input waveform, such that a signal whose true value is midway between two ADC codes will randomly fluctuate between the two quantized values, with an average equal to the true value.

Each half bit of resolution reduces the bandwidth by an additional factor of two beyond the Nyquist limit. For example, a 1.5 bit resolution improvement reduces the bandwidth to Fnyquist / 8. The filter properties dialog displays the calculated -3 dB bandwidth based on the current input sample rate.

### 23.53.1 Inputs

Signal name	Type	Description
in	Analog	Input signal

### 23.53.2 Parameters

Parameter name	Type	Description
Bits	Enum	Number of additional bits of resolution to add

## 23.54 Envelope

Finds the minimum and maximum of each sample in the input over time, and outputs them as separate streams.

## 23.55 Ethernet - 10baseT

Decodes the 10base-T Ethernet PCS/PMA as specified in IEEE 802.3-2018 clause 14.



## **23.56 Ethernet - 100baseT1**

Decodes the 100base-T1 single-pair / automotive Ethernet PMA/PCS, as specified in IEEE 802.3-2018 clause 96.

## 23.57 Ethernet - 100baseT1 Link Training

Decodes the link training stage of 100base-T1 single-pair / automotive Ethernet, as specified in IEEE 802.3-2018 clause 96.

## **23.58 Ethernet - 100baseTX**

Decodes the 100base-TX Ethernet PMA/PCS as specified in IEEE 802.3-2018 clause 24 and 25, and the ANSI X3T12 FDDI PHY.

## 23.59 Ethernet - 1000baseX

Decodes the 1000base-X Ethernet PCS as specified in IEEE 802.3-2018 clause 36.

Signal name	Type	Description
data	8b/10b	Output of 8b/10b protocol decode

### 23.59.1 Parameters

This filter takes no parameters.

### 23.59.2 Output Signal

The 1000base-X filter outputs a series of Ethernet frame segment objects.

Type	Description	Color	Format
Preamble	Preamble	Preamble	PREAMBLE
Preamble	Start of frame delimiter	Preamble	SFD
Address	Src/dest MAC	Address	From 02:00:11:22:33:44
Control	Ethertype	Control	Type: IPv4 Type: 0xbeef
Control	VLAN tag	Control	VLAN 10, PCP 0
Data	Frame data	Data	a5
Checksum OK	Valid FCS	Checksum OK	CRC: 0xdeadbeef
Checksum Bad	Invalid FCS	Checksum Bad	CRC: 0xbaadc0de
Error	Malformed data	Error	ERROR

TODO: Document protocol analyzer output

## **23.60 Ethernet - 10Gbase-R**

Decodes the 10Gbase-R Ethernet PCS as specified in IEEE 802.3-2018 clause 49.

## 23.61 Ethernet - GMII

Decodes the Gigabit Media Independent Interface as specified in IEEE 802.3-2018 clause 35.

## **23.62 Ethernet - QSGMII**

Converts a Quad SGMII data stream into four separate SGMII data streams which can be independently decoded.

### 23.63 Ethernet - RGMII

Decodes the Reduced Gigabit Media Independent Interface as specified in the RGMII 2.0 specification.



## **23.64 Ethernet - RMII**

Decodes the Reduced Media Independent Interface as specified in the RMII specification.

## 23.65 Ethernet - SGMII

Decodes Serial GMII data at 10, 100, or 1000 Mbps rates to Ethernet frames.

## **23.66 Ethernet Autonegotiation**

Decodes the Base-T autonegotiation signaling for Ethernet as specified in IEEE 802.3-2018 clause 28.

This filter outputs a stream of 16-bit negotiation codewords, which is typically fed to the Ethernet Autonegotiation Page filter.

## 23.67 Ethernet Autonegotiation Page

Decodes a stream of 16-bit negotiation codewords to ability values, as specified in IEEE 802.3-2018 annex 28A, 28B, and 28C.

Note that the autonegotiation protocol is stateful, so it is not possible to definitively decode a single code word or small group of them in isolation. For accurate decoding, the input waveform should start with the Base Page (sent during the link-down state before a link partner has been detected).]

## **23.68 Ethernet Base-X Autonegotiation**

Decodes the Base-X autonegotiation signaling for Ethernet as specified in IEEE 802.3-2018 clause 37.

Also supports the extended autonegotiation used by SGMII.

## 23.69 Exponential Moving Average

Calculates an exponential moving average of the input waveform, averaging the data at each sample index with the previous values of the same over multiple consecutive acquisitions.

The average is calculated recursively; for sample value  $S$  and half life  $T$ , the recurrence relation is:

$$Out[i] = \left(1 - \frac{1}{2^{\frac{1}{x}}}\right) (Out[i - 1]) + \left(\frac{1}{2^{\frac{1}{x}}}\right) (S)$$

### 23.69.1 Inputs

Signal name	Type	Description
din	Analog	Input signal

### 23.69.2 Parameters

Parameter name	Type	Description
Half-life	Integer	Half life of the average, in waveforms

## 23.70 Eye Bit Rate

Measures the bit rate of an eye pattern.

## 23.71 Eye Height

Measures the vertical opening of an eye pattern.



## **23.72 Eye P-P Jitter**

Measures the peak-to-peak jitter of an eye pattern.

## 23.73 Eye Pattern

Calculates an eye pattern.

## **23.74 Eye Period**

Measures the UI width of an eye pattern.

## 23.75 Eye Width

Measures the horizontal opening of an eye pattern.

## **23.76 Fall**

Measures the fall time of each falling edge in a waveform.

## 23.77 FFT

Calculates a Fast Fourier Transform and displays the magnitude response.

## **23.78 FIR**

Applies a finite-impulse-response filter to a signal.

## 23.79 Frequency

Measures the frequency of each cycle in a waveform.



## 23.80 FSK

Converts a frequency-vs-time waveform (typically generated by the [Vector Frequency](#) filter either directly or through a denoising filter) to a digital waveform. As of now, only BFSK is supported.

The filter calculates a histogram of the input signal each waveform, expecting a bimodal distribution. The two highest histogram peaks are selected as the nominal logic 0 and 1 levels, with the higher frequency assigned to logic 1 and the lower to logic 0.

Thresholding is performed at the midpoint of the nominal 0 and 1 levels, with hysteresis equal to 20% of the difference between the nominal levels. Using adaptive thresholds allows the filter to automatically track frequency-hopping systems as long as only one packet is present in each waveform.

TODO: re-histogram any time we break squelch?

## 23.81 Full Width at Half Maximum

Calculates the full width at the half of maximum value of all peaks in a signal.



Figure 23.34: Example of full width at half maximum of a Sinewave input waveform.

### 23.81.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.81.2 Parameters

Parameter name	Type	Description
Peak Threshold	Float	Pulses with peak values below this threshold are not considered

### 23.81.3 Output Signal

This filter outputs two analog waveforms. One shows the value of full width at half maximum value of all the peaks in the signal. Another output waveform shows the amplitude of all the corresponding peaks.

## 23.82 Gate

This filter outputs a copy of its input with zero delay if the enable signal is high. If the enable signal is low, the output is either unchanged (latched) or no waveform is produced (gated).

## 23.83 Glitch Removal

This filter removes ‘glitches’ from a digital waveform. A Minimum Width is specified, and any ‘pulse’ (period during which the waveform has the same value) shorter than that pulse is ignored, the previous pulse continuing. Common use is to remove glitches from a  $f$  Hz signal by filtering pulses shorter than  $\frac{1}{1.1f}$  s.

### 23.83.1 Inputs

Signal name	Type	Description
data	Digital	Input data.

### 23.83.2 Parameters

Parameter name	Type	Description
Minimum Width	Float	Minimum width of a pulse allowed through.

### 23.83.3 Output Signal

This filter outputs a digital waveform which has no samples shorter than Minimum Width. The output waveform does not have any samples until the first pulse of at least Minimum Width, and the last state continues to the end of the waveform.

## 23.84 Group Delay

Calculates the group delay of a phase-vs-frequency waveform,  $\frac{d\phi}{d\omega}$ .

### 23.84.1 Inputs

Signal name	Type	Description
Phase	Analog	Phase angle vs frequency

### 23.84.2 Parameters

This filter takes no parameters.

### 23.84.3 Output Signal

This filter outputs an analog waveform with one sample per frequency point, containing the group delay at that frequency.

## 23.85 Histogram

Computes a histogram from incoming data. Histogram counts are accumulated across multiple processed waveforms and cleared on "Clear Sweeps." Number of histogram bins is determined from the bin size parameter and the max/min values configured. Default behavior is to autorange the input and have 100fs bins. Samples outside a configured manual range will fall into the highest/lowest bin and the "CLIPPING" flag will be set on the output waveform.

### 23.85.1 Inputs

Signal name	Type	Description
data	Analog	Input data. Usually in units of fs.

### 23.85.2 Parameters

Parameter name	Type	Description
Autorange	Bool	If the filter should automatically range the maximum and minimum bins
Min Value	Float	Lower end of the lowest bin when Autorange disabled
Max Value	Float	Higher end of the highest bin when Autorange disabled
Bin Size	Float	Size of a bin. Number of bins is determined from this and max/min values

### 23.85.3 Output Signal

This filter outputs an analog waveform with one sample per bin and a value in counts. The "CLIPPING" flag on a waveform indicates that input samples fell outside the configured range of bins (when not using Autoranging.)

## **23.86 Horizontal Bathtub**

Calculates a bathtub curve across a horizontal slice through an eye pattern.

## 23.87 HDMI

Decodes HDMI



## **23.88** $I^2C$

Decodes the Phillips  $I^2C$  bus protocol.

## 23.89 $I^2C$ EEPROM

Decodes common  $I^2C$  EEPROM memory devices

## 23.90 I<sup>2</sup>C Register

Decodes low level I<sup>2</sup>C bus traffic into a series of register read-write transactions targeting a specific device address.

This filter assumes that the device has a fixed sized address pointer. Register writes consist of a write to the device's address, the register address, then write data. Reads consist of a write to the device's address, the register address, a read from the device's address, and read data.

## 23.91 IBIS Driver

Converts a digital waveform and double-rate clock to an analog waveform using the rising and falling edge waveforms from an IBIS model.

This filter assumes a perfect 50Ω load or other matched load as specified in the IBIS model; clamp behavior of the driver in response to channels with significant reflection is not currently modeled.

IBIS-AMI is not currently supported, however this is planned ([scopehal:192](#)).

Model name and termination conditions are dynamically created enumerations; the set of legal values for these fields depends on the specific .ibs file loaded.

Note that IBIS corners specify minimum, typical, or maximum *output voltage*, not timing or other properties.

### 23.91.1 Inputs

Signal name	Type	Description
data	Digital	Digital waveform to transmit
clk	Digital	Transmit clock (double rate)

### 23.91.2 Parameters

Parameter name	Type	Description
Corner	Enum	Name of the corner to use
File Path	String	Filesystem path to the IBIS model
Model Name	Enum	Name of the I/O cell model within the IBIS model to use
Sample Rate	Int	Sample rate to use for the output waveform
Termination	Enum	Name of the termination condition to use

### 23.91.3 Output Signal

This filter outputs an analog waveform containing uniformly spaced samples at the specified rate.

## **23.92 Invert**

Inverts an analog waveform by negating each sample.

### **23.93 Intel eSPI**

Decodes the Enhanced Serial Peripheral Interface protocol, used between Intel CPUs and peripherals such as baseboard management controllers (BMCs) and embedded controllers (ECs).

## 23.94 IPv4

Internet Protocol version 4

## 23.95 IQ Demux

Given a single waveform containing consecutively sampled I and Q values, plus a recovered clock, output separate sampled I and Q waveforms and a half-rate clock.

I is always sampled before Q.

Two alignment methods are supported: None (first clock edge in the input is arbitrarily declared to be I) and 100Base-T1 (the alignment with the least (0,0) symbols is preferred)



## 23.96 IQ Squelch

Gates I/Q data to eliminate noise between packets. Signal regions with amplitude below the squelch threshold are replaced with an equal number of zero-valued samples.

## 23.97 Jitter

Adds random and/or periodic jitter to a digital waveform by displacing each sample.

Random jitter is unbounded and has a Gaussian distribution with a user-specified standard deviation. Periodic jitter is sinusoidal and has a bounded range of -1 to +1 times the specified amplitude. Only a single frequency of Pj is supported, however several instances of this filter may be chained in order to inject Pj at multiple frequencies. The starting phase of the Pj sinusoid is random.

### 23.97.1 Inputs

Signal name	Type	Description
din	Digital	Input waveform

### 23.97.2 Parameters

Parameter name	Type	Description
Rj Stdev	Float	Standard deviation of random jitter
Pj Frequency	Float	Frequency of periodic jitter
Pj Amplitude	Float	Amplitude of periodic jitter

### 23.97.3 Output Signal

This filter outputs a digital waveform with one sample per sample in the input waveform, with sample time shifted by the sum of random and periodic jitter terms. The output waveform will have 1fs timebase resolution and not be dense packed, regardless of the input timebase configuration.

## **23.98 Jitter Spectrum**

Calculates an FFT of a TIE waveform.

## 23.99 JTAG

Joint Test Action Group

## **23.100 Magnitude**

Calculates the magnitude of a complex valued signal

## 23.101 Maximum

This filter calculates the maximum of its input.

### 23.101.1 Inputs

Signal name	Type	Description
in	Analog	Input waveform

### 23.101.2 Parameters

This filter takes no parameters.

### 23.101.3 Output Signal

Signal name	Type	Description
latest	Scalar	Maximum of the filter's current input
cumulative	Scalar	Maximum of all input since the last clear-sweeps
totalSamples	Scalar	Total number of integrated samples
totalWaveforms	Scalar	Total number of integrated waveforms

## 23.102 MDIO

Decodes the Management Data Input/Output interface on Ethernet PHYs. At the moment, only Clause 22 format is supported.

### 23.103 Memory

Takes a snapshot of the input which remains "frozen" until manually updated. Typically used for comparing past and present values of a signal on the same plot.



## **23.104 MIL-STD-1553**

Decodes the MIL-STD-1553 avionics data bus.

## 23.105 Minimum

This filter calculates the minimum of its input.

### 23.105.1 Inputs

Signal name	Type	Description
in	Analog	Input waveform

### 23.105.2 Parameters

This filter takes no parameters.

### 23.105.3 Output Signal

Signal name	Type	Description
latest	Scalar	Minimum of the filter's current input
cumulative	Scalar	Minimum of all input since the last clear-sweeps
totalSamples	Scalar	Total number of integrated samples
totalWaveforms	Scalar	Total number of integrated waveforms

## 23.106 MIPI D-Phy Data

Converts two streams of D-Phy Symbols (one data and one clock) into bytes and control events.

Only a single data lane is supported at the moment, but multi-lane support will be added in the future.

This filter only supports high speed data; escape mode data is handled by the [D-PHY Escape Mode](#) filter.

## 23.107 MIPI D-Phy Escape Mode

Converts a stream of D-PHY Symbols for a data lane into low-power data.

## 23.108 MIPI D-Phy Symbol

Decodes one or two analog channels to MIPI D-PHY symbols (HS/LS line states). Either the positive half, or both positive and negative, of the pair may be provided.

If only the positive half is provided, it is possible to decode HS data and clocks, but not the LP-01 and LP-10 states, as these are indistinguishable from LP-00 and LP-11. This prevents proper decoding of Escape Mode data, although Start-Of-Transmission sequences may be inferred from context.

## 23.109 MIPI DSI Frame

Converts a MIPI DSI Packet stream into video scanlines.

## **23.110 MIPI DSI Packet**

Converts two streams of D-Phy Symbol's (one data and one clock) into MIPI DSI packets.

### 23.111 Moving Average

Calculates a moving average (box filter) over an analog waveform.



## 23.112 Multiply

Multiplies one waveform by another. No resampling is performed; both inputs must have identical sample rates.

Unit conversions are performed, for example the product of a voltage and current waveform is a power waveform.

### 23.113 Noise

Adds Gaussian noise with a specified standard deviation to a waveform.

**23.114** **Overshoot**

## 23.115 PAM4 Demodulator

Converts an analog PAM4 waveform and recovered clock into a digital serial waveform and recovered clock at twice the symbol rate. This allows conventional NRZ protocol decodes to be applied to a PAM4 data stream.

Gray coding is assumed, as used by all major PAM-4 networking standards.

## 23.116 PAM Edge Detector

Finds level crossings in a PAM signal (of arbitrary order) and outputs a digital waveform which toggles each time the PAM signal transitions to a new level. This may be used as the input to a CDR PLL block which is designed to work on NRZ input.

## 23.117 Parallel Bus

## 23.118 PcapNG Import

Imports a PcapNG file as a list of packets. As of this writing, CAN is the only implemented link layer.

## 23.119 PCIe Data Link

Decodes the Data Link layer of PCI Express. At this layer DLLPs are fully decoded. TLP sequence numbers are visible and CRC16s are checked, however TLP content is displayed as hex dumps.



## 23.120 PCIe Gen 1/2 Logical

Decodes the Logical Sub-Block of the PCI Express 1.0 and 2.0 PHY. This layer decodes 8B/10B symbols and the LFSR scrambler. TLP and DLLP start/end markers are identified but no packet decoding is performed.

### 23.121 PCIe Gen 3/4/5 Logical

Decodes the Logical Sub-Block of the PCI Express 3.0, 4.0, and 5.0 PHY. This layer converts 128b/130b symbols into a stream of protocol packets and content. TLP and DLLP start/end markers are identified but no packet decoding is performed.

## **23.122 PCIe Link Training**

Decodes the initial PCIe gen1/2 link training sequence

### 23.123 PCIe Transport

Decodes the Transport layer of PCI Express. At this layer TLPs are fully decoded, however only a unidirectional view of the system is visible (only TX or only RX).

## 23.124 Peak Hold

**23.125 Peak-to-Peak**

## 23.126 Peaks

Finds peaks in a waveform (typically a spectrum of some sort)

**23.127** Period



## 23.128 Phase

Displays the relative phase of a signal as a function of time. Typically used for visualizing PSK modulations.

## 23.129 Phase Nonlinearity

Given a phase angle waveform, outputs the difference between the actual phase and linear phase. A perfectly linear network will be displayed as a horizontal line at  $Y=0$ ; leading or lagging phase will show up as spikes above or below zero.

The nominal linear phase response is calculated based on the average group delay between two user-supplied frequencies. Moving the reference frequencies further apart reduces the impact of phase noise in the data (since more points are being averaged) however both points must be located well within the linear region of the network in order to give accurate results.



Figure 23.35: Example of nonlinear phase of a filter in the stopband

### 23.129.1 Inputs

Signal name	Type	Description
Phase	Analog	Input waveform

### 23.129.2 Parameters

Parameter name	Type	Description
Ref Freq Low	Float	Lower reference frequency
Ref Freq High	Float	Upper reference frequency

### 23.129.3 Output Signal

This filter outputs an analog waveform with one sample for each sample in the input, containing the deviation from linear phase.

## 23.130 PRBS

Generates a pseudorandom bit sequence, and double rate bit clock, with a specified bit rate from a list of standard polynomials.

## 23.131 Pulse Width

This filter measures the length and amplitude of pulses and outputs that as a waveform. It auto-thresholds analog inputs at 50%.



Figure 23.36: Example of pulse width measurement of a clipped sinewave input waveform.

### 23.131.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.131.2 Output Signal

This filter outputs two output waveforms. One is a sparse analog waveform with the same timebase as the input, containing one sample per pulse with a duration and value equal to the length of the pulse. Other is a similar sparse analog waveform, but its values are equal to the amplitude of the pulses. In case, the input is uniform or sparse digital, this second output waveform is uniform or sparse digital respectively instead of analog.

## 23.132 QSPI

Quad SPI as used in serial Flash. Note that this filter *only* decodes quad mode streams, not x1 SPI.

### 23.133 Quadrature

Quadrature pulses from a rotary encoder

## 23.134 Reference Plane Extension

Given a set of S-parameters, shifts the reference plane on one or two ports and outputs a new set of S-parameters.

**23.135 Rj + BUj**

Removes data-dependent jitter (DDJ) from a TIE waveform, leaving uncorrelated jitter (Rj and BUj).



## 23.136 RMS

Measures the Root Mean Square value of the waveform, including any DC component

### 23.136.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.136.2 Parameters

This filter takes no parameters.

### 23.136.3 Output Signal

This filter has two output streams.

Stream name	Type	Description
trend	Sparse analog	One sample per cycle of the input waveform containing the RMS value across that cycle
avg	Scalar	RMS value across the entire waveform

**23.137 Rise**

Calculates the rise time for each cycle of a waveform

## 23.138 S-Parameter Cascade

Cascades two two-port networks and outputs a two-port network equivalent to the two input networks in series.

### 23.139 S-Parameter De-Embed

Given a two port network equal to the cascade of two others, plus S-parameters for one of the two sub-networks, output S-parameters for the other.

## 23.140 Scalar Pulse Delay

Delays a scalar pulse by approximately the specified real time.

This filter is intended for use in control or test applications to trigger a measurement after an experimental setup has had time to stabilize.

## 23.141 Scalar Stairstep

Outputs a scalar value which ramps from a starting value to an ending value in a stairstep pattern, with configurable step duration and spacing.

## **23.142** Scale

Multiplies a waveform by a scalar.

## 23.143 SD Card Command

Decodes the Secure Digital card command bus protocol



## 23.144 Sine

Generates a pure sine wave with specified frequency, amplitude, sample rate, and DC bias.

## 23.145 SNR

Computes simple  $\frac{\mu}{\sigma}$  (mean over standard deviation) signal-to-noise ratio for the input signal.

### 23.145.1 Inputs

Signal name	Type	Description
in	Analog	Input Waveform

### 23.145.2 Parameters

This filter takes no parameters.

### 23.145.3 Output Signal

This filter outputs a scalar value representing the  $\frac{\mu}{\sigma}$  SNR for the whole waveform. For sparse waveforms samples are weighted by length and gaps are not considered.

## 23.146 Spectrogram

Displays a 2D plot of frequency vs time using configurable FFT length.

## 23.147 SPI

Serial Peripheral Interface.

## **23.148 SPI Flash**

Flash memory attached to a SPI or quad SPI bus. Typically these chips have part numbers that start with "25".

## 23.149 Squelch

Detects periods with no signal.

## 23.150 Step

Generates a single step from one voltage level to another. Typically used for measuring step response of a channel or doing TDR transforms on S-parameters.

## 23.151 Subtract

Subtracts one waveform from another. No resampling is performed; both inputs must have identical sample rates.

### 23.151.1 Inputs

Signal name	Type	Description
IN+	Analog	Positive input waveform
IN-	Analog	Negative input waveform

### 23.151.2 Parameters

This filter takes no parameters.

### 23.151.3 Output Signal

This filter outputs an analog waveform with one sample for each sample in the input, containing the difference of the two input waveforms.



## 23.152 SWD

The Serial Wire Debug protocol between a Debug Probe and an ARM Microcontroller, typically from the CORTEX-M family. This decode recognises all SWD frame elements and validates type and parity of both incoming and outgoing messages. It also identifies line resets and line protocol change messages.

The SWD Protocol defines that the target will read and write on the rising edge of SWCLK. It does not place any constraint on when the probe reads and writes. For the purposes of graphical depiction each protocol element starts at a falling edge and continues to be valid until the next falling edge, following the graphical convention established in the ARM documentation.

Reference: ARM Debug Interface v5 Architecture Specification, Chapter 4.

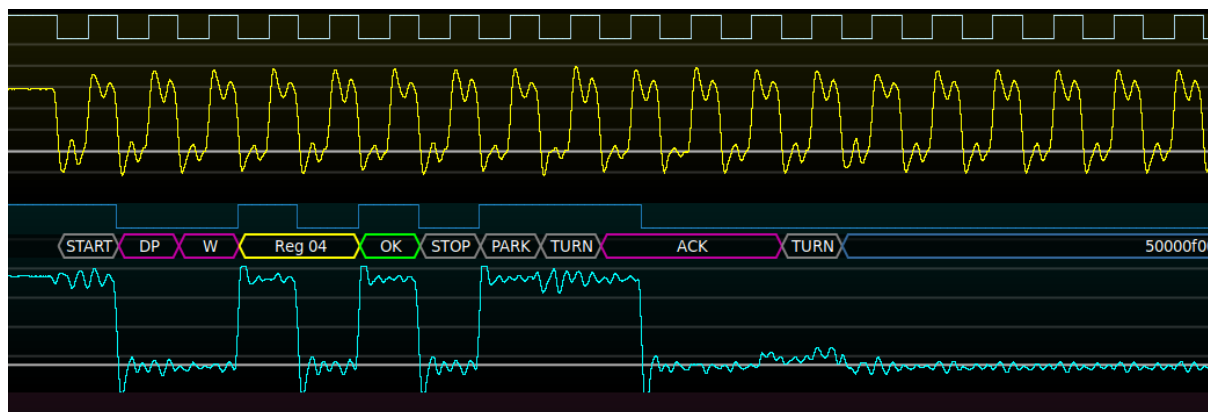


Figure 23.37: Example of SWD protocol decode

### 23.152.1 Inputs

Signal name	Type	Description
SWDIO	Digital	Serial Wire Data In/Out (To/From target)
SWCLK	Digital	Serial Wire Clock In (To Target from Debug Probe)

### 23.152.2 Parameters

No parameters are required for configuration of SWD. The protocol is clocked by SWCLK.

### 23.152.3 Output Signal

The SWD bus decode outputs a time series of SWD message elements, each of which may be one or a number of bits long. Each message element consist of a type and optional numeric content.

Type	Description	Color	Format
Line Control	Line Reset	Preamble	LINE RESET
Line Mode	Line Mode Change to SWD	Control	JTAG TO SWD
Line Mode	Line Mode Change to JTAG	Control	SWD TO JTAG
Line Mode	Line Mode Change to Dormant	Control	SWD TO DORMANT
Line Mode	Leave Dormant Mode	Control	LEAVE DORMANT
Start	Start of frame	Preamble	START
APnDP	Selection between AP and DP	Control	AP DP
RnW	Read or Write mode	Control	R W
ADDR	AP or DP Address	Address	Reg %02x
Parity	Good Header Parity	Control	OK
Parity	Bad Header Parity	Control	BAD
Stop	End of Header	Preamble	STOP
Park	Line Release	Preamble	PARK
Turnaround	Line Direction Change	Preamble	TURN
Acknowledge	Good Response from target to request	Control	ACK WAIT
Acknowledge	Bad Response from target to request	Control	FAULT ERROR
Data	Payload to/From Target	Data	%08x

## **23.153 SWD MEM-AP**

Converts SWD accesses to MEM-AP registers into memory read-write transactions.

Reference: ARM Debug Interface v5 Architecture Specification, chapter 8.

## 23.154 Tachometer

Converts pulses from a tachometer to shaft speed

## 23.155 Tapped Delay Line

Generic FIR filter with arbitrary tap values and delays. Can be used as-is for testing FIR filter coefficients calculated by hand, but most commonly used as a base class for more specialized filters.

## 23.156 TCP

Decodes the Transmission Control Protocol (RFC 675). As of this writing, only IPv4 is supported as a network layer protocol. IPv6 support is planned once an IPv6 protocol decode has been written.

## **23.157 TDR**

Converts a TDR waveform from volts to reflection coefficient or impedance.

## 23.158 Time Outside Level

Measures the total integrated time a signal remains above a high reference level or below a low reference level or both.

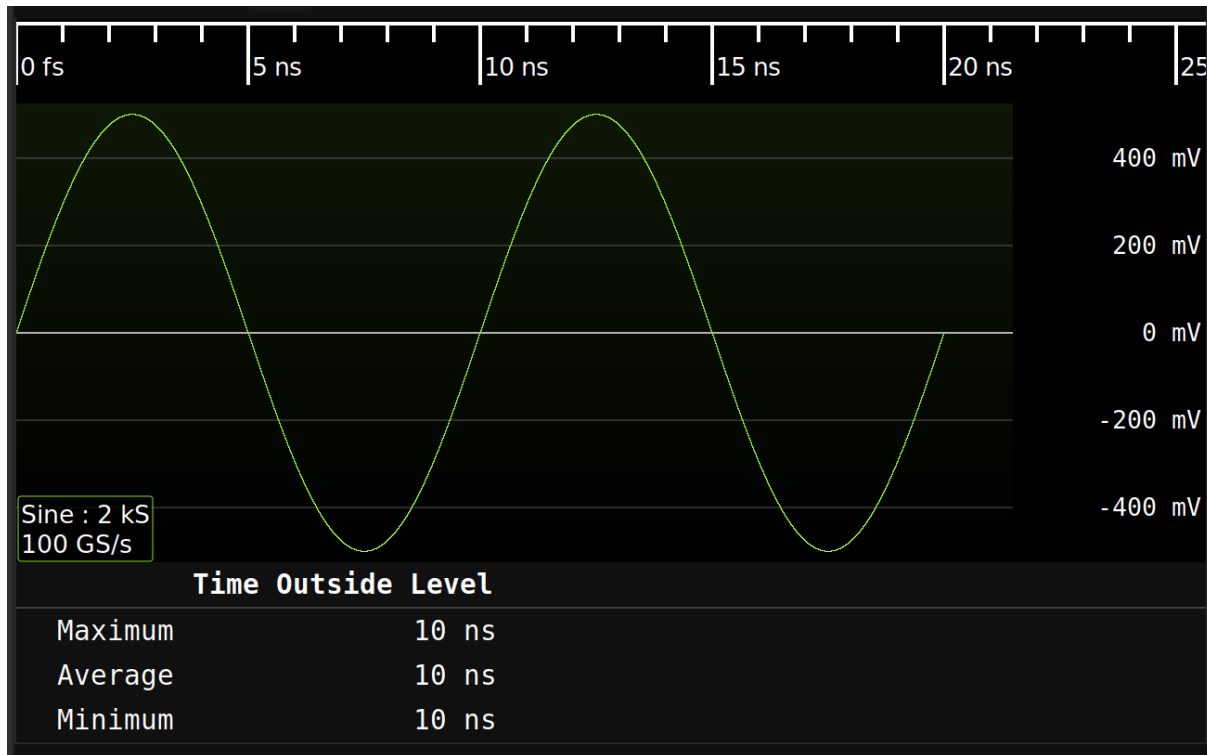


Figure 23.38: Example of time outside high level measurement with a high level threshold of 0mV

### 23.158.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.158.2 Parameters

Parameter name	Type	Description
High Level	Float	High level reference voltage
Low Level	Float	Low level reference voltage
Measurement Type	Enum	<p><b>High Level:</b> Measure the total time the signal is above high level reference voltage</p> <p><b>Low Level:</b> Measure the total time the signal is below low level reference voltage</p> <p><b>Both:</b> Measure the total time the signal is both above and below high level and low level reference voltages respectively</p>



## 23.159 Thermal Diode

Converts an analog voltage measurement of a thermal diode to a temperature value

## 23.160 Threshold

Converts an analog waveform to digital by thresholding at a constant level (no hysteresis).

### 23.160.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.160.2 Parameters

Parameter name	Type	Description
Threshold	Float	Decision threshold

### 23.160.3 Output Signal

This filter outputs an digital waveform with one sample for each sample in the input, which is true if the corresponding input sample is above the threshold and false if less than or equal.

**23.161 TIE**

Calculates the time interval error of a data or clock signal with respect to an ideal "golden" clock (typically obtained from a CDR PLL).

## 23.162 Top

Calculates the top (logical one level) of each cycle in a digital waveform. It is most commonly used as an input to statistics, to view the average top of the entire waveform.

### 23.162.1 Inputs

Signal name	Type	Description
din	Analog	Input waveform

### 23.162.2 Parameters

This filter takes no parameters.

### 23.162.3 Output Signal

This filter outputs an analog waveform with one sample for each group of logical ones in the input signal, containing the average value of the one level.

## **23.163 Touchstone Export**

Saves S-parameter data to a Touchstone file.

## 23.164 Touchstone Import

Loads a Touchstone file and displays the complex data in magnitude/angle format

## 23.165 Trend

Plots a trend of a scalar value over time

## 23.166 TRC Import

Loads waveform data from a Teledyne LeCroy TRC waveform file.



## 23.167 **UART**

## 23.168 Unwrapped Phase

Given a phase angle waveform which wraps within the interval  $[-180^\circ, +180^\circ]$ , unwrap the phase angle.

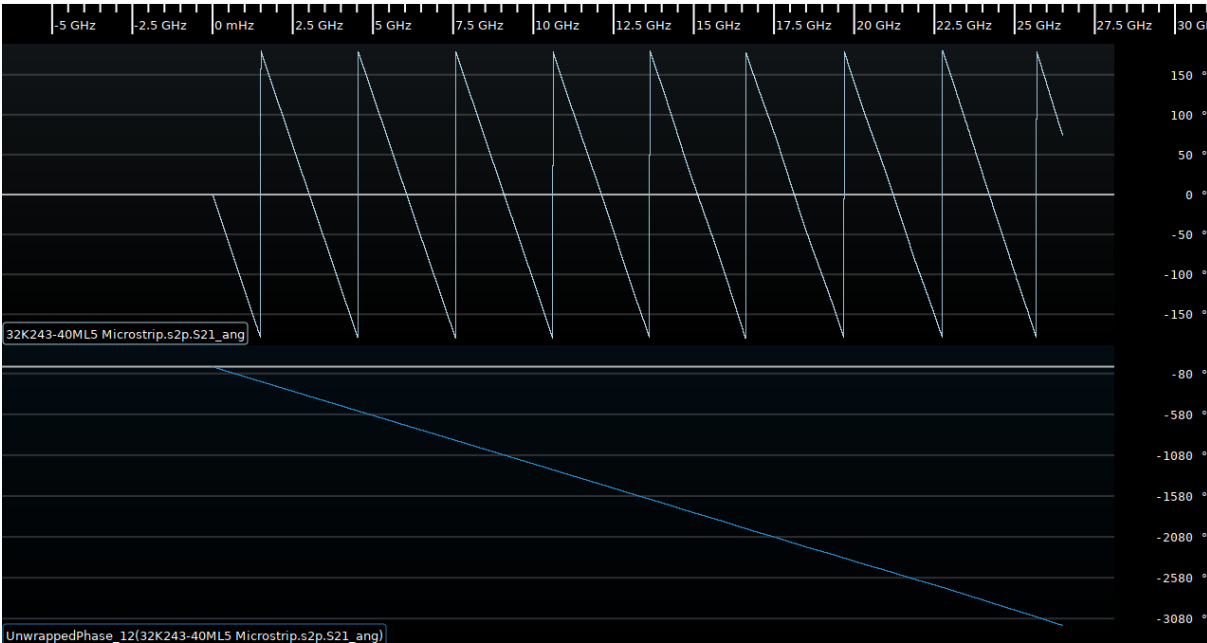


Figure 23.39: Example of wrapped and unwrapped phase of a transmission line

### 23.168.1 Inputs

Signal name	Type	Description
Phase	Analog	Input waveform

### 23.168.2 Parameters

This filter takes no parameters.

### 23.168.3 Output Signal

This filter outputs an analog waveform with one sample for each sample in the input, containing the unwrapped phase angle.

**23.169 USB 1.0 / 2.x Activity**

**23.170 USB 1.0 / 2.x Packet**

**23.171 USB 1.0 / 2.x PCS**

**23.172 USB 1.0 / 2.x PMA**

**23.173 Undershoot**

## 23.174 Upsample

Upsamples a waveform using  $\sin(x)/x$  interpolation.



## **23.175 VCD Import**

Loads digital waveform data from a Value Change Dump (VCD) file.

## 23.176 Vector Frequency

Calculates the instantaneous frequency (rotational velocity) of a complex I/Q signal.

## 23.177 Vector Phase

Calculates the instantaneous phase of a complex I/Q signal.

**23.178 Vertical Bathtub**

## **23.179 VICP**

Decodes the Teledyne LeCroy Virtual Instrument Control Protocol (VICP)

## 23.180 Waterfall

## 23.181 WAV Import

Loads waveform data from a Microsoft WAV audio file.

## 23.182 WFM Import

Loads waveform data from a Tektronix .wfm file.



## 23.183 Windowed Autocorrelation

Calculates the cross-correlation between a fixed size block of the input signal and another block of the same size.

This will produce maximal response for a signal which has periodicity with the specified period and block size.

For example, period 4 and block size 2 will match `aa**aa**`.

This can be used to identify OFDM symbols.

## 23.184 Window

Selects a temporal subset of an input waveform. Useful for running intensive analyses only on a region of interest. Start and end times are rounded to the sample that starts at or nearest after the given time.

### 23.184.1 Inputs

Signal name	Type	Description
din	Analog or Digital	Input waveform

### 23.184.2 Parameters

Parameter name	Type	Description
Start Time	Float	Start of selected window
Duration	Float	Length of selected window

### 23.184.3 Output Signal

This filter outputs a subset of the input signal. If the input is sparse, so is the output and vice versa. No samples are added.

## 23.185 X-Y Sweep

This filter converts a sweeping X scalar value and a corresponding Y scalar value into a waveform plotting X against Y.

Note that this filter assumes that the X value is sweeping in an upwards ramp, and is not intended for use with arbitrary X-Y data. In particular, the output is a standard sparse waveform type rather than an X-Y density map.