



Using the Pattern Generator

[Online Help](#)



Agilent Technologies

Notices

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Manual Part Number

Version 03.67.0000

Edition

July 15, 2007

Available in electronic format only

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Colorado Springs, CO 80907 USA

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Pattern Generator—At a Glance

The Agilent Technologies 16720A pattern generator is used by digital design teams to emulate digital signals in circuits under development. The pattern generator can take the place of missing devices, or can act as a stimulus to functionally test prototypes.

- **Pattern Generator Overview** (see [page 9](#))
- **Connecting Output Signals to the Device Under Test** (see [page 11](#))
 - Selecting the Correct Probe Pod (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))
- **Configuring the Pattern Generator** (see [page 35](#))
 - Selecting the Output Mode (Channels/Speed Trade-off) (see [page 36](#))
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- **Running and Stopping Pattern Generator Output** (see [page 97](#))
- **Saving and Loading Pattern Generator Configurations** (see [page 99](#))
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- **Pattern Generator Reference** (see [page 141](#))
- **Pattern Generator Control, COM Automation** (see [page 143](#))
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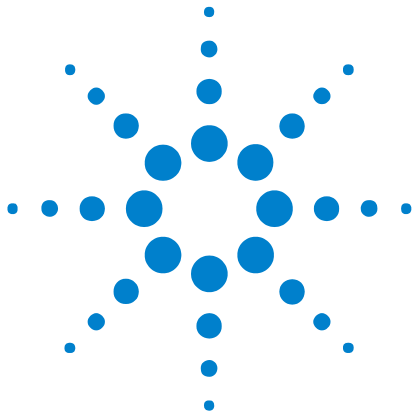
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1

Pattern Generator Overview

The Agilent Technologies 16720A pattern generator is a tool that generates digital signals. It is used in applications that require an external source to simulate digital circuitry or generate digital signals for functionally testing prototype hardware.

Combined with the analog and digital measurement capabilities of the logic analysis system, you have a tightly integrated solution to your digital stimulus and response measurement needs.

Steps in Using the Pattern Generator

The exact output pattern, clock type and speed, and number of required signals depends on your specific application. How you configure the pattern generator and what kind of signal generation sequence you create will vary. However, from a procedural standpoint, the steps are the same each time to set up, create a sequence, and start the pattern generator.

- 1 Select the probing (see [page 12](#)) that is compatible with your device under test.
- 2 Set the Output Mode (see [page 36](#)) and the Clock Source (see [page 37](#)) parameters.
- 3 Connect the probes (see [page 32](#)) to your circuit and define buses and signals (see [page 39](#)) in the pattern generator user interface.
- 4 Create a sequence of test vectors (see [page 53](#)) to generate the desired output signals.
- 5 Run (see [page 97](#)) the pattern generator and measure the device under test for the desired results.

Re-using Pattern Generator Programs

After you set up a pattern generator configuration, you may want to store it away so you can use it again. Perhaps you want to create a set of test routines or circuit simulators. There are three ways to handle re-usable configurations.

- You can reload previously saved (see [page 99](#)) pattern generator configurations. Macros and loops are restored from ALA format configuration files as originally defined. The compiled vector sequence (without loops and macros) is restored from XML format configuration files.



- You can import previously exported data from comma-separated value (CSV) format files (see [page 103](#)). CSV format files contain a *compiled* version of the data; in other words, macros are expanded and loops are shown as a repeated sequence of vectors.
- You can import data from PattGen Binary (PGB) format files (see [page 114](#)).

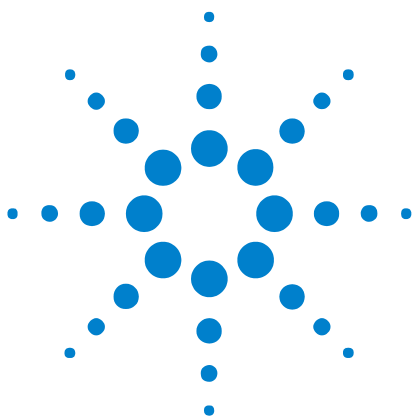
NOTE

You can convert 16522A pattern generator ASCII format files (see [page 130](#)) to comma-separated value (CSV) and XML format files containing vector data and setup information, respectively.

NOTE

When 16700-series logic analysis system configuration files contain pattern generator data that you want to reuse, you can export the data to PattGen Binary (PGB) format files (from within the 16700-series logic analysis system) and convert them to the 16900-series PGB format (see [page 138](#)).

See Also • Key Characteristics (see [page 142](#))



2 Connecting Output Signals to the Device Under Test

- Selecting the Correct Probe Pod (see [page 12](#))
 - Data Pod Descriptions (see [page 12](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Pod Dimensions (see [page 30](#))
 - Data Cable Characteristics without a Data Pod (see [page 30](#))
 - Clock Cable Characteristics without a Clock Pod (see [page 31](#))
- Connecting the Probe Pods (see [page 32](#))
 - Direct Pod-to-Board Connection (see [page 32](#))
 - Jumper Cable-to-Pod Connection (see [page 32](#))
 - Probe Lead Set to Board Pin Connection (see [page 33](#))



Selecting the Correct Probe Pod

The following equivalent circuit information is provided to help you select the appropriate clock and data pods for your application.

- Data Pod Descriptions (see [page 12](#))
 - 10461A TTL Data Pod (see [page 13](#))
 - 10462A 3-State TTL/CMOS Data Pod (see [page 14](#))
 - 10464A ECL Data Pod (terminated) (see [page 14](#))
 - 10465A ECL Data Pod (unterminated) (see [page 15](#))
 - 10466A 3-State TTL/3.3 V Data Pod (see [page 16](#))
 - 10469A PECL Data Pod (see [page 16](#))
 - 10471A LVPECL Data Pod (see [page 17](#))
 - 10473A 3-State 2.5 V Data Pod (see [page 18](#))
 - 10476A 3-State 1.8 V Data Pod (see [page 19](#))
 - 10483A 3-State 3.3 V Data Pod (see [page 20](#))
 - E8141A LVDS Data Pod (see [page 20](#))
- Clock Pod Descriptions (see [page 21](#))
 - 10460A TTL Clock Pod (see [page 22](#))
 - 10463A ECL Clock Pod (see [page 23](#))
 - 10468A PECL Clock Pod (see [page 24](#))
 - 10470A LVPECL Clock Pod (see [page 25](#))
 - 10472A 2.5 V Clock Pod (see [page 26](#))
 - 10475A 1.8 V Clock Pod (see [page 27](#))
 - 10477A 3.3 V Clock Pod (see [page 28](#))
 - E8140A LVDS Clock Pod (see [page 29](#))
- Pod Dimensions (see [page 30](#))
- Data Cable Characteristics without a Data Pod (see [page 30](#))
- Clock Cable Characteristics without a Clock Pod (see [page 31](#))

See Also • [Connecting the Probe Pods \(see page 32\)](#)

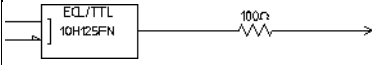
Data Pod Descriptions

- 10461A TTL Data Pod (see [page 13](#))
- 10462A 3-State TTL/CMOS Data Pod (see [page 14](#))
- 10464A ECL Data Pod (terminated) (see [page 14](#))
- 10465A ECL Data Pod (unterminated) (see [page 15](#))

- 10466A 3-State TTL/3.3 V Data Pod (see [page 16](#))
- 10469A PECL Data Pod (see [page 16](#))
- 10471A LVPECL Data Pod (see [page 17](#))
- 10473A 3-State 2.5 V Data Pod (see [page 18](#))
- 10476A 3-State 1.8 V Data Pod (see [page 19](#))
- 10483A 3-State 3.3 V Data Pod (see [page 20](#))
- E8141A LVDS Data Pod (see [page 20](#))

- See Also**
- Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

10461A TTL Data Pod

Output type:	10H125 with 100 ohm in series 
Maximum clock:	200 MHz
Skew:	Typical less than 2 ns; worst case 4 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10474A (see page 33)

Pinout

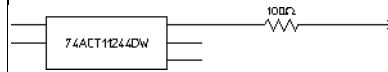
NC	■ ■	GND
NC	■ ■	GND
7	■ ■	GND
6	■ ■	GND
5	■ ■	GND
4	■ ■	GND
3	■ ■	GND
2	■ ■	GND
1	■ ■	GND
0	■ ■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

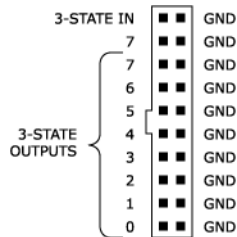
2 Connecting Output Signals to the Device Under Test

10462A 3-State TTL/CMOS Data Pod

Output type:	74ACT11244 with 100 ohm in series; 10H125 on non-3-state channel 7 (see Using the "3-STATE IN" Enable Input (see page 21))
3-State enable:	Negative true, 100K ohm to GND, enabled on no connect
Maximum clock:	100 MHz
Skew:	Typical less than 4 ns; worst case 12 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10474A (see page 33)



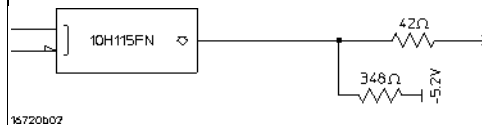
Pinout



- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

10464A ECL Data Pod (terminated)

Output type:	10H115 with 348 ohm pulldown, 42 ohm in series
Maximum clock:	300 MHz
Skew:	Typical less than 1 ns; worst case 2 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10474A (see page 33)




Pinout

NC	■ ■	GND
NC	■ ■	GND
7	■ ■	GND
6	■ ■	GND
5	■ ■	GND
4	■ ■	GND
3	■ ■	GND
2	■ ■	GND
1	■ ■	GND
0	■ ■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

10465A ECL Data Pod (unterminated)

Output type:	10H115 (no termination) 
Maximum clock:	300 MHz
Skew:	Typical less than 1 ns; worst case 2 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10347A (see page 33)

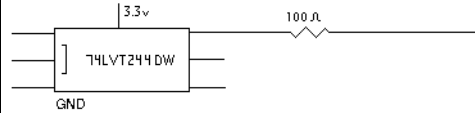
Pinout

NC	■ ■	GND
NC	■ ■	GND
7	■ ■	GND
6	■ ■	GND
5	■ ■	GND
4	■ ■	GND
3	■ ■	GND
2	■ ■	GND
1	■ ■	GND
0	■ ■	GND

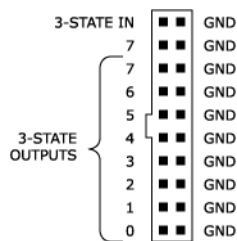
- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

10466A 3-State TTL/3.3 V Data Pod

Output type:	74LVT244 with 100 ohm in series; 10H125 on non-3-state channel 7 (see Using the "3-STATE IN" Enable Input (see page 21))
3-State enable:	negative true, 100K ohm to GND, enabled on no connect
Maximum clock:	200 MHz
Skew:	Typical less than 3 ns; worst case 7 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10474A (see page 33)



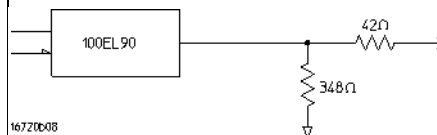
Pinout



- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

10469A PECL Data Pod

Output type:	100EL09 (5V) with 348 ohm pulldown to ground and 42 ohm in series
Maximum clock:	300 MHz



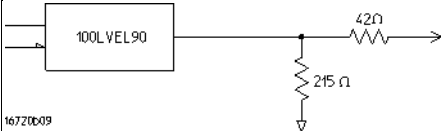
Skew:	Typical less than 500 ps; worst case 1 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10498A (see page 33)

Pinout

NC	■ ■	GND
NC	■ ■	GND
7	■ ■	GND
6	■ ■	GND
5	■ ■	GND
4	■ ■	GND
3	■ ■	GND
2	■ ■	GND
1	■ ■	GND
0	■ ■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

10471A LVPECL Data Pod

Output type:	100LVEL90 (3.3V) with 215 ohm pulldown to ground and 42 ohm in series 
Maximum clock:	300 MHz
Skew:	Typical less than 500 ps; worst case 1 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10498A (see page 33)

Pinout

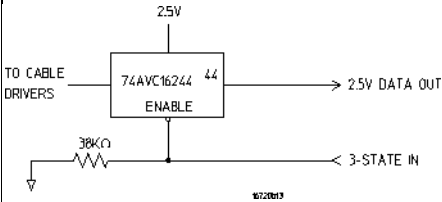
NC	■ ■	GND
NC	■ ■	GND
7	■ ■	GND
6	■ ■	GND
5	■ ■	GND
4	■ ■	GND
3	■ ■	GND
2	■ ■	GND
1	■ ■	GND
0	■ ■	GND

- See Also**
- Pod Dimensions (see [page 30](#))

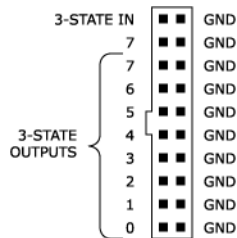
2 Connecting Output Signals to the Device Under Test

- Clock Pod Descriptions (see [page 21](#))
- Connecting the Probe Pods (see [page 32](#))

10473A 3-State 2.5 V Data Pod

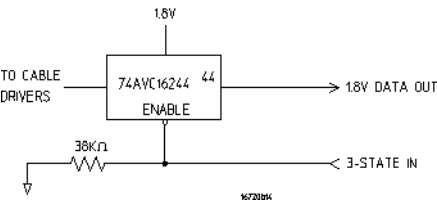
Output type:	74AVC16244 
3-State enable:	negative true, 38K ohm to GND, enabled on no connect (see Using the "3-STATE IN" Enable Input (see page 21))
Maximum clock:	300 MHz
Skew:	Typical less than 1 ns; worst case 2 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10498A (see page 33)

Pinout

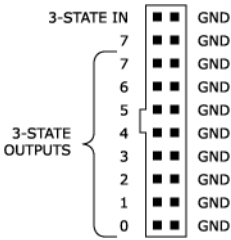


- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

10476A 3-State 1.8 V Data Pod

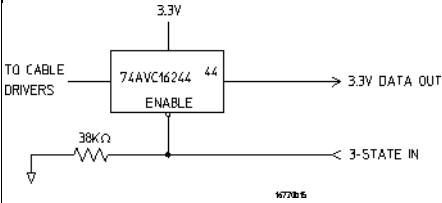
Output type:	74AVC16244 
3-State enable:	negative true, 38K ohm to GND, enabled on no connect (see Using the "3-STATE IN" Enable Input (see page 21))
Maximum clock:	300 MHz
Skew:	Typical less than 1.5 ns; worst case 2.5 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10498A (see page 33)

Pinout

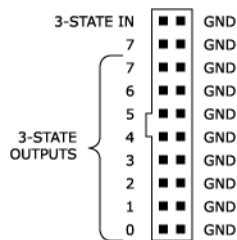


- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

10483A 3-State 3.3 V Data Pod

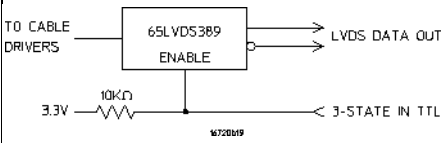
Output type:	74AVC16244 
3-State enable:	negative true, 38K ohm to GND, enable on no connect (see Using the "3-STATE IN" Enable Input (see page 21))
Maximum clock:	300 MHz
Skew:	Typical less than 1 ns; worst case 2 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	10498A (see page 33)

Pinout



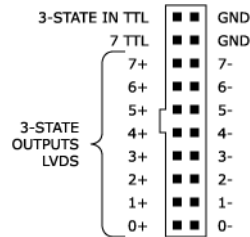
- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

E8141A LVDS Data Pod

Output type:	65LVDS389 (LVDS data lines); 10H125 (TTL non-3-state channel 7, see Using the "3-STATE IN" Enable Input (see page 21)) 
3-State enable:	positive true TTL; no connect=enabled

Maximum clock:	300 MHz
Skew:	Typical less than 1 ns; worst case 2 ns (see About Data Pod Skew Characteristics (see page 21))
Recommended lead set:	E8142A (see page 33)

Pinout



- See Also**
- Pod Dimensions (see [page 30](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

About Data Pod Skew Characteristics

Typical skew measurements made at the pod connector with approximately 10 pF/50K ohm load to GND; worst case skew numbers are a calculation of worst case conditions through circuits. Both numbers apply to any channel within a single or multiple module system.

Using the "3-STATE IN" Enable Input

The pattern generator always holds the last set of state vectors when it is stopped.

When a logic "1" level is applied to the "3-STATE IN" input, the 3-stateable outputs are placed into a "high impedance" state. When a logic "0" level is applied to the "3-STATE IN" input, or when the input is not connected, the 3-stateable outputs are active, and the levels of the last vector are output.

Data pods with 3-state control provide a parallel channel 7 output that is non-3-stateable. By looping this output back into the "3-STATE IN" input, the pattern generator's channel 7 output can be used as a 3-state control signal.

Clock Pod Descriptions

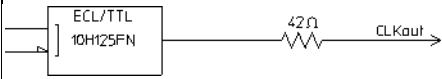

- 10460A TTL Clock Pod (see [page 22](#))
- 10463A ECL Clock Pod (see [page 23](#))
- 10468A PECL Clock Pod (see [page 24](#))

2 Connecting Output Signals to the Device Under Test

- 10470A LVPECL Clock Pod (see [page 25](#))
- 10472A 2.5 V Clock Pod (see [page 26](#))
- 10475A 1.8 V Clock Pod (see [page 27](#))
- 10477A 3.3 V Clock Pod (see [page 28](#))
- E8140A LVDS Clock Pod (see [page 29](#))

- See Also**
- Data Pod Descriptions (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))

10460A TTL Clock Pod

Clock output type:	10H125 with 42 ohm series; true & inverted 
Clock output rate:	100 MHz maximum
Clock out delay:	Approximately 8 ns total in 14 steps
Clock input type:	TTL - 10H124 
Clock input rate:	DC to 100 MHz
Pattern input type:	TTL - 10H124 (no connect is logic 1)
Clock-in to clock-out:	Approximately 30 ns
Pattern-in to recognition:	Approximately 15 ns + 1 clk period
Recommended lead set:	10474A (see page 33)

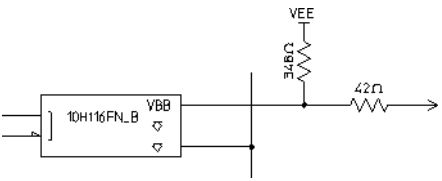
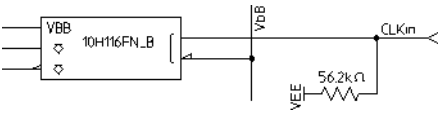
Pinout

NC	■	■	GND
NC	■	■	GND
CLK OUT	■	■	GND
CLK OUT	■	■	GND
NC	■	■	GND
NC	■	■	GND
WAIT 2	■	■	GND
WAIT 1	■	■	GND
WAIT 0	■	■	GND
CLK IN	■	■	GND

- See Also**
- Pod Dimensions (see [page 30](#))

- Data Pod Descriptions (see [page 12](#))
- Connecting the Probe Pods (see [page 32](#))

10463A ECL Clock Pod

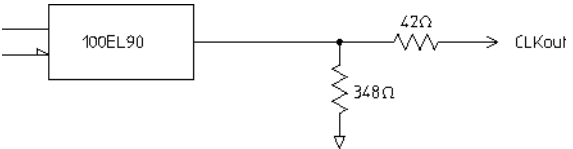

Clock output type:	10H116 differential unterminated; differential with 348 ohm to -5.2v and 42 ohm series 
Clock output rate:	300 MHz maximum
Clock out delay:	Approximately 8 ns total in 14 steps
Clock input type:	ECL - 10H116 with 50K ohm to -5.2v 
Clock input rate:	DC to 300 MHz
Pattern input type:	ECL - 10H116 with 50K ohm (no connect is logic 0)
Clock-in to clock-out:	Approximately 30 ns
Pattern-in to recognition:	Approximately 15 ns + 1 clk period
Recommended lead set:	10474A (see page 33)

Pinout

NC	■ ■	GND
NC	■ ■	GND
CLKOUT T	■ ■	GND
CLKOUT T	■ ■	GND
CLKOUT U	■ ■	GND
CLKOUT U	■ ■	GND
WAIT 2	■ ■	GND
WAIT 1	■ ■	GND
WAIT 0	■ ■	GND
CLK IN	■ ■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Data Pod Descriptions (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))

10468A PECL Clock Pod

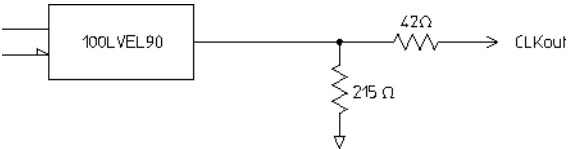

Clock output type:	100EL90 (5V) with 348 ohm pulldown to ground and 42 ohm in series 
Clock output rate:	300 MHz maximum
Clock out delay:	Approximately 8 ns total in 14 steps
Clock input type:	100EL91 PECL (5V), no termination 
Clock input rate:	DC to 300 MHz
Pattern input type:	100EL91 PECL (5V), no termination (no connect is logic 0)
Clock-in to clock-out:	Approximately 30 ns
Pattern-in to recognition:	Approximately 15 ns + 1 clk period
Recommended lead set:	10498A (see page 33)

Pinout

NC	■	GND
NC	■	GND
CLKOUT T	■	GND
CLKOUT T	■	GND
CLKOUT U	■	GND
CLKOUT U	■	GND
WAIT 2	■	GND
WAIT 1	■	GND
WAIT 0	■	GND
CLK IN	■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Data Pod Descriptions (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))

10470A LVPECL Clock Pod

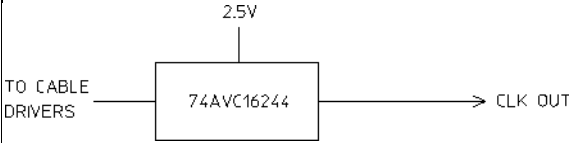
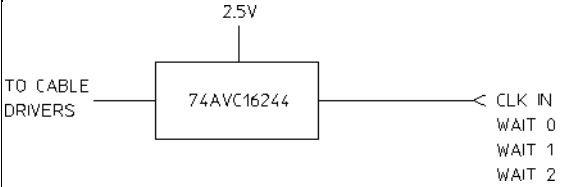
Clock output type:	100LVEL90 (3.3V) with 215 ohm pulldown to ground and 42 ohm in series 
Clock output rate:	300 MHz maximum
Clock out delay:	Approximately 8 ns total in 14 steps
Clock input type:	100LVEL91 PECL (3.3V), no termination 
Clock input rate:	DC to 300 MHz
Pattern input type:	100LVEL91 PECL (3.3V), no termination (no connect is logic 0)
Clock-in to clock-out:	Approximately 30 ns
Pattern-in to recognition:	Approximately 15 ns + 1 clk period
Recommended lead set:	10498A (see page 33)

Pinout

NC	■	GND
NC	■	GND
CLKOUT T	■	GND
CLKOUT T	■	GND
CLKOUT U	■	GND
CLKOUT U	■	GND
WAIT 2	■	GND
WAIT 1	■	GND
WAIT 0	■	GND
CLK IN	■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Data Pod Descriptions (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))

10472A 2.5 V Clock Pod

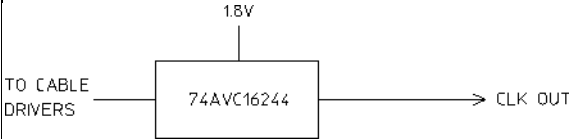
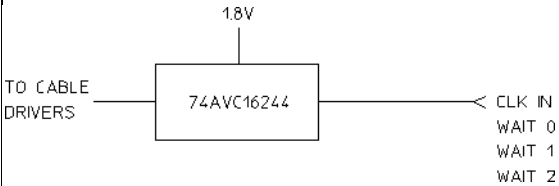
Clock output type:	74AVC16244 
Clock output rate:	200 MHz maximum
Clock out delay:	Approximately 8 ns total in 14 steps
Clock input type:	74AVC16244 (3.6 V maximum) 
Clock input rate:	DC to 200 MHz
Pattern input type:	74AVC16244 (3.6 V maximum; no connect is logic 0)
Clock-in to clock-out:	Approximately 30 ns
Pattern-in to recognition:	Approximately 15 ns + 1 clk period
Recommended lead set:	10498A (see page 33)

Pinout

NC	■	■	GND
NC	■	■	GND
CLK OUT	■	■	GND
CLK OUT	■	■	GND
NC	■	■	GND
NC	■	■	GND
WAIT 2	■	■	GND
WAIT 1	■	■	GND
WAIT 0	■	■	GND
CLK IN	■	■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Data Pod Descriptions (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))

10475A 1.8 V Clock Pod

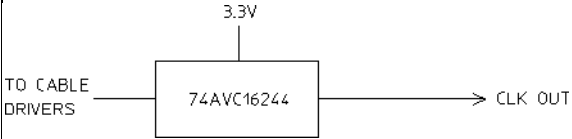
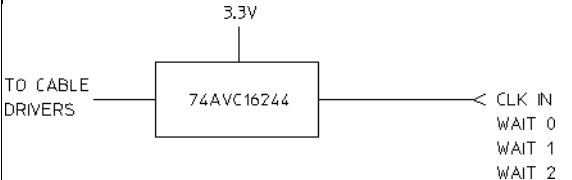
Clock output type:	74AVC16244 
Clock output rate:	200 MHz maximum
Clock out delay:	Approximately 8 ns total in 14 steps
Clock input type:	74AVC16244 (3.6 V maximum) 
Clock input rate:	DC to 200 MHz
Pattern input type:	74AVC16244 (3.6 V maximum; no connect is logic 0)
Clock-in to clock-out:	Approximately 30 ns
Pattern-in to recognition:	Approximately 15 ns + 1 clk period
Recommended lead set:	10498A (see page 33)

Pinout

NC	■	■	GND
NC	■	■	GND
CLK OUT	■	■	GND
CLK OUT	■	■	GND
NC	■	■	GND
NC	■	■	GND
WAIT 2	■	■	GND
WAIT 1	■	■	GND
WAIT 0	■	■	GND
CLK IN	■	■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Data Pod Descriptions (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))

10477A 3.3 V Clock Pod

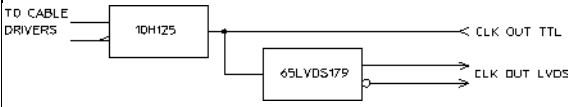
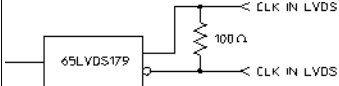
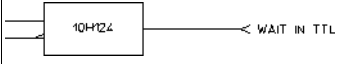
Clock output type:	74AVC16244 
Clock output rate:	200 MHz maximum
Clock out delay:	Approximately 8 ns total in 14 steps
Clock input type:	74AVC16244 (3.6 V maximum) 
Clock input rate:	DC to 200 MHz
Pattern input type:	74AVC16244 (3.6 V maximum; no connect is logic 0)
Clock-in to clock-out:	Approximately 30 ns
Pattern-in to recognition:	Approximately 15 ns + 1 clk period
Recommended lead set:	10498A (see page 33)

Pinout

NC	■	■	GND
NC	■	■	GND
CLK OUT	■	■	GND
CLK OUT	■	■	GND
NC	■	■	GND
NC	■	■	GND
NC	■	■	GND
WAIT 2	■	■	GND
WAIT 1	■	■	GND
WAIT 0	■	■	GND
CLK IN	■	■	GND

- See Also**
- Pod Dimensions (see [page 30](#))
 - Data Pod Descriptions (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))

E8140A LVDS Clock Pod

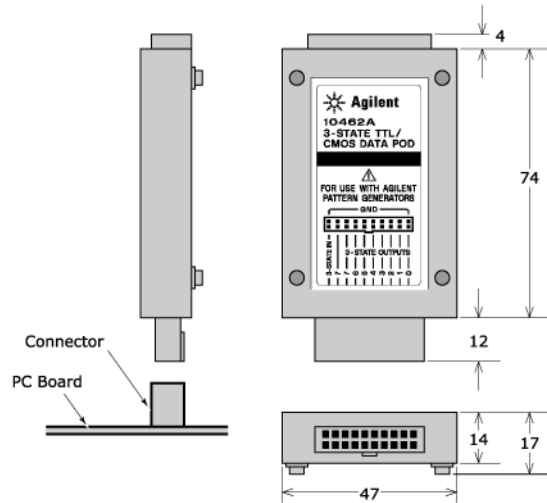
Clock output type:	65LVDS179 (LVDS) and 10H125 (TTL) 
Clock output rate:	200 MHz maximum (LVDS and TTL)
Clock out delay:	Approximately 8 ns total in 14 steps
Clock input type:	65LVDS179 (LVDS with 100 ohm) 
Clock input rate:	DC to 150 MHz (LVDS)
Pattern input type:	10H124 (TTL) (no connect is logic 1) 
Clock-in to clock-out:	Approximately 30 ns
Pattern-in to recognition:	Approximately 15 ns + 1 clk period
Recommended lead set:	E8142A (see page 33)

Pinout

CLK OUT LVDS +	■ ■	GND
CLK OUT LVDS -	■ ■	GND
CLK OUT TTL	■ ■	GND
CLK OUT TTL	■ ■	GND
CLK IN LVDS +	■ ■	GND
CLK IN LVDS -	■ ■	GND
WAIT 2 IN TTL	■ ■	GND
WAIT 1 IN TTL	■ ■	GND
WAIT 0 IN TTL	■ ■	GND
NC	■ ■	GND

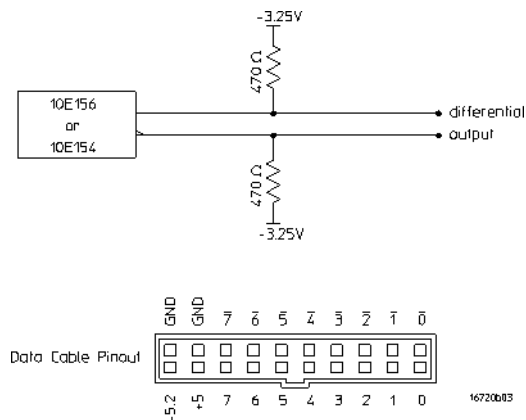
- See Also**
- Pod Dimensions (see [page 30](#))
 - Data Pod Descriptions (see [page 12](#))
 - Connecting the Probe Pods (see [page 32](#))

Pod Dimensions (in millimeters)



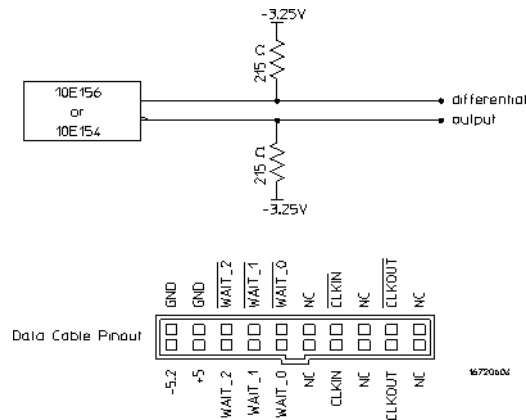
- See Also**
- Data Pod Descriptions (see [page 12](#))
 - Clock Pod Descriptions (see [page 21](#))
 - Connecting the Probe Pods (see [page 32](#))

Data Cable Characteristics without a Data Pod

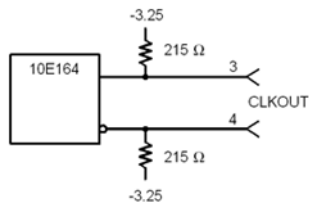
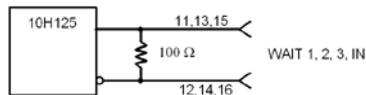
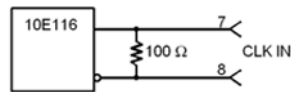


The data cables without a data pod provide an ECL-terminated (470 ohm; to -3.25V) differential signal. These signals are usable when received by a differential receiver, preferably with a 100 ohm termination across the lines. These signals should not be used single-ended due to the slow fall time and shifted voltage threshold; they are not ECL compatible.

Clock Cable Characteristics without a Clock Pod



The clock out signals (CLKOUT and not-CLKOUT) without a clock pod provide an ECL-terminated (215 ohm to -3.25V) differential signal. These signals are usable when received by a differential receiver, preferably with a 100 ohm termination across the lines. These signals should not be used single-ended due to the slow fall time and shifted voltage threshold; they are not ECL compatible.



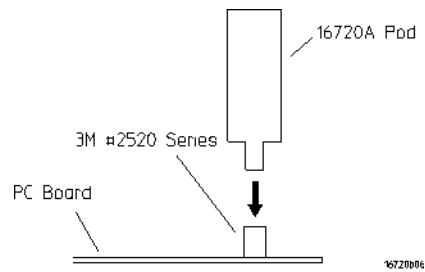
Connecting the Probe Pods

NOTE

Clock and Data pods are required for a proper signal interface. There are different types (see [page 12](#)) available, and they should match your device under test circuit characteristics. In addition, depending on the Output Mode (see [page 36](#)) selected, some pods may not be available for use.

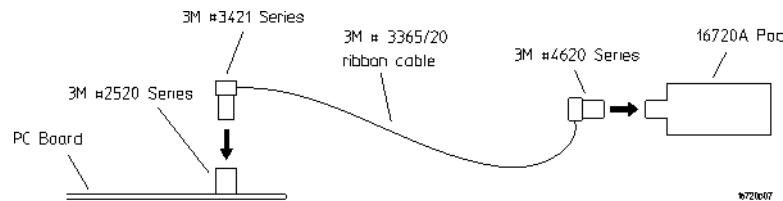
- Direct Pod-to-Board Connection (see [page 32](#))
- Jumper Cable-to-Pod Connection (see [page 32](#))
- Probe Lead Set to Board Pin Connection (see [page 33](#))

Direct Pod-to-Board Connection



Plug the pod directly into the ©3M 2520-series, or similar alternative connector on the PC board.

Jumper Cable-to-Pod Connection

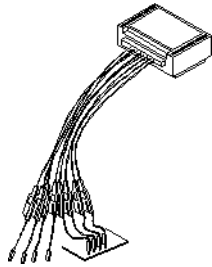


Use this method when you have clearance problems on the PC board. Construct a flat-ribbon cable and connect as shown above.

NOTE

You can obtain equivalent connectors from sources other than 3M.

Probe Lead Set to Board Pin Connection



The following probe lead assemblies are available for connecting to PC board pins.

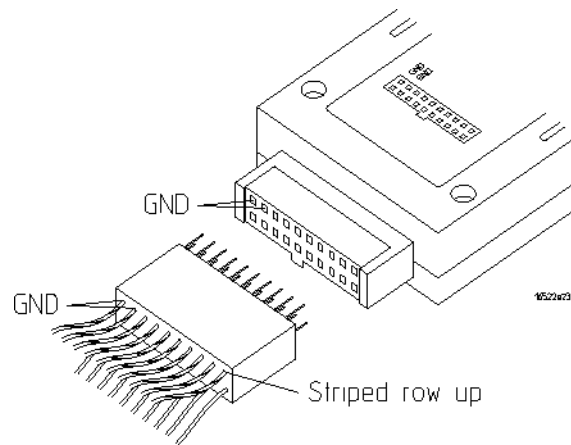
- E8142A 8-channel LVDS probe lead set (6-inch lead wire length).
- 10498A 8-channel probe lead set (6-inch lead wire length).
- 10474A 8-channel probe lead set (12-inch lead wire length).
- 10347A 8-channel probe lead set, 50-ohm coaxial for unterminated signals.

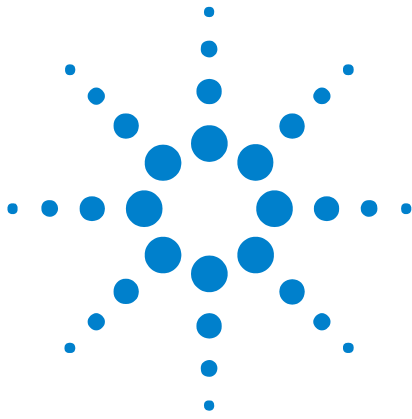
The probe tips of both lead sets plug directly into any 0.1-inch grid with 0.026- to 0.033-inch diameter round pins or 0.025-inch square pins. These probe tips work with the 5090-4356 surface mount grabbers and the 5959-0288 through-hole grabbers.

NOTE

The LVDS Data Pod must be connected to the leads in such a way that the striped row of cables faces up.

2 Connecting Output Signals to the Device Under Test



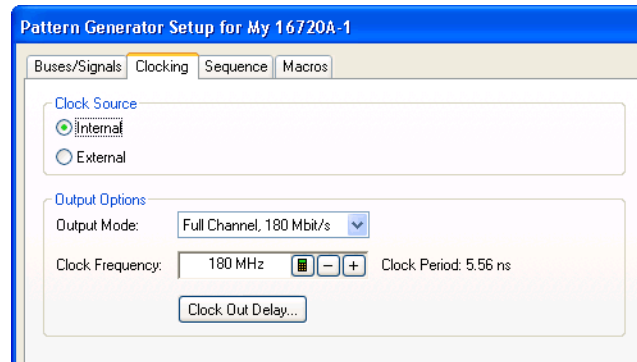


3 Configuring the Pattern Generator

- Selecting the Output Mode (Channels/Speed Trade-off) (see [page 36](#))
- Selecting the Clock Source (see [page 37](#))



Selecting the Output Mode (Channels/Speed Trade-off)



The output mode determines the channel width, available pods, and the frequency range for both the internal and external clock. The choice you make may be determined by trade-offs between clock speed and channel width.

Because the output mode affects clock frequency ranges, available pods, and channel width, keep your mode selection in mind when designing the circuit's hardware interface and when mapping probe connections between the test circuit and the labels of the pattern generator.

This table shows the difference between the Full-Channel 180 Mbits/s mode and the Half-Channel 300 Mbits/s mode.

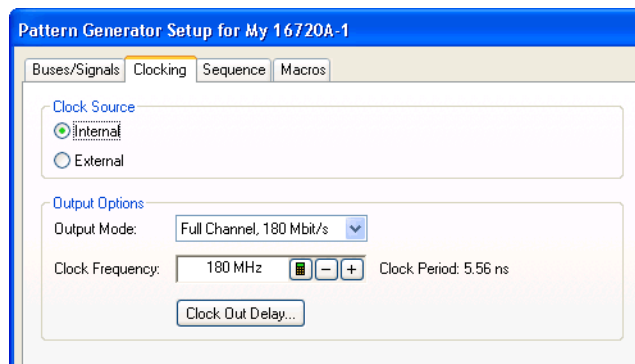
	Full Channel 180 Mbits/s	Half Channel 300 Mbits/s
Pods available	Pods 1, 2, 3, 4, 5, 6	Pods 1, 3, 5
Maximum channels	48; 8 per pod	24; 8 per pod
Maximum external clock frequency	180 MHz	300 MHz
Maximum internal clock frequency	180 MHz	300 MHz
Minimum external clock frequency	DC	DC
Minimum internal clock frequency	1 MHz	1 MHz
Maximum vectors	8,388,608	16,777,216

Selecting the Clock Source

The Clock Source field toggles between internal and external. The internal clock source is supplied by the pattern generator and controls the frequency used to output the vectors to the system under test. The external clock is provided by the user or the system under test, and is input to the pattern generator through the CLK IN probe of a clock pod.

An advantage of using an external clock is that you synchronize the vector output of the pattern generator to the system under test. No matter which clock source is used, vectors are always output on the rising edge of the clock.

Internal Clock Source



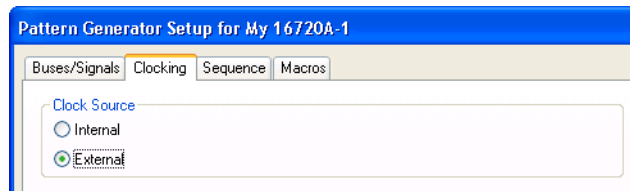
Use an internal clock source when you want to have control over the frequency of the output vectors and it is not important for the output vectors to be synchronized to the system under test.

You select clock frequencies in increments of 1 MHz. If you use the keypad to select a value between the step intervals, the value is rounded to the nearest interval.

	Full Channel 180 Mbits/s	Half Channel 300 Mbits/s
Maximum internal clock frequency	180 MHz	300 MHz
Minimum internal clock frequency	1 MHz	1 MHz

3 Configuring the Pattern Generator

External Clock Source



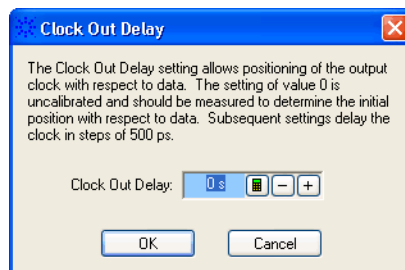
Use an external clock source when you want to synchronize the frequency of the output vectors to the system under test. With this mode selected, you do not have direct control over the frequency of the output vectors. Output vector frequency will be the same as the external clock.

	Full Channel 180 Mbits/s	Half Channel 300 Mbits/s
Maximum external clock frequency	180 MHz	300 MHz
Minimum external clock frequency	DC	DC

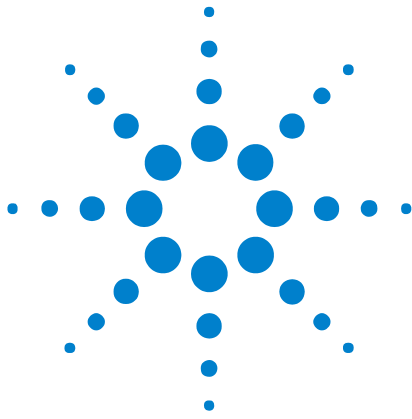
CAUTION

If the external clock is faster than the maximum period, the Agilent 16720A pattern generator will produce erroneous output vectors.

Clock Out Delay



The clock out delay setting lets you position the output clock with respect to the data. The zero setting is uncalibrated and should be measured to determine the initial position with respect to the data. You can delay the clock in 500 ps increments.



4 Assigning Bus/Signal Names to Pattern Generator Probes

Before you can set up pattern generator vector sequences, you must define bus/signal names for the channels on which you want to output data.

The Buses/Signals tab is accessed through the menu bar's **Setup>(Pattern Generator Module)>Bus/Signal...** command. The Buses/Signals tab is used to map (assign) bus and signal names to the pod and channel connections of the probes. Through the **Display** button, you can select what bus/signal information is displayed.

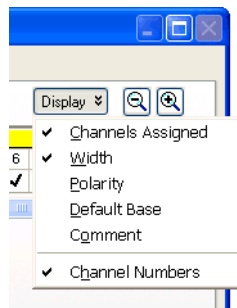
The following tasks are performed in the Buses/Signals tab:

- To add a new bus or signal (see [page 41](#))
- To delete a bus or signal (see [page 42](#))
- To rename a bus or signal (see [page 43](#))
- To assign channels in the default bit order (see [page 44](#))
- To assign channels, selecting the bit order (see [page 45](#))
- To reorder bits by editing the Channels Assigned string (see [page 46](#))
- To set the default number base (see [page 48](#))
- To set polarity (see [page 49](#))
- To add user comments (see [page 50](#))
- To add a folder (see [page 51](#))
- To sort bus/signal names (see [page 52](#))

Through the **Display** button, you can select what bus/signal setup information is displayed (channels assigned, width, polarity, default base, comment, or channel numbers).



4 Assigning Bus/Signal Names to Pattern Generator Probes



To add a new bus or signal

Before you can assign pattern generator probe channels to bus/signal names, you must first create the bus/signal names.

- 1 From the menu bar, select **Setup>(Pattern Generator Module)>Bus/Signal....**
- 2 In the Buses/Signals tab of the Pattern Generator Setup dialog, select **Add Bus/Signal...**
- 3 In the Add Bus/Signal dialog, enter the name of the bus/signal.
- 4 Click **OK**.

- See Also**
- To delete a bus or signal (see [page 42](#))
 - To rename a bus or signal (see [page 43](#))
 - To assign channels in the default bit order (see [page 44](#))
 - To assign channels, selecting the bit order (see [page 45](#))

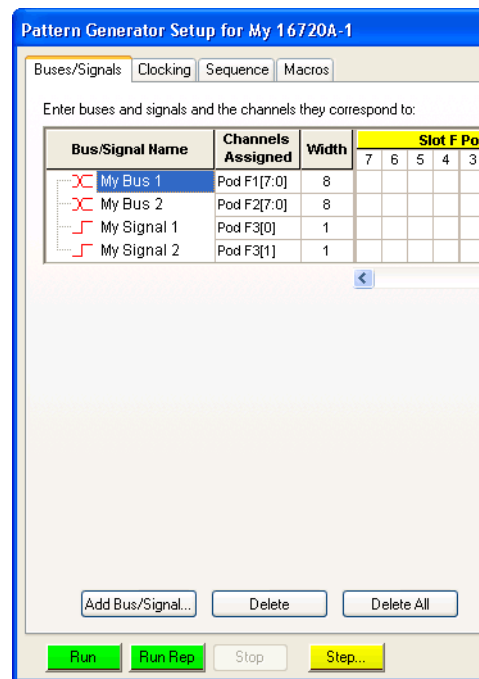
To delete a bus or signal

The delete bus or signal feature allows you to remove buses and signals individually or all at once.

- To delete an individual bus or signal (see [page 42](#))
- To delete all buses and signals (see [page 42](#))

To delete an individual bus or signal

- 1 From the menu bar, select **Setup>(Pattern Generator Module)>Bus/Signal....**
- 2 In the Buses/Signals tab of the Pattern Generator Setup dialog, highlight the bus or signal you want to delete.
- 3 Click **Delete**.



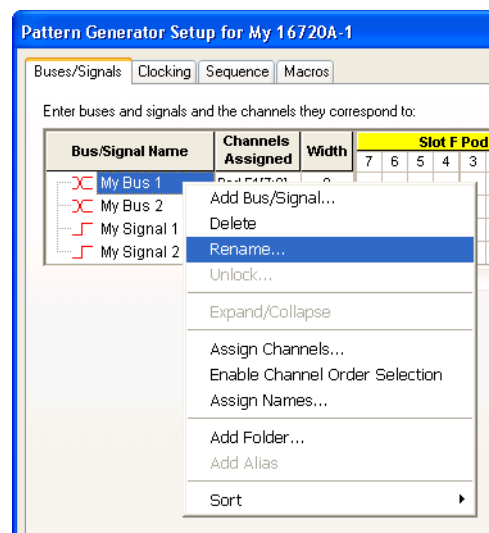
To delete all buses and signals

- 1 From the menu bar, select **Setup>(Pattern Generator Module)>Bus/Signal....**
- 2 In the Buses/Signals tab of the Pattern Generator Setup dialog, click **Delete All**.

To rename a bus or signal

The rename bus/signal feature allows you to change bus and signal names. All pod channel assignments for the renamed bus/signal remain unchanged.

- 1 From the menu bar, select **Setup>(Pattern Generator Module)>Bus/Signal....**
- 2 In the Buses/Signals tab of the Pattern Generator Setup dialog, right-click the bus or signal name and choose **Rename....**



- 3 Enter the new bus or signal name.
- 4 Click **OK**.

- See Also**
- To add a new bus or signal (see [page 41](#))
 - To delete a bus or signal (see [page 42](#))

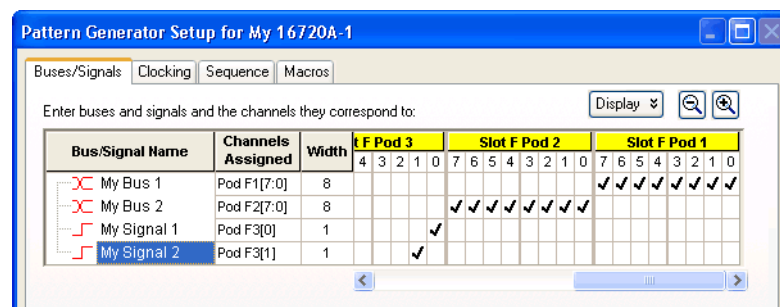
To assign channels in the default bit order

- 1 From the menu bar, select **Setup>(Pattern Generator Module)>Bus/Signal....**
- 2 In the Buses/Signals tab of the Pattern Generator Setup dialog, select squares in the grid to assign channels to bus and signal names.

For each pattern generator output signal, you should have a black check mark mapping particular pod channels to bus/signal names. Unassigned channels are inactive.

Example: In the picture below:

- channels 0-7 on pod F1 are mapped to My Bus 1
- channels 0-7 on pod F2 are mapped to My Bus 2
- channel 0 on pod F3 is mapped to My Signal 1
- channel 1 on pod F3 is mapped to My Signal 2



NOTE

You cannot assign any single output channel to more than one bus/signal.



- See Also**
- To reorder bits by editing the Channels Assigned string (see [page 46](#))
 - To assign channels, selecting the bit order (see [page 45](#))

To assign channels, selecting the bit order

In cases where pattern generator connectors have been designed into a device under test, and buses on those connectors are not wired to consecutive pattern generator channels, you can assign channels to a bus name in a selected bit order.



- 1 From the menu bar, select **Setup>(Pattern Generator Module)>Bus/Signal...**
- 2 In the Buses/Signals tab, right-click the bus name, and choose **Enable Channel Order Selection**.
- 3 Start selecting squares in the grid to assign channels from the low order bit of the bus to the high order bit.

The bit numbers are displayed as you select squares.

Bus/Signal Name	Channels Assigned	Width	Slot F Pod 2								Slot F Pod 1									
			1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
 Default Bit Order	Pod F2[7:4],	8			✓	✓	✓	✓					✓	✓			✓	✓		
 Selected Bit Order	Pod F1[1,5,0],	8								0	1	2	3			6	4			7

To reset the default bit order

The default bit order of assigned channels has higher bits on the left and lower on the right (in the Bus/Signal Setup dialog).

Bus/Signal Name	Channels Assigned	Width	Slot F Pod 2								Slot F Pod 1									
			1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
 Default Bit Order	Pod F2[7:4],	8			7	6	5	4					3	2			1	0		
 Selected Bit Order	Pod F1[1,5,0],	8							0	1	2	3			6	4			7	5

To reset to the default bit order:

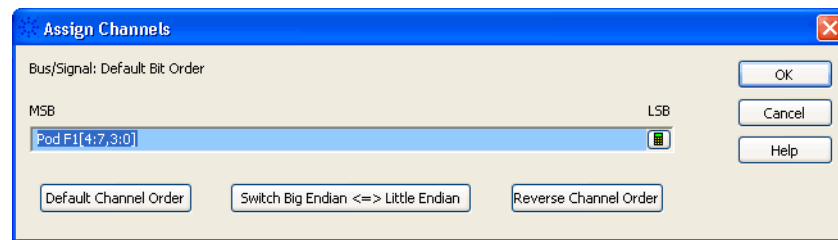
- Right-click the bus name, and uncheck **Enable Channel Order Selection**.

- See Also**
- To reorder bits by editing the Channels Assigned string (see [page 46](#))
 - To assign channels in the default bit order (see [page 44](#))

To reorder bits by editing the Channels Assigned string

You can change the order of the bits in a bus name (assigned in either the default order (see [page 44](#)) or a selected order (see [page 45](#))) by editing the **Channels Assigned** text string.

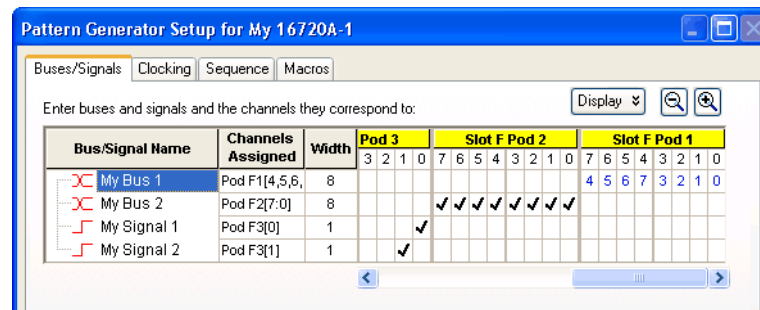
- 1 In the Buses/Signals tab of the Pattern Generator Setup dialog, click the **Channels Assigned** to the bus name.
- 2 In the Assign Channels dialog, enter the appropriate order of bits in the bus.



Example	Description
Pod F1[0]	Signal consisting of the first channel in the first pod.
Pod F1[7:0]	Bus consisting of all eight channels in Pod F1 in default order.
Pod F1[3:0], Pod F2[7:4]	Bus with four channels from first pod followed by four channels from second pod.
Pod F1[7:0], Pod F2[7:0]	Big endian, little endian switch on a 16-bit bus.
Pod F1[0,1,2,3]	Bus with bits in reverse order.

- 3 Click **OK**.

Channel numbers are displayed for reordered bits in the Buses/Signals tab.



To reset the default bit order

Either:

- Right-click the bus name, and uncheck **Enable Channel Order Selection**.

Or:

- 1 Click the **Channels Assigned** to the bus name.
- 2 In the Assign Channels dialog, click **Default Channel Order**.
- 3 Click **OK**.

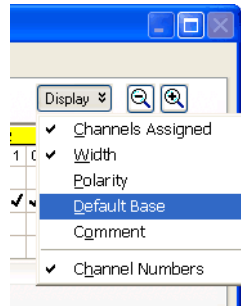
See Also

- To assign channels (see [page 44](#))

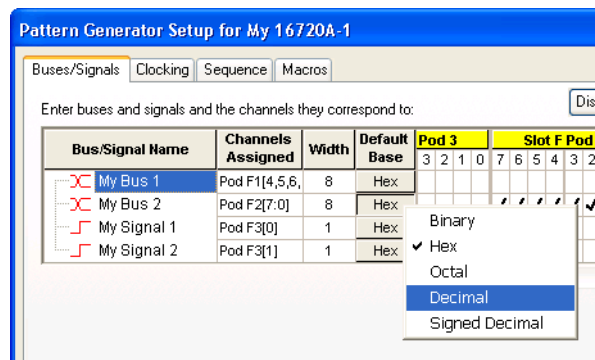
To set the default number base

You can set the default number base for a bus when you create the bus. The default base is used in the Sequence and Macros tabs when inserting columns. Default base only affects new bus/signal columns; if you change default base for an existing bus or signal, you will not see the base change in the Sequence and Macros tabs.

- 1 From the main menu, select **Setup>(Pattern Generator Module)>Bus/Signals....**
- 2 In the Buses/Signals tab of the Pattern Generator Setup dialog, click **Display** and choose **Default Base**.



- 3 To change the default base for a bus or signal, click the default base value and select the new default base.

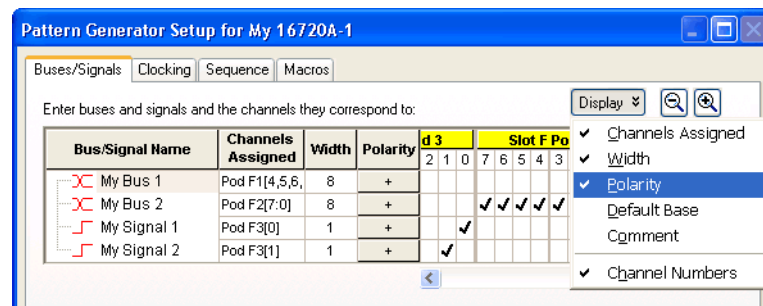


To set polarity

You can define buses and signals with negative or positive polarity. This only affects the values displayed by the pattern generator; it lets you view or enter vectors in a different polarity.

The default polarity is positive (1 = high).

- 1 From the main menu, select **Setup>(Pattern Generator Module)>Bus/Signals....**
- 2 In the Buses/Signals tab of the Pattern Generator Setup dialog, click **Display** and choose **Polarity**.



- 3 In the Polarity column that appears, toggle between + (positive) and – (negative).

To add user comments

You can attach comments to buses and signals. The comments appear in XML format configuration files.

- 1 From the main menu, select **Setup>(Pattern Generator Module)>Bus/Signals...**
- 2 In the Buses/Signals tab of the Pattern Generator Setup dialog, click **Display** and choose **Comment**.

The Comment column appears.

- 3 In the Comment column, enter your comment for the bus or signal.

NOTE

Comments are intended as a descriptor to embellish a bus/signal name and not as a notepad. Comments can be up to 256 characters in length.

To add a folder

The **Add Folder...** feature adds a Windows-style folder to the bus/signal list. Use folders to help organize bus and signal names when using many bus/signal names.

- 1 From the main menu, select **Setup>(Pattern Generator Module)>Bus/Signals...**
- 2 Right-click on a bus/signal name; then, choose **Add Folder...**
- 3 In the Add Folder dialog, enter the folder name, and click **OK**.

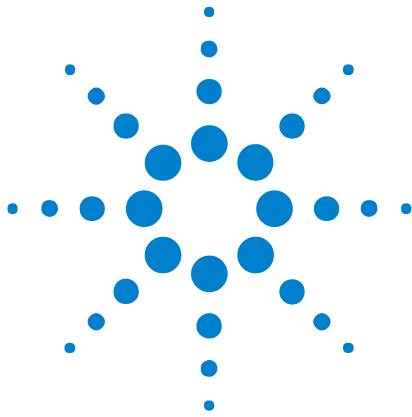
The new folder appears directly below the highlighted bus/signal name. You can rename (see [page 43](#)) a folder just like you would a bus/signal name.

To sort bus/signal names

You can sort bus/signal names and folder names to help organize them.

- 1 From the main menu, select **Setup>(Pattern Generator Module)>Bus/Signals...**
- 2 In the Buses/Signals tab of the Patter Generator Setup dialog, right-click on one of the bus/signal or folder names to be sorted; then, choose either **Sort>Ascending** or **Sort>Descending**.

See Also • To add a folder (see [page 51](#))



5 Creating Vector Sequences

Test vectors determine the pattern output at each clock cycle. Test vectors are positioned in a list called a sequence. When a sequence is run (see [page 97](#)), the list of vectors is executed in order of first vector to last vector. Vectors are always output on the rising edge of the clock.

In every pattern generator application, you have two sequences. An INIT SEQUENCE (initialization sequence) is used to place your circuit or subsystem in a known state. The initialization sequence is followed by the MAIN SEQUENCE. The main sequence is used for the actual pattern generation that stimulates your circuit under test. The INIT sequence is only executed once, while the MAIN sequence loops if you start repetitive execution.

Using Hardware and Software Instructions

In addition to test vectors, both INIT and MAIN sequences can include predefined instruction (see [page 60](#)) elements. Instructions can create Breaks, Loops, Wait for External Events or Arm, or Send an Arm signal to another instrument. The most useful instruction is the *User-Defined Macro* which lets you create reusable sequences that accept parameters. This flexibility is very useful in prototype turn-on and environmental testing.

For more information on INIT and MAIN sequences and how to create them, see the following topics.

- Creating the Initialization Sequence (see [page 55](#))
- Creating the Main Sequence (see [page 58](#))
- Inserting Vectors and Instructions (see [page 60](#))
 - To insert Vectors (see [page 61](#))
 - To insert Break instructions (see [page 61](#))
 - To insert Wait External Event instructions (see [page 62](#))
 - To insert Send Arm instructions (see [page 64](#))
 - To insert Wait for Arm instructions (see [page 65](#))
 - To insert Start/End Loop instructions (see [page 65](#))
 - To insert User-Defined Macro instructions (see [page 67](#))
- Filling Vectors with Automatically-Generated Patterns (see [page 69](#))
 - To fill with Fixed patterns (see [page 70](#))
 - To fill with Count patterns (see [page 71](#))



- To fill with Rotate patterns (see [page 72](#))
- To fill with Toggle patterns (see [page 74](#))
- To fill with Pseudo-Random patterns (see [page 75](#))
- Finding Instructions or Vectors (see [page 77](#))
- Editing Sequences (see [page 78](#))
 - To delete lines (see [page 78](#))
 - To cut, copy, and paste lines (see [page 79](#))
 - To cut, copy, and paste cell text (see [page 80](#))
 - To cut, copy, and paste columns (see [page 81](#))
 - To go to a line number (see [page 81](#))
 - To select lines (see [page 82](#))
 - To navigate in vector sequences (see [page 82](#))
- Editing Macros (see [page 84](#))
 - To add a macro (see [page 85](#))
 - To delete a macro (see [page 85](#))
 - To rename a macro (see [page 85](#))
 - To copy a macro (see [page 86](#))
 - To define macro parameters (see [page 87](#))
 - To use parameters in the macro sequence (see [page 87](#))
- Setting Vector Sequence Display Options (see [page 89](#))
 - To adjust column widths (see [page 89](#))
 - To set the numeric base (see [page 89](#))

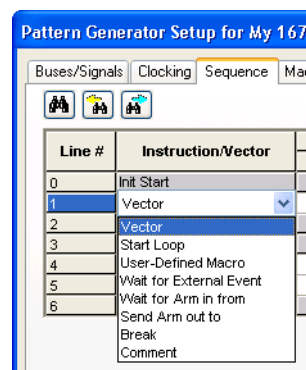
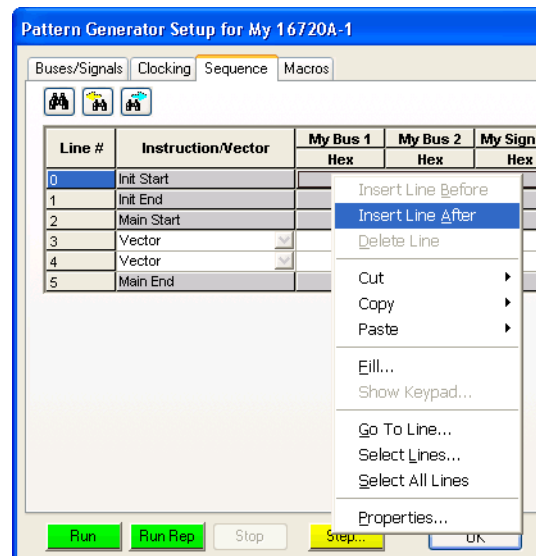
Creating the Initialization Sequence

The initialization (INIT) sequence is the first of two vector sequences that appear in the Sequence display. Use the INIT sequence to put the circuit or subsystem into a known starting condition. You can also use the INIT sequence to arm a logic analyzer or oscilloscope with the Send Arm instruction to begin a measurement before the MAIN sequence begins. If you leave the INIT sequence empty, it will be ignored.

Creating the INIT Sequence

The INIT sequence can contain hardware and software instructions (see [page 60](#)) as well as vector data. However, instructions are not allowed on the first two vector lines.

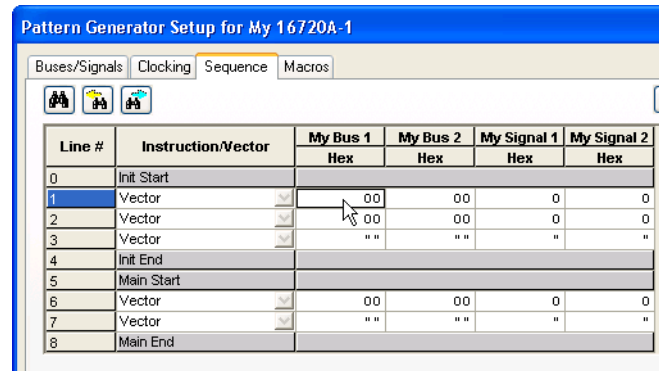
- 1 Select the *Sequence* tab, then select Init Start.
- 2 Select *Insert Line After*.



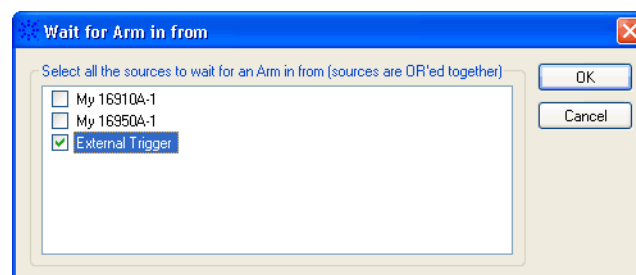
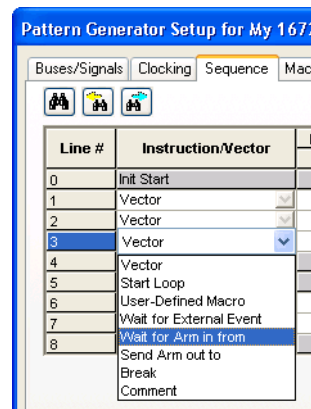
- 3 Repeat for each new vector line you want to insert.

5 Creating Vector Sequences

- 4 To specify the vector data, select the left-most character in the new vector line.



- 5 Enter in the desired vector data. As you enter the information, the default cursor wrap setting will roll the cursor left-to-right.
- 6 Optional - If applicable, insert an instruction (see [page 60](#)) instead of entering vector data.



- See Also**
- Defining Buses and Signals (see [page 39](#))
 - Editing Sequences (see [page 78](#))

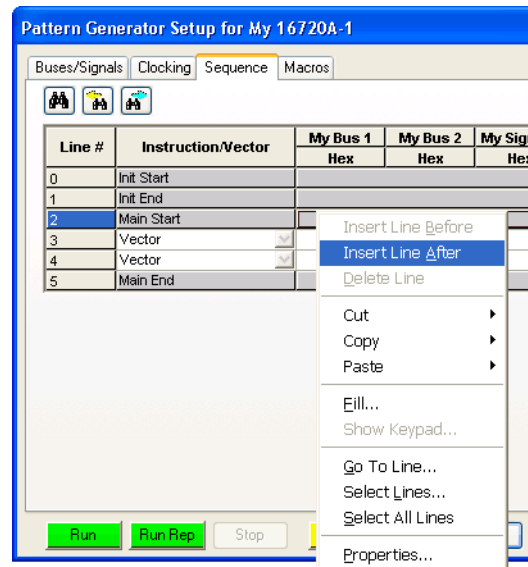
- Inserting Vectors and Instructions (see [page 60](#))
- Editing Macros (see [page 84](#))
- Running and Stopping Pattern Generator Output (see [page 97](#))

Creating the Main Sequence

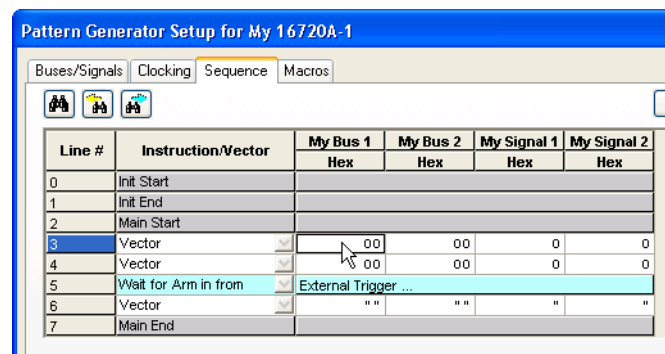
The MAIN sequence is the second of two vector sequences that appear in Sequence. Use the MAIN sequence as the primary signal generation sequence. The MAIN sequence must contain at least two vectors to output.

The MAIN sequence can contain hardware and software instructions (see [page 60](#)) as well as vector data. However, instructions are not allowed on the first two vector lines or the last vector line.

- 1 Select the Sequence tab, then select Main Start.
- 2 Select *Insert Line After*.



- 3 Repeat for each new vector line you want to insert.
- 4 To specify the vector data, select the left-most character in the new vector line.



- 5 Enter in the desired vector data. As you enter the information, the default cursor wrap setting will roll the cursor left-to-right.

Pattern Generator Setup for My 16720A-1

Buses/Signals Clocking Sequence Macros

Line #	Instruction/Vector	My Bus 1 Hex	My Bus 2 Hex	My Signal 1 Hex	My Signal 2 Hex
0	Init Start				
1	Init End				
2	Main Start				
3	Vector	55	00	0	0
4	Vector	00	00	0	0
5	Wait for Arm in from	External Trigger ...			
6	Vector	" "	" "	"	"
7	Main End				

- 6 Optional - If applicable, insert an instruction (see [page 60](#)) instead of entering vector data.

- See Also**
- Defining Buses and Signals (see [page 39](#))
 - Editing Sequences (see [page 78](#))
 - Inserting Vectors and Instructions (see [page 60](#))
 - Editing Macros (see [page 84](#))
 - Running and Stopping Pattern Generator Output (see [page 97](#))

Inserting Vectors and Instructions

Vectors specify values that are output by the pattern generator. Instructions are like programming commands; they control the flow of vector output. There are two types of instructions: hardware and software.

When you insert a line, it is a Vector with *ditto* data values (that is, values that are the same as the previous vector). You can edit the data values or change the Vector to one of the other instructions.

Inserting Vectors • To insert Vectors (see [page 61](#))

Inserting Hardware Instructions Hardware instructions affect pattern generator or external hardware.

- To insert Break instructions (see [page 61](#))
- To insert Wait External Event instructions (see [page 62](#))
- To insert Send Arm instructions (see [page 64](#))
- To insert Wait for Arm instructions (see [page 65](#))

Inserting Software Instructions Software instructions only affect the execution flow of the currently running sequence (although a User-Defined Macro will likely include hardware instructions).

- To insert Start/End Loop instructions (see [page 65](#))
- To insert User-Defined Macro instructions (see [page 67](#))

Instruction Rules The valid instructions vary between the Sequence tab and the Macro tab:

Valid Instructions	
Sequence Tab	Macro Tab
Start Loop/Stop Loop	Start Loop/Stop Loop
Break	Break
Macro	Macro
Wait for External Event	Wait for External Event
Send Arm	
Wait for Arm	

There are also rules for when each type of instruction can and cannot be used:

- Instructions cannot be in the next two lines after Init Start or Main Start, and they cannot be in the next line after Macro Start.
- Instructions cannot be in the previous line before Main End.

- Wait for External Events, Wait for Arm, Send Arm, and Break instructions must be preceded and followed by a vector line.
- There can be at most one Wait for Arm instruction and one Send Arm instruction in the Sequence tab. The Macro tab does not allow the Wait for Arm instruction or the Send Arm instruction.

- See Also**
- Creating the Initialization Sequence (see [page 55](#))
 - Creating the Main Sequence (see [page 58](#))
 - Filling Vectors with Automatically-Generated Patterns (see [page 69](#))
 - Editing Sequences (see [page 78](#))
 - Editing Macros (see [page 84](#))

To insert Vectors

A Vector tells the pattern generator to create the specified patterns. The cells in a vector line are editable.

- 1 In the Sequence or Macros tab, select the vector that you want to insert the new vector before or after.
- 2 Click **Edit** and choose **Insert Line Before** or **Insert Line After**.

Pressing the Insert key on the keyboard is the same as choosing **Insert Line Before**.

- 3 If the vector bus/signal data values should be the same as the previous vector, leave the *ditto* values; otherwise, enter the desired bus/signal patterns.

You can return an edited data value to the *ditto* value by cutting the contents of the data value cell.

Vector		0000	7470	7675
--------	---	------	------	------

- See Also**
- Filling Vectors with Automatically-Generated Patterns (see [page 69](#))

To insert Break instructions

When the Break instruction is encountered, the pattern generator stops the sequence and holds the outputs of the previous vector until you select resume or stop.

- 1 In the Sequence or Macros tab, select the vector that you want to insert the instruction before or after.
- 2 Click **Edit** and choose **Insert Line Before** or **Insert Line After**.

Pressing the Insert key on the keyboard is the same as choosing **Insert Line Before**.

3 Select the **Vector** and choose **Break**.

Vector	▼	1111	1111	1111
Vector	▼	1111	1111	1111
Break	▼			
Vector	▼	1F23	1010	FF2C
Vector	▼	2222	0000	2222

Restrictions on Use The Break instruction must follow data vectors. Also, the Break instruction is not allowed on the following vector lines of a sequence:

- The first or second vector of the INIT sequence.
- The first or second vector of the MAIN sequence.
- The last vector of the MAIN sequence.
- The first vector of a Macro sequence.

To insert Wait External Event instructions

The Wait External Event instruction halts the execution of the program sequence until one of four designated events (A-D) is received by the pattern generator.

When this instruction is encountered, the pattern generator stops until the specified external event happens. The external events all relate to patterns on the Wait 2, Wait 1, and Wait 0 input channels on the clock pod. Patterns on these channels are received from an external source (for example, the device under test).

- 1 In the Sequence or Macros tab, select the vector that you want to insert the instruction before or after.
- 2 Click **Edit** and choose **Insert Line Before** or **Insert Line After**.

Pressing the Insert key on the keyboard is the same as choosing **Insert Line Before**.

- 3 Select the **Vector** and choose **Wait for External Event**.
- 4 In the External Event dialog, select the **External Event** (A-D).

External Wait Pattern

External Event: A

Or'd Pattern: 000 + 010 + 100 + 110

	Wait 2	Wait 1	Wait 0
<input checked="" type="checkbox"/>	0	0	0
<input type="checkbox"/>	0	0	1
<input checked="" type="checkbox"/>	0	1	0
<input type="checkbox"/>	0	1	1
<input checked="" type="checkbox"/>	1	0	0
<input type="checkbox"/>	1	0	1
<input checked="" type="checkbox"/>	1	1	0
<input type="checkbox"/>	1	1	1

OK Cancel

- 5 To define the external event, check the boxes corresponding to the Wait input patterns that can signal the event.

If no check boxes are selected, this is the "None" or "Always Wait" case which causes the pattern generator to wait without any possibility of resuming.

CAUTION

You cannot resume pattern generator output after an "Always Wait" event. Use the Break instruction instead of the "Always Wait" case because you can resume pattern generator output after a break.

If all of the check boxes are selected, this is the "Any" or "Never Wait" case which does not cause the pattern generator to wait at all.

- 6 Click **OK**.

Wait for External Event A = (000 + 010 + 100 + 110) ...

Restrictions on Use

The Wait External Event instruction, as with all hardware instructions, must follow data vectors. Wait External Events are not allowed on the following vector lines of a sequence:

- The first or second vector of the INIT sequence.
- The first or second vector of the MAIN sequence.
- The last vector of the MAIN sequence.
- The first vector of a Macro sequence.

To insert Send Arm instructions

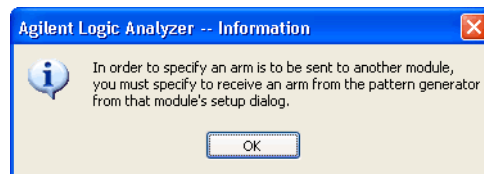
The Send Arm instruction creates an arming signal when the instruction is executed. This arming signal can be used by other modules in the frame or by external instruments.

- 1 In the Sequence tab, select the vector that you want to insert the instruction before or after.
- 2 Click **Edit** and choose **Insert Line Before** or **Insert Line After**.

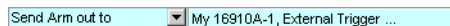
Pressing the Insert key on the keyboard is the same as choosing **Insert Line Before**.

- 3 Select the **Vector** and choose **Send Arm out to**.

The following dialog tells you that you must set up modules, or the external trigger, to receive the arm signal separately.



- 4 Click **OK** to close the information dialog.
- 5 Set up the arm signal recipients (see "To arm one module with another module's trigger" (in the online help) or "To trigger other instruments - trigger out" (in the online help)).



As an example, you could set up a logic analyzer to trigger when the pattern generator reaches a particular row. In this case, you could set up that line with a Send Arm instruction and set up the logic analyzer to trigger when it receives an arm signal from the pattern generator.

Restrictions on Use

The Send Arm instruction, as with all hardware instructions, must follow data vectors. Also, the Send Arm instruction can only be used one time in a sequence, and consequently it is not allowed in a user macro or a repeat loop. The Send Arm instruction is not allowed on the following vector lines of a sequence:

- The first or second vector of the INIT sequence.
- The first or second vector of the MAIN sequence.
- The last vector of the MAIN sequence.

See Also

- "Triggering From, and Sending Triggers To, Other Modules/Instruments" (in the online help)

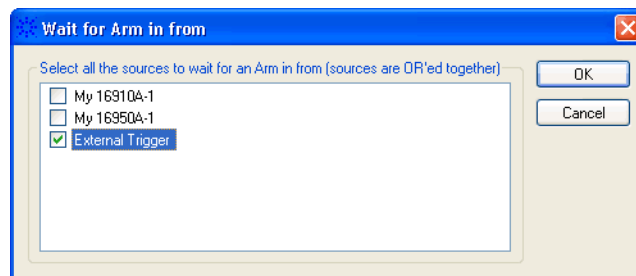
To insert Wait for Arm instructions

This instruction causes the pattern generator to pause until an arm signal is received from the specified module.

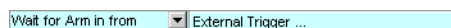
- 1 In the Sequence tab, select the vector that you want to insert the instruction before or after.
- 2 Click **Edit** and choose **Insert Line Before** or **Insert Line After**.

Pressing the Insert key on the keyboard is the same as choosing **Insert Line Before**.

- 3 Select the **Vector** and choose **Wait for Arm in from**.
- 4 In the "Wait for Arm in from" dialog, select the module from which the arm signal should be received.



- 5 Click **OK**.



Restrictions on Use The Wait for Arm instruction, as with all hardware instructions, must follow data vectors. Also, the Wait for Arm instruction can only be used one time in a sequence, and consequently it is not allowed in a user macro or a repeat loop. The Wait for Arm instruction is not allowed on the following vector lines of a sequence:

- The first or second vector of the INIT sequence.
- The first or second vector of the MAIN sequence.
- The last vector of the MAIN sequence.

To insert Start/End Loop instructions

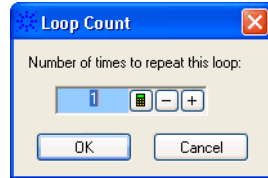
The Start Loop instruction inserts the start and end vectors of a repeat loop, along with one blank data vector row.

- 1 In the Sequence or Macros tab, select the vector that you want to insert the instruction before or after.
- 2 Click **Edit** and choose **Insert Line Before** or **Insert Line After**.

5 Creating Vector Sequences

Pressing the Insert key on the keyboard is the same as choosing **Insert Line Before**.

- 3 Select the **Vector** and choose **Start Loop**.
- 4 In the Loop Count dialog, enter the number of times to repeat the loop.



At run time, the loop count determines the number of times to expand the loop's body into individual vectors.

- 5 Click **OK**.
- 6 Edit the blank data vector line.
- 7 Insert or copy vectors and instructions into the loop.

Start Loop	[1] Repeat 2 times ...
Vector	AAAA 5555 AAAA
End Loop	[1]

Both the start and end vectors of a repeat loop are removed from the sequence if either one is included in a delete operation.

Nested Start/End Loop Instructions

This example shows a nested loop. Loop[1] is a walking ones pattern that is repeated five times. Loop[2] is a bit pattern of all ones that is repeated twice directly in the middle of the walking ones pattern of Loop[1].

Pattern Generator Setup for My 16720A-1				
Buses/Signals Clocking Sequence Macros				
Line #	Instruction/Vector	My Bus 1 Hex	My Bus 2 Hex	My Bus 3 Hex
0	Init Start			
1	Init End			
2	Main Start			
3	Vector	1111	1111	1111
4	Vector	1111	1111	1111
5	Start Loop	[1] Repeat 5 times ...		
6	Vector	0000	0000	0000
7	Vector	0000	0000	0000
8	Vector	5555	AAAA	5555
9	Start Loop	[2] Repeat 2 times ...		
10	Vector	AAAA	5555	AAAA
11	End Loop	[2]		
12	Vector	0000	0000	0000
13	Vector	0000	0000	0000
14	Vector	5555	AAAA	5555
15	End Loop	[1]		
16	Vector	1F23	1010	FF2C
17	Vector	2222	0000	2222
18	Main End			

Restrictions on Use The following instructions cannot be used in a repeat loop:

- The Send Arm instruction.
- The Wait for Arm instruction.

The Start/End Loop instruction is not allowed on the following vector lines of a sequence:

- The first or second vector of the INIT sequence.
- The first or second vector of the MAIN sequence.
- The last vector of the MAIN sequence.
- The first vector of a Macro sequence.

To insert User-Defined Macro instructions

Macros are similar to subroutines in a programming language. Macros let you define a group of vectors by name so they can be referred to at different points in in the sequence.

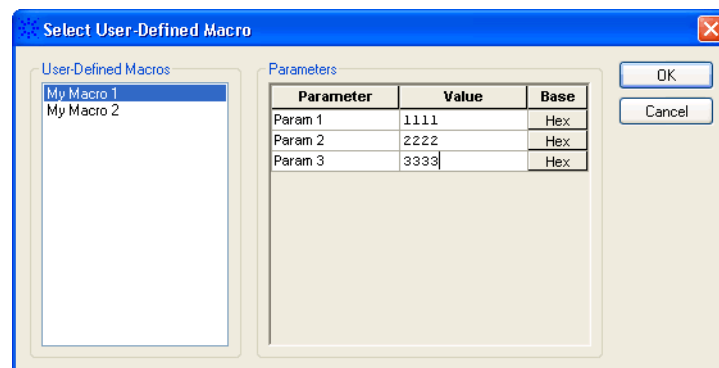
- 1 In the Sequence or Macros tab, select the vector that you want to insert the instruction before or after.
- 2 Click **Edit** and choose **Insert Line Before** or **Insert Line After**.

Pressing the Insert key on the keyboard is the same as choosing **Insert Line Before**.

- 3 Select the **Vector** and choose **User-Defined Macro**.
- 4 In the Select User-Defined Macro dialog, select the macro to call, and enter the parameter values.

NOTE

Parameters must be added to the macro before values can be assigned to them in the call.



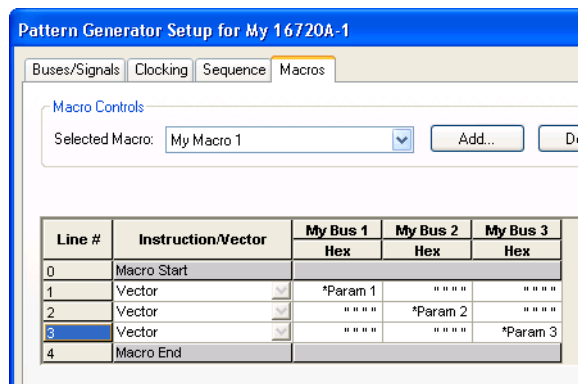
5 Creating Vector Sequences

When entering a parameter value, the number of digits is not limited. For example, if you enter 24 bits of data for a parameter and that parameter is used on a 8-bit bus, the most significant 16 bits are ignored.

5 Click **OK**.

User-Defined Macro ▼ My Macro 1 (1111, 2222, 3333) ...

At run time, the user-defined macro is expanded into its corresponding vectors.



Restrictions on Use The User-Defined Macro instruction is not allowed on the following vector lines of a sequence:

- The first or second vector of the INIT sequence.
- The first or second vector of the MAIN sequence.
- The last vector of the MAIN sequence.
- The first vector of a Macro sequence.

See Also • Editing Macros (see [page 84](#))

Filling Vectors with Automatically-Generated Patterns

There are five automatic pattern fill utilities available to quickly generate and insert signal patterns into your sequences and user-defined macros. By using pattern fills, you not only save time generating generic patterns, but you also guarantee the accuracy of the sequence.

- 1 In the Sequence or Macros tab, click **Edit** and choose **Fill...**
- 2 In the Fill dialog, select the **Type of Fill** and pattern generation options for that type. See:
 - To fill with Fixed patterns (see [page 70](#))
 - To fill with Count patterns (see [page 71](#))
 - To fill with Rotate patterns (see [page 72](#))
 - To fill with Toggle patterns (see [page 74](#))
 - To fill with Pseudo-Random patterns (see [page 75](#))
- 3 Select the **Bus/Signal** on which to fill.
- 4 Enter the **Starting Line**.
- 5 Enter the number of **Vectors to Generate**.
- 6 Select the **Edit Mode**:
 - **Insert** - inserts at or before the selected sequence line.
 - **Overwrite** - overwrites existing vectors starting at the selected sequence line.
- 7 Click **Fill**.

To fill with Fixed patterns

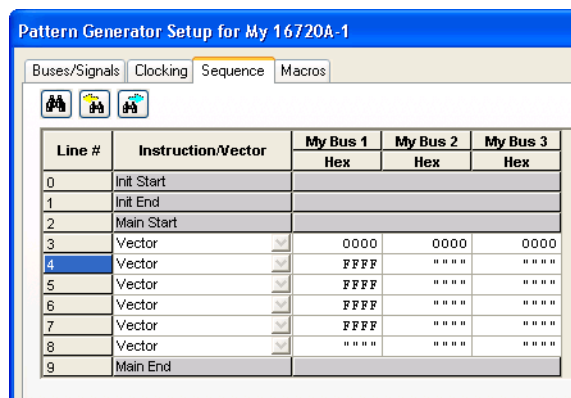
The Fixed fill simply takes the given pattern and puts into the Sequence spreadsheet the number of times specified by the number of vectors.

- 1 In the Fill dialog, select the **Fixed** type of fill.



The 'Fixed Pattern Fill' dialog box is shown. It has a title bar with a blue background and a close button. The 'Type of Fill' is set to 'Fixed'. Under the 'Fixed Fill' section, the 'Pattern' is 'FFFF' and the 'Hex' dropdown is selected. The 'Bus/Signal' is 'My Bus 1'. The 'Starting Line' is '4'. The 'Vectors to Generate' is '4'. There are 'Insert' and 'Overwrite' radio buttons under 'Edit Mode'. At the bottom are 'Fill', 'Close', and 'Help' buttons.

- 2 In the Fixed Fill box, select the number base, and enter the pattern to be generated.
- 3 Specify the other fill options (see Filling Vectors with Automatically-Generated Patterns (see [page 69](#))).



The 'Pattern Generator Setup for My 16720A-1' window is shown. It has tabs for 'Buses/Signals', 'Clocking', 'Sequence', and 'Macros'. The 'Sequence' tab is active. It shows a table with columns for 'Line #', 'Instruction/Vector', 'My Bus 1', 'My Bus 2', and 'My Bus 3'. The table contains the following data:

Line #	Instruction/Vector	My Bus 1 Hex	My Bus 2 Hex	My Bus 3 Hex
0	Init Start			
1	Init End			
2	Main Start			
3	Vector	0000	0000	0000
4	Vector	FFFF	FFFF	FFFF
5	Vector	FFFF	FFFF	FFFF
6	Vector	FFFF	FFFF	FFFF
7	Vector	FFFF	FFFF	FFFF
8	Vector	FFFF	FFFF	FFFF
9	Main End			

To fill with Count patterns

The Count fill is used to create vectors that increase or decrease.

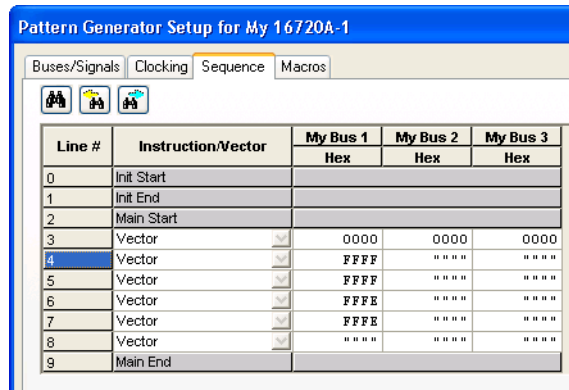
- 1 In the Fill dialog, select the **Count** type of fill.



- 2 In the Count Fill box:
 - a Enter the **Starting Pattern** to begin counting from.
 - b Enter the **Count Frequency** which specifies how often the step should be applied.

For example, if the frequency is 4, there will be four consecutive vectors with the same pattern, and the next four vectors after that will differ by the amount of the step.
 - c Enter the **Count Step** which specifies the amount that each vector increases or decreases.
- 3 Specify the other fill options (see Filling Vectors with Automatically-Generated Patterns (see [page 69](#))).

5 Creating Vector Sequences



The image shows a software window titled "Pattern Generator Setup for My 16720A-1". It has four tabs: "Buses/Signals", "Clocking", "Sequence", and "Macros". The "Sequence" tab is active. Below the tabs are three icons. A table is displayed with the following data:

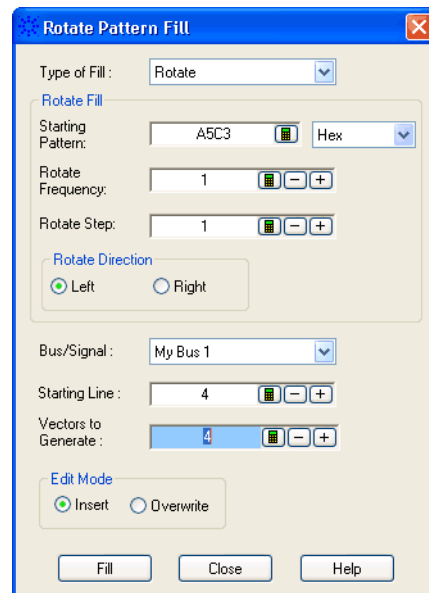
Line #	Instruction/Vector	My Bus 1	My Bus 2	My Bus 3
		Hex	Hex	Hex
0	Init Start			
1	Init End			
2	Main Start			
3	Vector	0000	0000	0000
4	Vector	FFFF	FFFF	FFFF
5	Vector	FFFF	FFFF	FFFF
6	Vector	FFFE	FFFF	FFFF
7	Vector	FFFE	FFFF	FFFF
8	Vector	FFFF	FFFF	FFFF
9	Main End			

To fill with Rotate patterns

The Rotate fill is best understood as changing binary values. For example, if the starting value is 0000 0001 in binary and the step is one, then the next value will be 0000 0010, and the value after that will be 0000 0100. If the starting value is 0000 0001 and the step is two, then the next value will be 0000 0100.

If the starting pattern is all 1's or all 0's, the "rotation" has no effect, and the Rotate fill is the same as a Fixed fill.

- 1 In the Fill dialog, select the **Rotate** type of fill.



The image shows a dialog box titled "Rotate Pattern Fill". It contains the following fields and controls:

- Type of Fill: Rotate (dropdown menu)
- Rotate Fill section:
 - Starting Pattern: A5C3 (text field) with a Hex dropdown menu
 - Rotate Frequency: 1 (text field) with increment/decrement buttons
 - Rotate Step: 1 (text field) with increment/decrement buttons
 - Rotate Direction: Left (radio button selected), Right (radio button)
- Bus/Signal: My Bus 1 (dropdown menu)
- Starting Line: 4 (text field) with increment/decrement buttons
- Vectors to Generate: 4 (text field) with increment/decrement buttons
- Edit Mode: Insert (radio button selected), Overwrite (radio button)
- Buttons: Fill, Close, Help

2 In the Rotate Fill box:

- a Enter the **Starting Pattern** to begin rotating from.
- b Enter the **Rotate Frequency** which specifies how often the rotate should occur, in other words, how many values will be the same before the rotation causes the values to change.

For example, if the frequency is 4, there will be four consecutive vectors with the same pattern, and the next four vectors after that will be rotated by the amount of the step.

- c Enter the **Rotate Step** which specifies the number of digits to rotate.
- d Select the left or right **Rotate Direction**.

3 Specify the other fill options (see Filling Vectors with Automatically-Generated Patterns (see [page 69](#))).

Pattern Generator Setup for My 16720A-1

Buses/Signals Clocking Sequence Macros

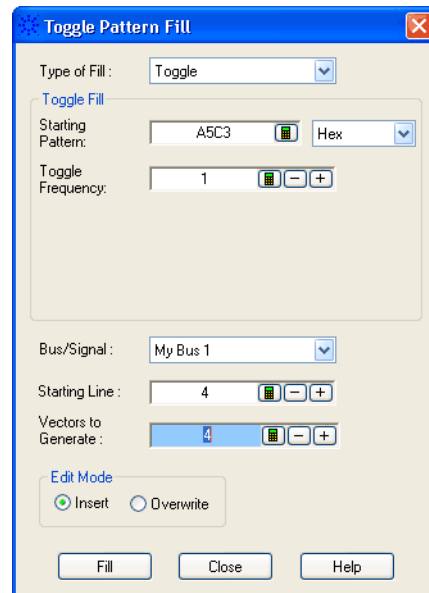
Icons: [Bus], [Clock], [Sequence], [Macro]

Line #	Instruction/Vector	My Bus 1 Hex	My Bus 2 Hex	My Bus 3 Hex
0	Init Start			
1	Init End			
2	Main Start			
3	Vector	0000	0000	0000
4	Vector	A5C3	"" ""	"" ""
5	Vector	970E	"" ""	"" ""
6	Vector	5C3A	"" ""	"" ""
7	Vector	70E9	"" ""	"" ""
8	Vector	"" ""	"" ""	"" ""
9	Main End			

To fill with Toggle patterns

The Toggle fill is best understood as changing binary values. If the starting value is 0101 0101, and the step is one, then the next value is 1010 1010. In other words, all of the 1's are turned into 0's and vice versa.

- 1 In the Fill dialog, select the **Toggle** type of fill.



- 2 In the Toggle Fill box:
 - a Enter the **Starting Pattern** to begin toggling from.
 - b Enter the **Toggle Frequency** which specifies how often the toggle should occur, in other words, how many values will be the same before the toggle causes the values to change.

For example, if the frequency is 4, there will be four consecutive vectors with the same pattern, and the next four vectors after that will be toggled.
- 3 Specify the other fill options (see Filling Vectors with Automatically-Generated Patterns (see [page 69](#))).

Pattern Generator Setup for My 16720A-1

Buses/Signals Cloning Sequence Macros

Line #	Instruction/Vector	My Bus 1 Hex	My Bus 2 Hex	My Bus 3 Hex
0	Init Start			
1	Init End			
2	Main Start			
3	Vector	0000	0000	0000
4	Vector	5A3C	0000	0000
5	Vector	5A3C	0000	0000
6	Vector	5A3C	0000	0000
7	Vector	5A3C	0000	0000
8	Vector	0000	0000	0000
9	Main End			

To fill with Pseudo-Random patterns

The Pseudo-Random fill simply generates pseudo-random numbers and inserts them into the sequence spreadsheet.

The frequency indicates how often a new random number should be generated.

- 1 In the Fill dialog, select the **Pseudo-Random** type of fill.

Pseudo-Random Pattern Fill

Type of Fill: Pseudo-Random

Random Fill

Random Frequency: 2

Bus/Signal: My Bus 1

Starting Line: 4

Vectors to Generate: 4

Edit Mode

☒ Insert ☐ Overwrite

Fill Close Help

- 2 In the Random Fill box, enter the **Random Frequency** which specifies how often a new random number should be generated.




For example, if the frequency is 4, there will be four consecutive vectors with the same pattern, and the next four vectors after that will be the next random number.

5 Creating Vector Sequences

- 3 Specify the other fill options (see Filling Vectors with Automatically-Generated Patterns (see [page 69](#))).

Pattern Generator Setup for My 16720A-1


Buses/Signals Clocking Sequence Macros

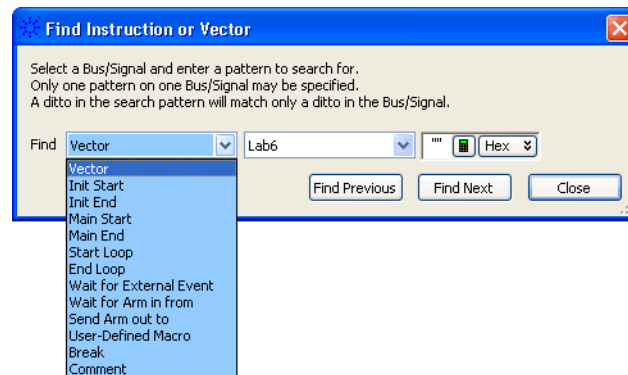
  

Line #	Instruction/Vector	My Bus 1	My Bus 2	My Bus 3
		Hex	Hex	Hex
0	Init Start			
1	Init End			
2	Main Start			
3	Vector	0000	0000	0000
4	Vector	6DB8	"" ""	"" ""
5	Vector	6DB8	"" ""	"" ""
6	Vector	5F90	"" ""	"" ""
7	Vector	5F90	"" ""	"" ""
8	Vector	"" ""	"" ""	"" ""
9	Main End			



Finding Instructions or Vectors

In the Pattern Generator Setup dialog's Sequence tab, you can search for instructions or vectors in the sequence.

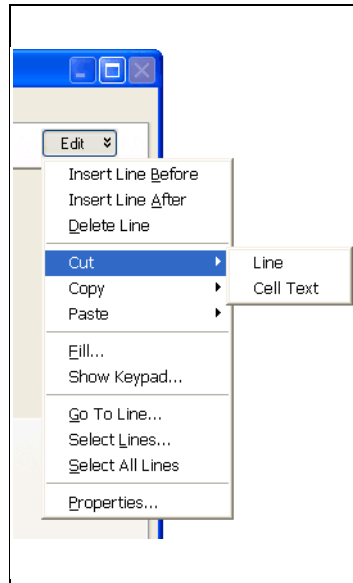
- 1 Click the  Find Instruction/Vector button.
- 2 In the Find Instruction or Vector dialog, select the type of instruction or vector you want to find.



- If you selected **Vector**, also select the label and enter the value to find.
 - If you selected **User-Defined Macro** or **Comment**, you can also enter a case-sensitive string to find. If you don't enter a string, any macro or comment will be found.
- 3 Click **Find Previous** or **Find Next** to begin the search.
 - 4 Click **Close** to close the Find Instruction or Vector dialog.

When the dialog is closed, you can click the  Find Previous Instruction/Vector button or the  Find Next Instruction/Vector button to continue searching.

Editing Sequences

	<ul style="list-style-type: none"> • To delete lines (see page 78) • To cut, copy, and paste lines (see page 79) • To cut, copy, and paste cell text (see page 80) • To cut, copy, and paste columns (see page 81) • To go to a line number (see page 81) • To select lines (see page 82) • To navigate in vector sequences (see page 82)
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To delete lines

CAUTION

When you delete sequence lines, they are permanently removed. If you want to place them in a temporary storage buffer, cut (see [page 79](#)) them instead.

- 1 In the Sequence or Macro tab, select the vector sequence lines to be deleted (see To select lines (see [page 82](#))).
- 2 Either: press the Delete key on the keyboard, right-click and choose **Delete Line(s)**, or click **Edit** and choose **Delete Line(s)**.

Restrictions on Use

You are not allowed to delete the following sequence lines:

- The Init Start line.
- The Init End line.
- The Main Start line.
- The Main End line.
- The Macro Start line.
- The Macro End line.

A delete will not be performed if the result of the delete places a non-Vector instruction on one of the following lines:

- The first or second vector of the INIT sequence.
- The first or second vector of the MAIN sequence.

- The last vector of the MAIN sequence.
- The first vector of a Macro sequence.

A delete will not be performed if the result of the delete does either of the following:

- Places a hardware instruction immediately after another non-Vector instruction.
- Causes the MAIN sequence to contain fewer than two data vectors.

See Also • To select lines (see [page 82](#))

To cut, copy, and paste lines

NOTE

When you use the **Cut** and **Copy** operations, you are placing the sequence lines in a temporary storage buffer. All subsequent **Paste** operations will insert sequence lines from the storage buffer until new lines are cut or copied. When you use the **Delete** operation, the sequence lines are not placed in the temporary buffer; they are just deleted.

- To cut lines**
- 1 In the Sequence or Macro tab, select the vector sequence lines to be cut (see To select lines (see [page 82](#))).
 - 2 Either: press Ctrl+x, right-click and choose **Cut>Line(s)**, or click **Edit** and choose **Cut>Line(s)**.

NOTE

Cutting (or deleting) all the sequence lines causes the sequence to be reset to the power-up state.

- To copy lines**
- 1 In the Sequence or Macro tab, select the vector sequence lines to be copied (see To select lines (see [page 82](#))).
 - 2 Either: press Ctrl+c, right-click and choose **Copy>Line(s)**, or click **Edit** and choose **Copy>Line(s)**.

- To paste lines**
- 1 In the Sequence or Macro tab, position the cursor on the line at which lines are to be pasted. (If multiple lines are selected, the cursor is positioned on the last one.)
 - 2 Either: press Ctrl+v, right-click and choose **Paste>Line(s)**, or click **Edit** and choose **Paste>Line(s)**.

- Restrictions on Use**
- The summary rules are:
- Main Start, Main End, Init Start, Init End, Macro Start and Macro End lines cannot be cut, copied, pasted or deleted. These are completely non-editable lines.

- See Also**
- To select lines (see [page 82](#))
 - To delete lines (see [page 78](#))

- To cut, copy, and paste cell text (see [page 80](#))
- To cut, copy, and paste columns (see [page 81](#))

To cut, copy, and paste cell text

- | | |
|----------------------------|--|
| To cut cell text | <ol style="list-style-type: none"> 1 In the Sequence or Macro tab, highlight the cells to be cut by dragging, clicking, Shift-clicking, or Ctrl-clicking them. 2 Either: press Ctrl+x, right-click and choose Cut>Cell Text, or click Edit and choose Cut>Cell Text. |
| To copy cell text | <ol style="list-style-type: none"> 1 In the Sequence or Macro tab, highlight the cells to be copied by dragging, clicking, Shift-clicking, or Ctrl-clicking them. 2 Either: press Ctrl+c, right-click and choose Copy>Cell Text, or click Edit and choose Copy>Cell Text. |
| To paste cell text | <ol style="list-style-type: none"> 1 In the Sequence or Macro tab, select the cell at which cell text is to be pasted. (If multiple cells are selected, the upper left-most cell is where cell text will be pasted.) 2 Either: press Ctrl+v, right-click and choose Paste>Cell Text, or click Edit and choose Paste>Cell Text. |
| Restrictions on Use | <p>The summary rules are:</p> <ul style="list-style-type: none"> • Cells copied from non-vector lines become ditto characters when they are pasted. • Cells on the Main Start, Main End, Init Start, Init End, Macro Start and Macro End lines cannot be cut, copied, pasted or deleted. These are completely non-editable lines. • If you cut the contents of a cell, its value reverts to all quotes (ditto characters). • When a value is copied from one column to another, the value is shown in the base of the pasted column even if this makes the displayed digits different. For example, if the value "1111" is copied from a binary column and pasted into a hex column, it is shown as "F". • When a value is copied from one column to another and the value is outside of the range of the pasted column, most significant bits from the paste buffer will be truncated. For example, if the value "1234 5678" is copied from a binary column eight bits wide is pasted into a binary column four bits wide, the value pasted is "5678". |
| See Also | <ul style="list-style-type: none"> • To cut, copy, and paste lines (see page 79) • To cut, copy, and paste columns (see page 81) |

To cut, copy, and paste columns

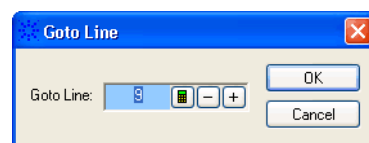
NOTE

When you use the **Cut** and **Copy** operations, you are placing the columns in a temporary storage buffer. All subsequent **Paste** operations will insert columns from the storage buffer until new columns are cut or copied. When you use the **Delete** operation, the columns are not placed in the temporary buffer; they are just deleted.

- | | |
|--------------------------|---|
| To cut columns | <ol style="list-style-type: none"> 1 In the Sequence or Macro tab, select the columns to be cut by clicking, Shift-clicking, or Ctrl-clicking the bus/signal names at the top of the column. 2 Either: press Ctrl+x, right-click and choose Cut, or click Edit and choose Cut. |
| To copy columns | <ol style="list-style-type: none"> 1 In the Sequence or Macro tab, select the columns to be copy by clicking, Shift-clicking, or Ctrl-clicking the bus/signal names at the top of the column. 2 Either: press Ctrl+c, right-click and choose Copy, or click Edit and choose Copy. |
| To paste columns | <ol style="list-style-type: none"> 1 In the Sequence or Macro tab, select the column at which columns are to be pasted by clicking the bus/signal name at the top of the column. (If multiple columns are selected, the right-most selected column is where columns will be pasted.) 2 Either: press Ctrl+v, right-click and choose Paste, or click Edit and choose Paste. |
| To delete columns | <ol style="list-style-type: none"> 1 In the Sequence or Macro tab, select the columns to be deleted by clicking, Shift-clicking, or Ctrl-clicking the bus/signal names at the top of the column. 2 Either: press the Delete key on the keyboard, right-click and choose Delete>Columns, or click Edit and choose Delete>Columns. |

To go to a line number

- 1 In the Sequence or Macro tab, either: right-click on any part of a line and choose **Go To Line...**, or click **Edit** and choose **Go To Line...**
- 2 In the Goto Line dialog that appears, enter the desired line number.



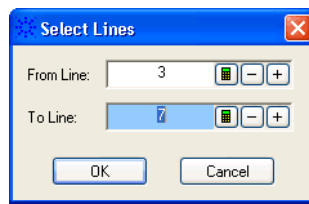
- 3 Click **OK**.

See Also • To navigate in vector sequences (see [page 82](#))

To select lines

You can select vector sequence lines in order to perform an editing function on them (like delete, cut, copy, or paste).

- To select multiple lines** 1 In the Line # column, highlight the lines you want to select (by clicking, Shift-clicking, or Ctrl-clicking the line numbers).
- To select all lines** 1 In the Sequence or Macro tab, click **Edit** and choose **Select All Lines**.
- To select a range of lines** 1 Use the Select Lines function to select a number of lines at once:
 - a In the Sequence or Macro tab, click **Edit** and choose **Select Lines**.
 - b In the Select Lines dialog, enter the starting and ending lines of the range to select.



- c Click **OK**.

See Also • To delete lines (see [page 78](#))
 • To cut, copy, and paste lines (see [page 79](#))
 • To navigate in vector sequences (see [page 82](#))

To navigate in vector sequences

- In the Sequence or Macros tab, press one of the following keys on the keyboard:

Key Pressed	Action Taken
Enter Key	Move to cell immediately underneath currently selected cell. If the current cell is at the bottom of the sequence, a new line is automatically inserted.
Tab Key	Move to cell immediately to the right of the currently selected cell. If the cell is at the far right, move to the leftmost cell in the line underneath.

Shift+Tab Key	Move to cell immediately to the left of the currently selected cell. If the cell is at the far left, move to the rightmost cell in the line above.
Arrow Keys	Move in the direction of the key.
Home	Move to the first line of the sequence.
End	Move to the last line of the sequence.
Page Up	Scroll upward by one screen worth of data.
Page Down	Scroll downward by one screen worth of data.
Insert	Causes the same action as selecting Insert Line Before.
Delete	Causes the same action as selecting Delete Line(s).

See Also • To go to a line number (see [page 81](#))

Editing Macros

"*Macros*" (in the online help) are like subroutines in a programming language. If you'd like to use the same set of vectors at multiple places in a sequence, you can define them as a macro.

You can pass parameter values to a macro. This lets a macro output different vectors at different points in the sequence (depending on the parameter values passed in the call). Parameters are like variables that can be used in place of vector values in the macro sequence.

NOTE

The number of bits in macro parameters is not limited. If the bus/signal that uses the parameter has fewer bits, the most significant bits of the parameter value are truncated.

Macros are called using the User-Defined Macro (see [page 67](#)) instruction. Macros may be inserted into the INIT or MAIN sequences of the vectors in the Sequence tab or into other macros (in other words, nested).

NOTE

Take care to avoid infinite loops (macro 0 calls macro 1, and macro 1 calls macro 0).

Inserting instructions, filling vectors, and editing sequences in the Macros tab is the same as in the Sequence tab, except that:

- Parameters can be set and cleared in vector data fields.
- The Send Arm and Wait for Arm instructions cannot be used. (These instructions can only be used once in a sequence, and a macro may be called many times in a sequence.)

A macro sequence can contain hardware and software instructions (see [page 60](#)) as well as vector data. However, instructions are not allowed on the first vector line.

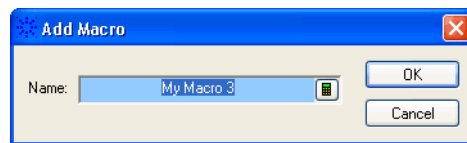
When the pattern generator compiles the test vectors, macros and parameters are expanded into a flattened list of test vectors.

- To add a macro (see [page 85](#))
- To delete a macro (see [page 85](#))
- To rename a macro (see [page 85](#))
- To copy a macro (see [page 86](#))
- To define macro parameters (see [page 87](#))
- To use parameters in the macro sequence (see [page 87](#))

- To use macros**
- 1 Create the macro, and define its parameters (if any).
 - 2 Edit the macro sequence. If there are parameters, set them in the desired vector data fields.
 - 3 Insert calls to the macro (in the main sequence or in other macro sequences) using the User-Defined Macro (see [page 67](#)) instruction.
- See Also**
- Inserting Vectors and Instructions (see [page 60](#))
 - Filling Vectors with Automatically-Generated Patterns (see [page 69](#))
 - Editing Sequences (see [page 78](#))

To add a macro

- 1 In the Macro tab, click **Add...**
- 2 In the Add Macro dialog, enter the name of the new macro.



- 3 Click **OK**.

- See Also**
- To rename a macro (see [page 85](#))
 - To delete a macro (see [page 85](#))
 - To copy a macro (see [page 86](#))
 - To define macro parameters (see [page 87](#))
 - To use parameters in the macro sequence (see [page 87](#))

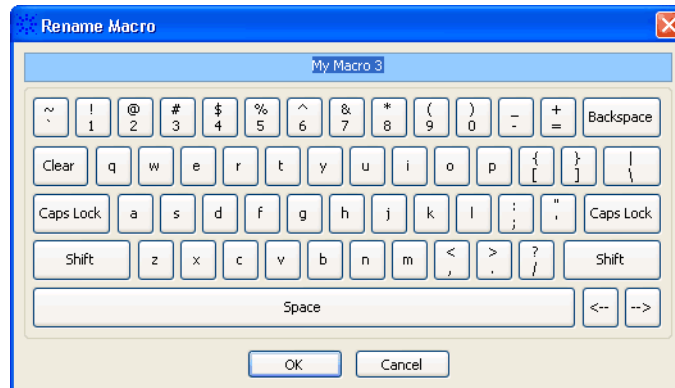
To delete a macro

- 1 In the Macro tab, select the **Macro Name** to be deleted.
- 2 Click **Delete**.

To rename a macro

- 1 In the Macro tab, select the **Macro Name** to rename.
- 2 Click **Rename...**
- 3 In the Rename Macro dialog, enter the new name of the macro.

5 Creating Vector Sequences



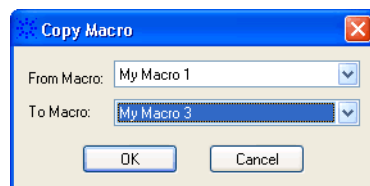
4 Click **OK**.

- See Also**
- To add a macro (see [page 85](#))
 - To delete a macro (see [page 85](#))
 - To copy a macro (see [page 86](#))
 - To define macro parameters (see [page 87](#))
 - To use parameters in the macro sequence (see [page 87](#))

To copy a macro

You can overwrite one macro with the sequence and parameters from another macro. Use this feature to create a new, but slightly different macro from the original macro.

- 1 In the Macro tab, click **Copy...**
- 2 In the Copy Macro dialog, select the names of the macro to copy from and the macro to copy to.

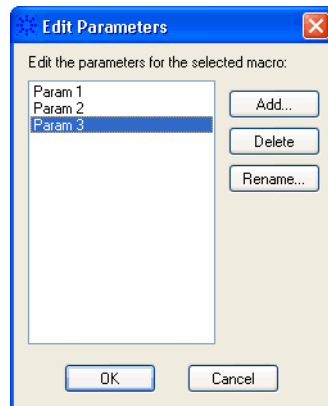


3 Click **OK**.

- See Also**
- To add a macro (see [page 85](#))
 - To delete a macro (see [page 85](#))
 - To rename a macro (see [page 85](#))
 - To define macro parameters (see [page 87](#))
 - To use parameters in the macro sequence (see [page 87](#))

To define macro parameters

- 1 In the Macro tab, select the **Macro Name** whose parameters you wish to define.
- 2 Click **Parameters....**
- 3 In the Parameters dialog:
 - Click **Add...** to add a parameter and specify its name.
 - Click **Delete...** to delete a parameter.



- 4 When you are done defining parameters, click **OK**.

- See Also**
- To add a macro (see [page 85](#))
 - To delete a macro (see [page 85](#))
 - To rename a macro (see [page 85](#))
 - To copy a macro (see [page 86](#))
 - To use parameters in the macro sequence (see [page 87](#))

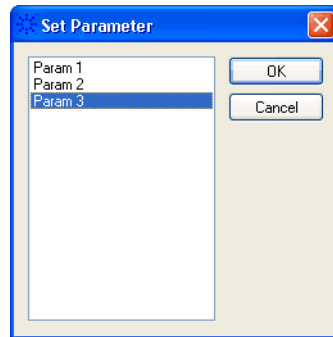
To use parameters in the macro sequence

NOTE

Because parameters replace a data field within data vectors, you can only set them on an existing data vector. They cannot be set on instruction vectors.

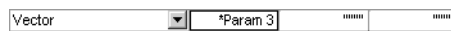
- To set a parameter**
- 1 In the Macro tab, select the data field that should use the parameter. (This positions the cursor.)
 - 2 Click **Edit** and choose **Set Parameter**.
 - 3 In the select Select Parameter dialog, select the parameter to be used in the data field.

5 Creating Vector Sequences



4 Click **OK**.

Once the parameter has been set, it is displayed in the corresponding cell. Notice that the parameter begins with an asterisk "*" to distinguish it from non-parameter values.



To clear a parameter

- 1 In the Macro tab, select the data field that contains the parameter to be removed.
- 2 Click **Edit** and choose **Clear Parameter**.

When you clear a parameter, the currently selected cell reverts from being a parameter to being a value. (By default, the new value is all quotes).

See Also

- To insert User-Defined Macro instructions (see [page 67](#))

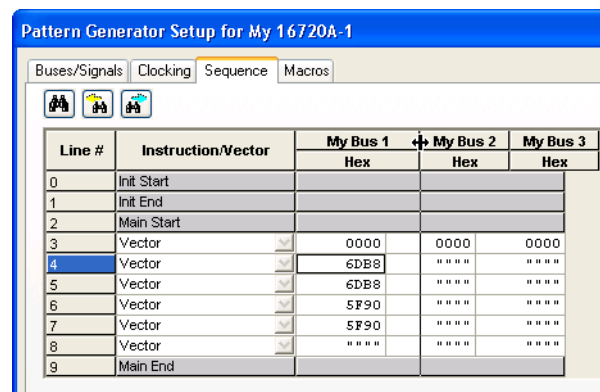
Setting Vector Sequence Display Options

These display options are available in both the Sequence and Macros tabs.

- "To adjust column widths" on page 89
- "To set the numeric base" on page 89
- "To change column colors" on page 90
- "To change column data alignment" on page 91
- "To change the font size" on page 92
- "To change instruction colors" on page 93
- "To specify a macro's color" on page 95

To adjust column widths

- 1 In the Sequence or Macros tab, drag a column divider to the desired column width.



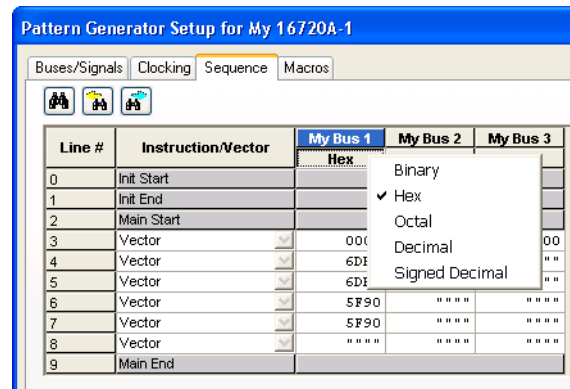
To set the numeric base

In the Sequence and Macros tabs, the numeric base of a bus/signal is displayed in the column heading.

5 Creating Vector Sequences

To change the numeric base setting:

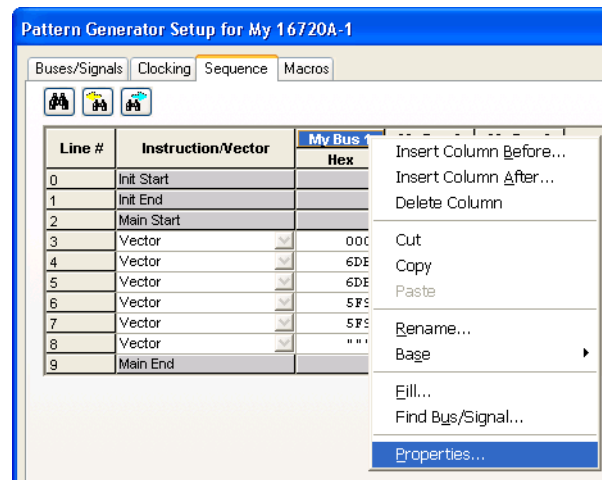
- 1 In the Sequence or Macros tab, click the numeric base button in the column you want to change, and select the new numeric base.



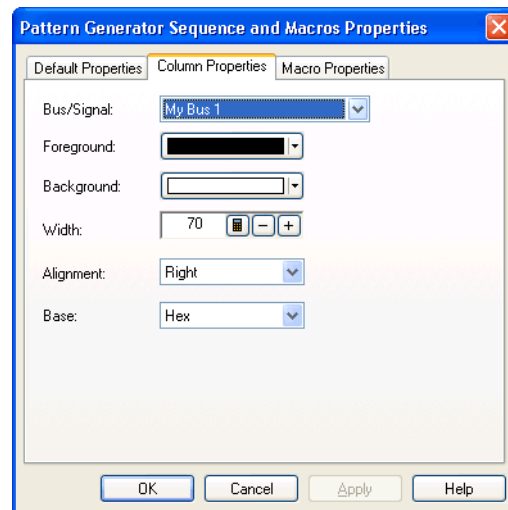
To change column colors

In the Sequence and Macros tabs, you can change the foreground and background colors used for vector sequence columns.

- 1 In the Sequence or Macros tab, right-click on a bus/signal column heading, and choose **Properties...**



- 2 In the Column Properties tab of the Pattern Generator Properties dialog:

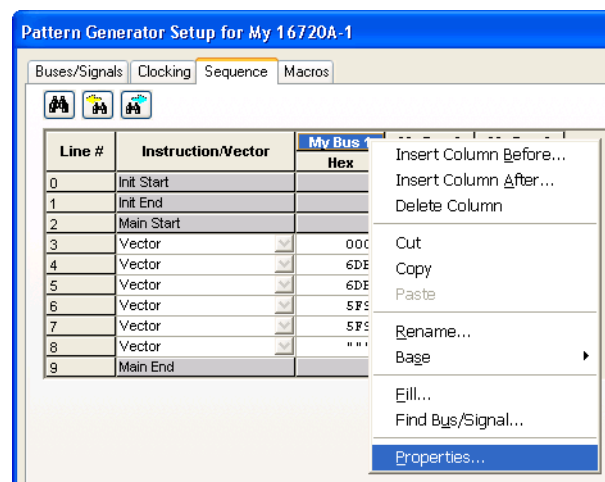


- a Select the **Bus/Signal** column that the changes apply to.
- b Select the desired **Foreground** and **Background** colors.
- c Click **OK**.

To change column data alignment

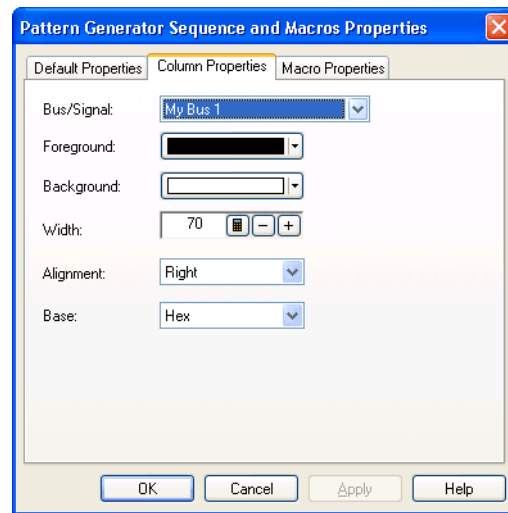
In the Sequence and Macros tabs, you can change the alignment of data in the vector sequence columns.

- 1 In the Sequence or Macros tab, right-click on a bus/signal column heading, and choose **Properties....**



- 2 In the Column Properties tab of the Pattern Generator Properties dialog:

5 Creating Vector Sequences

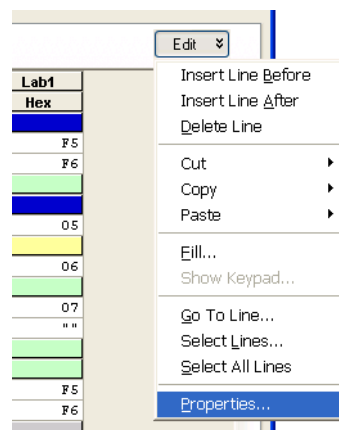


- a Select the **Bus/Signal** column that the changes apply to.
- b Select the desired **Alignment** of the data in the column.
- c Click **OK**.

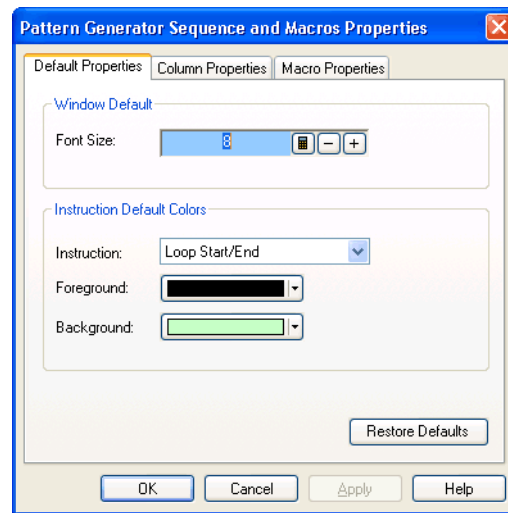
To change the font size

In the Sequence and Macros tabs, you can change the size of the text.

- 1 In the Sequence or Macros tab, click **Edit**, and choose **Properties...**



- 2 In the Default Properties tab of the Pattern Generator Sequence and Macros Properties dialog:

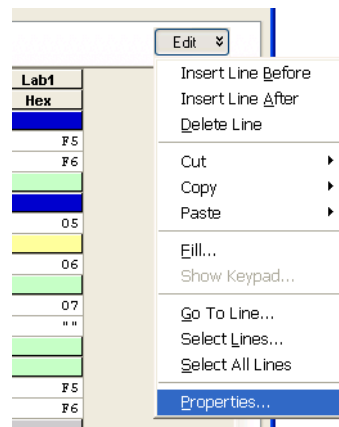


- a Enter the **Font Size**.
- b Click **OK**.

To change instruction colors

In the Sequence and Macros tabs, you can change the size of the text.

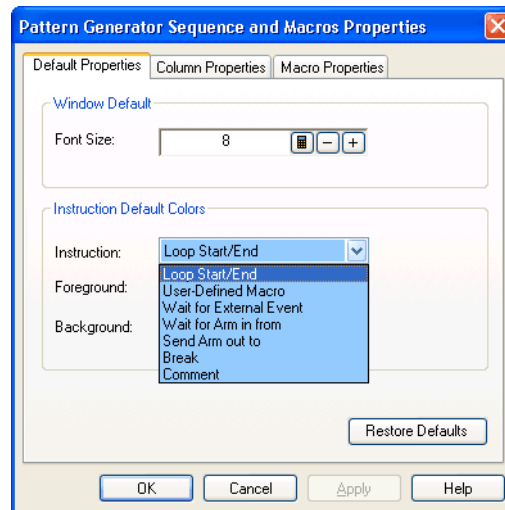
- 1 In the Sequence or Macros tab, click **Edit**, and choose **Properties...**



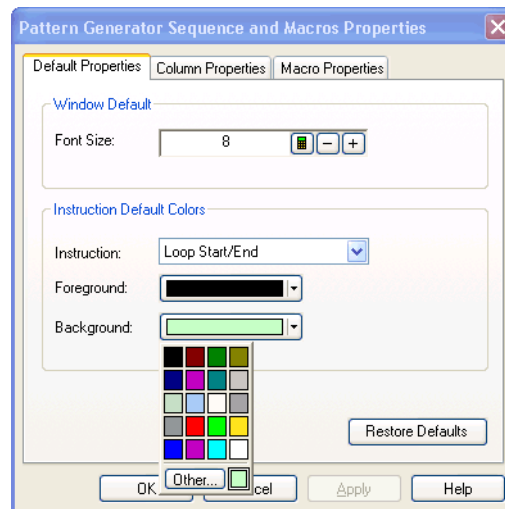
5 Creating Vector Sequences

2 In the Default Properties tab of the Pattern Generator Sequence and Macros Properties dialog:

a Select the type of **Instruction** whose color you want to change.



b Select the **Foreground** and **Background** colors.

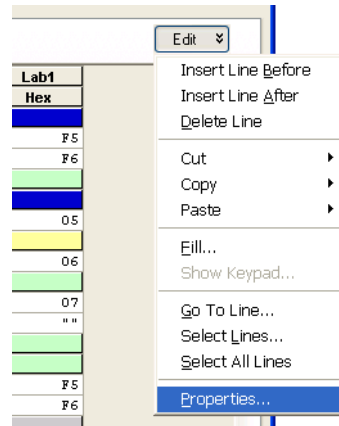


c Click **OK**.

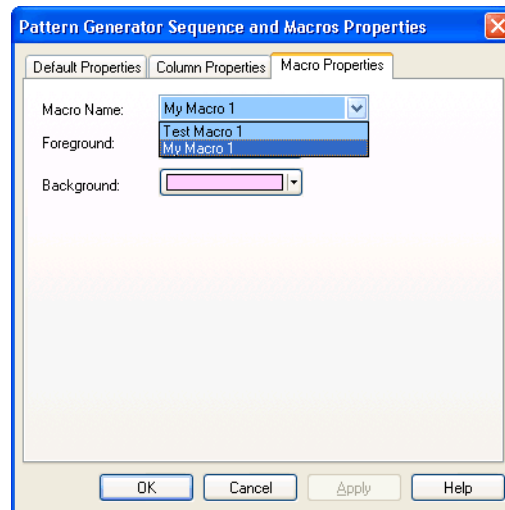
To specify a macro's color

In the Sequence and Macros tabs, you can change the size of the text.

- 1 In the Sequence or Macros tab, click **Edit**, and choose **Properties...**

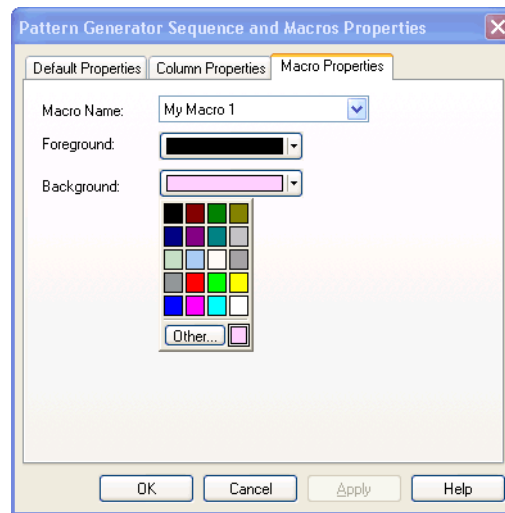


- 2 In the Macro Properties tab of the Pattern Generator Sequence and Macros Properties dialog:
 - a Select the name of the **Macro** whose color you want to change.

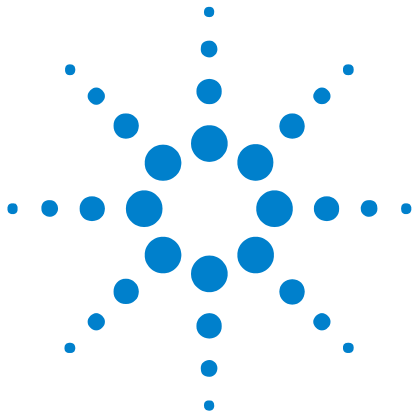


- b Select the **Foreground** and **Background** colors.

5 Creating Vector Sequences



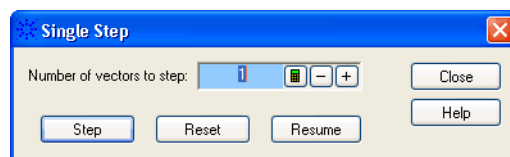
c Click **OK**.



6 Running and Stopping Pattern Generator Output

When controlling the pattern generator vector output, you can:

- **Run** - Causes the pattern generator to output vectors starting at the first line of the Initialization Sequence. "Run" executes the Initialization Sequence and Main Sequence one time only, then stops. Pattern generator outputs are held at the last vector until you reset or run again.
- **Run Rep** - Causes the pattern generator to output vectors starting at the first line of the Initialization Sequence. When all of the vectors in the Main Sequence have been output, the execution continues with the Main Start (not the Init Start). The Initialization Sequence is output once, and the Main Sequence is output repetitively, continuing until you stop.
- **Stop** - Causes the current execution to stop at the current vector. Pattern generator outputs are held at the current vector until you resume, step, reset, or run again.
- **Step...** - Opens the Single Step dialog.









In the Single Step dialog, you can:

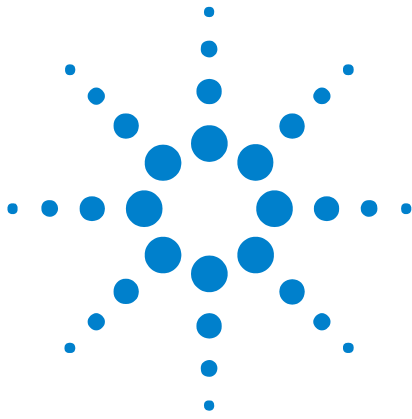
- **Step** - Causes the pattern generator to output a specified number of vectors.
- **Reset** - Causes the pattern generator to reset to the first line of the Initialization Sequence. This only impacts "Step" and "Resume" because "Run" always begins at the first line of the Initialization Sequence.
- **Resume** - Causes the pattern generator to continue outputting vectors after the vector that was last output. If the system is stopped at the first vector, "Run" and "Resume" perform the same function; otherwise, they are different.



6 Running and Stopping Pattern Generator Output

There are several ways to control the pattern generator vector output:

To:	Click in toolbar:	Click in Setup dialog:	Choose from Run/Stop>(PattGen Module) menu:
run once		Run	Run
run repetitive		Run Rep	Run Repetitive
stop		Stop	Stop
step		Step (in Single Step dialog)	Step
resume		Resume (in Single Step dialog)	Resume
reset		Reset (in Single Step dialog)	Reset



7

Saving and Loading Pattern Generator Configurations

You can save pattern generator settings (including vectors) to ALA format or XML format configuration files. Later, you can restore your settings by opening the configuration file.

- "To open a configuration file" (in the online help)
- "To save a configuration file" (in the online help)

ALA Format Configuration Files

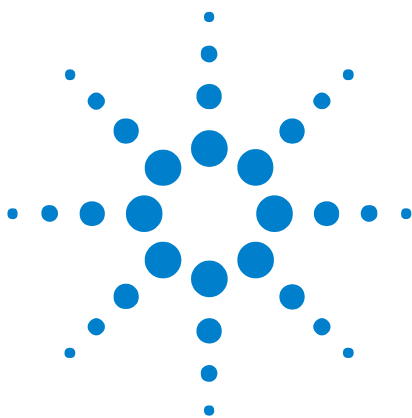
When you save configurations to ALA format files, all of the setup information is saved to a file with the .ala extension. Saved are: buses/signals, clocking options, the vector sequence, and macros.

XML Format Configuration Files

You can also save configurations to XML format files. Saved are: buses/signals, clocking options, and the compiled vector sequence. Loops, macros, and ditto characters in the vector sequence are not saved. (The compiled vector sequence is actually saved to a PattGen Binary (PGB) file that the XML format configuration file references.)

When loading a pattern generator configuration from an XML format file, it is just like opening a configuration and importing a PGB file; that is, if you want to edit the vector sequence, you must click **Enable Sequence Editing** in the Clocking tab of the Pattern Generator Setup dialog.





8 Exporting and Importing Vector Sequences

- Exporting Vector Sequences to CSV Format Files (see [page 102](#))
- Importing Vector Sequences from CSV Format Files (see [page 103](#))
- Importing PattGen Binary (PGB) Format Files (see [page 114](#))
- Converting Agilent 16522A ASCII Files (see [page 130](#))
- Converting 16700-Series PGB Files (see [page 138](#))



Exporting Vector Sequences to CSV Format Files

Exporting pattern generator vector sequences to CSV format files is just like exporting data from any of the logic analyzer display windows (Listing, Waveform, etc.). In fact, the same Export dialog is used; you just select the pattern generator as the source of the export.

However, there are some things to note:

- A pattern generator CSV file only describes the *compiled* data; it does not contain Loops, User-Defined Macros, or ditto characters.
- The first row exported has the bus/signal names. The second row has the pod index and channel numbers. Then, the initialization sequence rows are exported, followed by the main sequence rows.
- Delimiter and instruction rows begin with an asterisk (*).
- All vector data is exported as hexadecimal.

For example:

```
"MY BUS 1","MY BUS 2","MY SIGNAL 1","MY SIGNAL 2"
"Pod 1[7:0]","Pod 3[7:0], Pod 2[7:0]","Pod 4[0]","Pod 4[1]"
*Init Start,,,
FF,FFFF,1,1
EE,EEEE,0,0
*Wait for Arm in from "External Trigger",,,
DD,DDDD,1,1
CC,CCCC,0,0
*Init End,,,
*Main Start,,,
BB,BBBB,1,1
AA,AAAA,0,0
*Break,,,
99,9999,1,1
88,8888,0,0
*Wait for External Event A = (000 + 010 + 100 + 110),,,
77,7777,1,1
66,6666,0,0
*Send Arm out to "My 16910A-1" , "External Trigger",,,
55,5555,1,1
44,4444,0,0
*Main End,,,

```

See Also • Pattern Generator CSV File Format (see [page 104](#))

Importing Vector Sequences from CSV Format Files

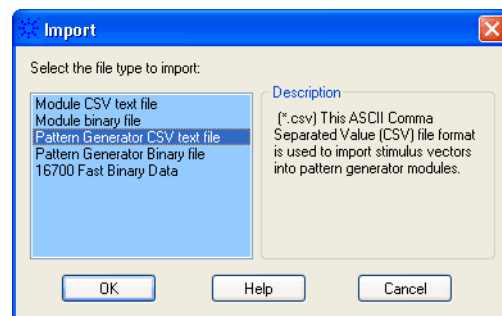
You can now import pattern generator CSV files with Loops, User Macros, and Comment instructions. Pattern generator CSV files also contain bus/signal setup information; however, they do not contain clock source or output mode/frequency setup information.

Because the CSV format is the same across the pattern generator and display windows (Waveform, Listing, etc.), you can convert captured data into vectors for the pattern generator by exporting data from a display window to a CSV format file and then importing the data back into the pattern generator module as vectors.

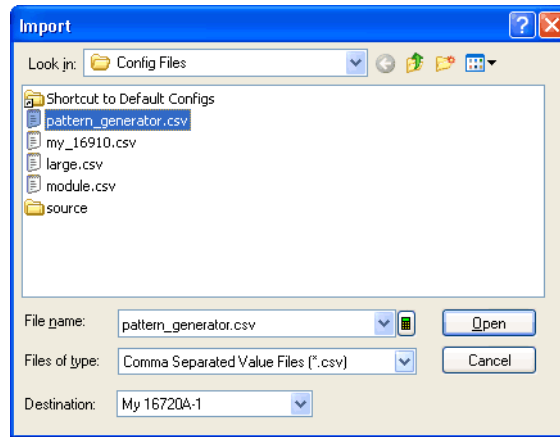
You can also convert old 16522A pattern generator ASCII format files to CSV format files (and XML format setup files) and import those CSV format vector sequences.

To import vector sequences from a comma-separated value (CSV) format file:

- 1 From the *Agilent Logic Analyzer* application's main menu, choose **File>Import...**
- 2 In the Import dialog, select **CSV Data For Pattern Generator**, and click **OK**.



- 3 In the next Import dialog, select or enter the **File name** of the CSV file you want to import.



- 4 Select the **Destination** pattern generator module.
- 5 Click **Open**.

See Also

- Exporting Vector Sequences to CSV Format Files (see [page 102](#))
- Converting Agilent 16522A ASCII Files (see [page 130](#))
- Pattern Generator CSV File Format (see [page 104](#))

Pattern Generator CSV File Format

The pattern generator supports the loading of Comma Separated Value (CSV) formatted files. The CSV file format is compatible with other applications such as spreadsheets like Microsoft Excel and with other *Agilent Logic Analyzer* application windows like the Listing display. For example, you can export the data displayed in a Listing window as a CSV file and then, with a few small changes, import that captured data into the pattern generator.

You can now import pattern generator CSV files with Loops, User Macros, and Comment instructions.

When exporting pattern generator sequences to CSV format files, only the *compiled* data is output. The CSV file does not include Loops or User Macro instructions because these are *software* instructions and are not part of the compiled vector data. User Macros and Loops are expanded or *unrolled* by inserting the corresponding vectors directly into the CSV file. Also when exporting a CSV file, ditto characters are replaced with the actual corresponding values.

The syntax or file format of a pattern generator CSV is relatively straight forward. A CSV file is an ASCII file where each row in the file is a comma separated list of values. Individual rows are separated by newline characters. Values separated by commas can have zero or more whitespace characters between each value. Rows can also be blank or contain only whitespace. CSV files have essentially the same format as a file exported

using Microsoft Excel using its CSV file format. They are also the same format generated by exporting data using the *Agilent Logic Analyzer* application in CSV format. All the specific details of the CSV syntax are discussed below.

NOTE

There must be a newline after the last line in a pattern generator CSV format file. That is, there must be one empty line at the end of the file. Otherwise, you get an "unexpected eof" error when trying to import the CSV file.

File Naming Convention	Pattern generator CSV files end with the extension *.csv. This is consistent with the <i>Agilent Logic Analyzer</i> application and Microsoft Excel.
CSV Example File	The following figure is an example pattern generator CSV file:

```
*Case Sensitive
"Lab6","Lab5","Lab4","Lab3","Lab2","Lab1"
"Pod 6[7:0]","Pod 5[7:0]","Pod 4[7:0]","Pod 3[7:0]","Pod 2[7:0]","Pod 1[7:0]"
*Macro Start, "Test Macro 1", ("param1", "param2")
*ForegroundColor "mintcream"
*BackgroundColor "maroon"
*Comment Test Macro 1
"param1",2d,2e,2f,30,31
2d,"param2",2f,30,31,32
04,05,06,07,08,09
*Start Loop Repeat 5 times
00,01,02,03,04,05
01,02,03,04,05,06
*Start Loop Repeat 2 times
02,03,04,05,06,07
xx,xx,xx,xx,xx,xx
*End Loop
*End Loop
05,06,07,08,09,0a
06,07,08,09,0a,0b
*Macro End
*Init Start
*Comment Init Start
f0,f1,f2,f3,f4,f5
f1,f2,f3,f4,f5,f6
*Start Loop Repeat 5 times
*Comment Loop in Init Start
00,01,03,03,04,05
*Wait for External Event A = (101)
01,02,03,04,05,06
*Start Loop Repeat 2 times
02,03,04,05,06,07
xx,xx,xx,xx,xx,xx
*End Loop
*End Loop
f0,f1,f2,f3,f4,f5
f1,f2,f3,f4,f5,f6
*Init End
*Main Start
```

```

*Comment Main Start
f2,f3,f4,f5,f6,f7
f3,f4,f5,f6,f7,f8
*Wait for External Event B = (110)
f4,f5,f6,f7,f8,f9
*Start Loop Repeat 5 times
*Comment Loop in Main Start
02,03,04,05,06,07
03,04,05,06,07,08
*Start Loop Repeat 2 times
04,05,06,07,08,09
xx,xx,xx,xx,xx,xx
*End Loop
*End Loop
f5,f6,f7,f8,f9,fa
*Break
f6,f7,f8,f9,fa,fb
f7,f8,f9,fa,fb,fc
*User-Defined Macro "Test Macro 1" ("param1" = h0,"param2" = h1)
f8,f9,fa,fb,fc,fd
f9,fa,fb,fc,fd,fe
*Wait for Arm in from "External Trigger"
fa,fb,fc,fd,fe,ff
fb,fc,fd,fe,ff,00
*Send Arm out to
fc,fd,fe,ff,00,01
fd,fe,ff,00,01,02
*Main End

```

The file above demonstrates the main sections of a pattern generator CSV file:

- ["*Case Sensitive Instruction"](#) on page 107
- ["Label Header"](#) on page 107
- ["Macro Definitions"](#) on page 108
- ["Initialization Sequence"](#) on page 110
- ["Main Sequence"](#) on page 111

Within macro definitions, the initialization sequence, and the main sequence, there are:

- ["Instructions"](#) on page 111
- ["Vectors"](#) on page 113

Syntax Descriptions

In the following pattern generator CSV format syntax descriptions:

- Tokens (terminals) are shown as underlined like this: FOO
- Non-terminals are shown in brackets like this: <foo>
- A mandatory choice of options is shown in parenthesis with "|" separating each option like this: (A | B | C)
- An optional symbol is marked with a following "?" like this: <foo>?

- A repeat of zero or more times (optional or one or more) is indicated with a "*" like this: (<foo>)*
- A repeat of one or more times is indicated with a "+" like this: (<foo>)+
- String literals are shown in single or double quotes like this: "String literal" or 'String literal'

Quoted strings can be used for Label names, Macro names and Macro Parameter names. Quoted strings may contain any printable 7-bit ASCII character except single-quote and double-quote. The backslash character is permitted and does not receive special treatment, such as an escape character.

- See Also**
- Exporting Vector Sequences to CSV Format Files (see [page 102](#))
 - Importing Vector Sequences from CSV Format Files (see [page 103](#))

*Case Sensitive Instruction

The instruction, *Case Sensitive, must be the first line of the CSV file if it is present. It tells the pattern generator to keep lower-case or mixed-case label names imported from the CSV file. Without this instruction, all lower-case characters are translated to upper case.

Label Header

At the top of the file is the optional label header section. The label header section begins with a comma-separated list of label names. Label names must be unique, otherwise an error occurs. If a label name contains whitespace within the name, it must be enclosed in double-quotation marks. Otherwise, the quotation marks are optional. If the label header section is missing, the sequence data is applied to the existing labels within the pattern generator.

Underneath the label names comes the label definitions. The label definitions are order specific and respective to the order of the label names above them. Therefore, the first label definition is applied to the first label name and so on. The syntax of the label definitions is consistent with the XML syntax for labels:

```
<label_definition> = <pod_assignment> ( _ <pod_assignment> ) *
<pod_assignment>   = Pod <integer> [ <channels> ( _ <channels> ) * ]
<channels>          = ( <integer> | <integer> : <integer> )
```

where: <integer> = an integer value

The first integer following the Pod keyword is the pod number. In this grammar, pods are numbered 1..N where N is the maximum number of pods in a module. In a 5-card 16720A pattern generator setup, this would be 1..30 in Full Channel Mode, 1..15 in Half Channel Mode. The pods are numbered from bottom to top, right to left as in the Bus/Signal Setup

dialog. By using what are basically index numbers rather than the names they would have in the frame, the command is independent of how the frame is configured.

Here are some examples for three labels:

Example 1: "Pod 1 [7:0], Pod 2 [0:7]", "Pod 3 [1,2,3,4:6], Pod 4 [0:5,7:6]", "Pod 5 [0]"

Example 2: Pod1[0], Pod1[1], Pod2[7:0]

Example 3: "Pod 1 [3,4,2:0]", "Pod 2 [0:2]", "Pod 3 [6:4], Pod 4 [1:2]"

Note that each label's pod definition specifies both position and order. Therefore, reordered channels can be specified. Order is always specified from most significant bit to least significant bit. Example 3 above specifies that the first three labels are assigned the following bits in MSB to LSB order:

- First label (5 bits total): 5 bits from Pod 1 in the order of: 3,4,2,1,0
- Second label (3 bits total): 3 bits from Pod 2 in the order of: 0,1,2
- Third label (5 bits total): 3 bits from Pod 3 in the order of: 6,5,4 and 2 bits from Pod 4 in the order of: 1,2

Bit reordering occurs during the load. That is, the data is reordered as it is imported. Therefore, if a label is reordered, the data appears reordered within the module after the load, but the label does not show up as reordered. Label reordering is a display-only concept, where import reordering affects what order the data is loaded.

Macro Definitions

Macros are defined within *Macro Start and *Macro End instructions. Macro definitions must appear after any label and pod definitions and before *Init Start. (The macro must be defined before it is used.)

*Macro Start , <macro_name> , (<param_list>)

<macro_name> = The name of the macro being defined. If there are embedded spaces in the name, the name must be quoted.

<param_list> = <param_name>* (, <param_name>)*

<param_name> = The name of the macro parameter. If there are embedded spaces in the name, the name must be quoted.

<vectors_or_instructions>*

*Macro End

Macro Color Instructions

Within a macro definition, you can use the *ForegroundColor and *BackgroundColor instructions to set the macro's color properties. These colors appear in *User-Defined Macro instruction rows in the initialization or main sequence.







































































The `*ForegroundColor` and `*BackgroundColor` instructions can appear on any line between `*Macro Start` and `*Macro End`; however, for readability purposes, we suggest they be placed on the lines immediately after `*Macro Start`.

```
*ForegroundColor <color_name>
*BackgroundColor <color_name>
```

where:

`<color_name>` = A quoted string with the color to use.

You can choose from the following available colors:

	Black		DarkOrange		PaleGreen		SlateGray
	DimGray		BurlyWood		LightGreen		LightSteelBlue
	Gray		AntiqueWhite		ForestGreen		CornflowerBlue
	DarkGray		Tan		LimeGreen		RoyalBlue
	Silver		NavajoWhite		DarkGreen		GhostWhite
	LightGrey		BlanchedAlmond		Green, Lime		Lavender
	Gainsboro		PapayaWhip		SeaGreen		MidnightBlue
	WhiteSmoke		Moccasin		MediumSeaGreen		Navy
	White		Orange		SpringGreen		DarkBlue
	Snow		Wheat		MintCream		MediumBlue
	RosyBrown		OldLace		MediumSpringGreen		Blue
	LightCoral		FloralWhite		MediumAquamarine		SlateBlue
	IndianRed		DarkGoldenrod		Aquamarine		DarkSlateBlue
	Brown		Goldenrod		Turquoise		MediumSlateBlue
	FireBrick		CornSilk		LightSeaGreen		MediumPurple
	Maroon		Gold		MediumTurquoise		BlueViolet
	DarkRed		LemonChiffon		Azure		Indigo
	Red		Khaki		LightCyan		DarkOrchid
	MistyRose		PaleGoldenrod		PaleTurquoise		DarkViolet
	Salmon		DarkKhaki		DarkSlateGray		MediumOrchid

Tomato	Ivory	Teal	Thistle
DarkSalmon	Beige	DarkCyan	Plum
Coral	LightYellow	Aqua, Cyan	Violet
OrangeRed	LightGoldenrodYellow	DarkTurquoise	Purple
LightSalmon	Olive	CadetBlue	DarkMagenta
Sienna	Yellow	PowderBlue	Fuchsia, Magenta
Seashell	OliveDrab	LightBlue	Orchid
Chocolate	YellowGreen	DeepSkyBlue	MediumVioletRed
SaddleBrown	DarkOliveGreen	SkyBlue	DeepPink
SandyBrown	GreenYellow	LightSkyBlue	HotPink
PeachPuff	Chartreuse	SteelBlue	LavenderBlush
Peru	LawnGreen	AliceBlue	PaleVioletRed
Linen	Honeydew	DodgerBlue	Crimson
Bisque	DarkSeaGreen	LightSlateGray	Pink

Initialization Sequence

Following the Label Header is the Initialization Sequence. The Initialization Sequence must always be present – even if there are no Initialization Sequence vectors. The Initialization Sequence begins with the *Init Start instruction and ends with the *Init End instruction.

```
*Init Start
<vectors_or_instructions>*
*Init End
```

The Initialization Sequence can contain 0 or more vectors or instructions within its sequence. Trailing and leading whitespace is also allowable. Extra trailing commas are treated like whitespace too. This is important for the instruction rows because Microsoft Excel would generate a CSV file with an instruction row like this:

```
*Init Start,,
64,64,64
65,64,65
66,64,66
67,64,67
*Init End,,

*Main Start,,
```

```
68,64,68
69,64,69
```

Microsoft Excel tries to make sure the correct number of comma characters are always present based on the number of columns within the application. Because the above example includes three columns, there are 2 comma characters included on every row. Therefore, the parser ignores trailing commas for instruction rows.

Finally, if a value is specified that is larger than the corresponding label's width, then only the least significant bits of the value are applied to the label. Thus, if the value FE is applied to a label only 4 bits wide, then the label will get the value of E for that vector.

The *Init Start and *Init End instructions must be included exactly once.

Main Sequence

Following the Initialization Sequence is the Main Sequence. The Main Sequence begins with the *Main Start instruction and ends with the *Main End instruction.

```
*Main Start
<two_or_more_vectors_or_instructions>
*Main End
```

The Main Sequence can contain 2 or more vectors or instructions within its sequence. Like the Initialization Sequence, trailing and leading whitespace is also allowable, as well as trailing comma characters.

The *Main Start and *Main End instructions must be included exactly once. In addition, the *Main Start instruction must immediately follow the *Init End instruction.

Instructions

Pattern generator instructions begin with the asterisk (*) character. Instructions must be placed within the first column of a row; that is, they must not be preceded by any comma characters.

All the instructions described below are optional. The *Break and *Wait for External Event instructions can be inserted any number of times. The *Wait for Arm in from and *Send Arm out to instructions can only be inserted a maximum of one time.

***Break** To insert a hardware break instruction into a sequence:

```
*Break
```

***Comment** Comment instructions cause comment text to show up in sequences. Comment instructions are allowed anywhere a vector row is allowed. This is as opposed to regular comments, which begin with '/' and do not show up in any sequence.

`*Comment <text>`

`<text>` = Following the instruction and a space, this is all remaining characters on the line.

There is no explicit support for multi-line comments. To create a multi-line comment, use `*Comment` instructions on consecutive lines.

***Loop Start, *Loop End**

Loop instructions may appear in macro definitions (`*Macro Start ... *Macro End`), the initialization sequence (`*Init Start ... *Init End`), or the main sequence (`*Main Start ... *Main End`). Loops may be arbitrarily nested, but Loops cannot span sequences; for example, a `*Loop Start` in the Init sequence cannot match a `*Loop End` in the Main sequence. Each `*Loop Start` must have a matching `*Loop End`.

`*Start Loop Repeat <integer> ("Time" | "Times")`

`*End Loop`

***Send Arm out to**

The Send Arm out to instruction indicates to insert a hardware Send Arm out to instruction for signaling to generate an intermodule signal to the specified module(s) before continuing.

`*Send Arm out to <module_list>?`

`<module_list> = (<module_name> | 'External Trigger')
(<module_name> | 'External Trigger')*`

where:

`<module_name>` = The name of a module in the local frame. If a module name contains whitespace within the name, then it must be enclosed in single or double quotation marks. Otherwise, the quotation marks are optional.

***User-Defined Macro**

To insert a macro into a sequence:

`*User-Defined Macro` `<_>` `<macro_name>` `<_>` `(<param_value_list>)`

`<macro_name>` = The name of the macro to insert in the sequence. If there are embedded spaces in the name, the name must be quoted.

`<param_value_list> = <param_value>* (<_> <param_value>)*`

`<param_value> = <param_name> = <hex_value>`

***Wait for Arm in from**

The Wait for Arm in from instruction indicates to insert a hardware Wait for Arm in from instruction for waiting until the pattern generator receives an intermodule signal from the specified module(s) before continuing.

`*Wait for Arm in from <module_list>?`

`<module_list> = (<module_name> | 'External Trigger')`


```
(_ <module_name> | 'External Trigger')*
```

where:

<module_name> = The name of a module in the local frame. If a module name contains whitespace within the name, then it must be enclosed in single or double quotation marks. Otherwise, the quotation marks are optional.

***Wait for External Event**

A Wait for External Event instruction can optionally define the event that it is waiting on with the optional {} syntax at the end. If a Wait for External Event instruction does not define the event, then it will default to the preexisting defined value of the event. At least one Wait for External Event instruction should define the event being waited for. Otherwise, the event will default to the current value stored within the pattern generator model. If multiple Wait for External Event instructions try to define the same event (for example, two "*Wait for External Event A = ..." occur), then the last definition in the file will win, thus overriding any previous definitions.

```
*Wait for External Event (A | B | C | D) (= <event_desc>)?
```

```
<event_desc> = (_ (None | Any | <3dbn_list>) _
<3dbn_list> = <wait_pattern> (+ <wait_pattern>)*
```

where:

<wait_pattern> = 3-digit binary number (for example, 001).

Vectors

Vectors for each defined label are separated by comma characters and zero or more whitespace.

Ditto characters are allowed in the form of "x" or "X" representing a single ditto character.

Importing PattGen Binary (PGB) Format Files

If you have a PattGen Binary (PGB) file from the 16700-series logic analysis system (and you have converted it to the 16900-series format (see [page 138](#))), if you have created a PGB file in the 16900-series format (see [page 115](#)), or if you have a PGB file that was created when a pattern generator setup was saved to an XML format configuration file (see [page 99](#)), you can import that file to set up the 16720A pattern generator.

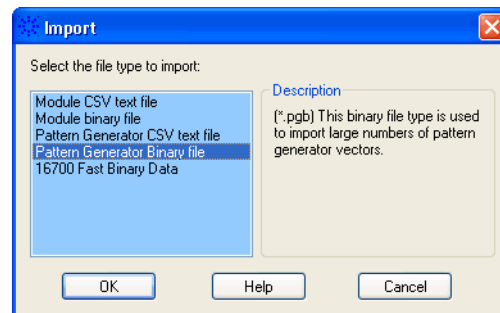
In general, the PattGen Binary file consists of a set of ASCII setup commands followed by a binary representation of the output vectors. PGB files do not contain loops or macros. PGB files can contain up to 8,388,608 vectors in full channel mode or 16,777,216 vectors in half channel mode.

CAUTION

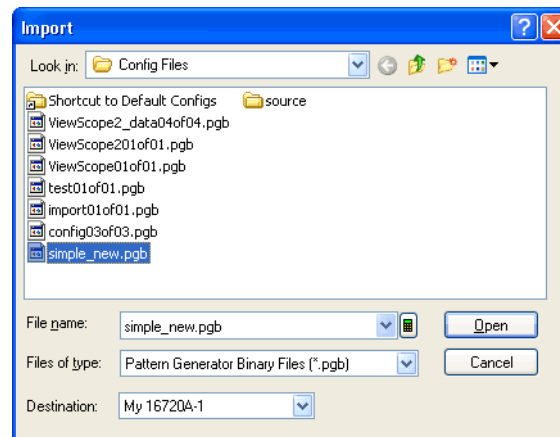
Importing a PattGen Binary (PGB) file causes all current setup and sequence information to be overwritten. Be sure to save the pattern generator configuration before you begin the import process.

To import vector sequences from a PattGen Binary (PGB) format file:

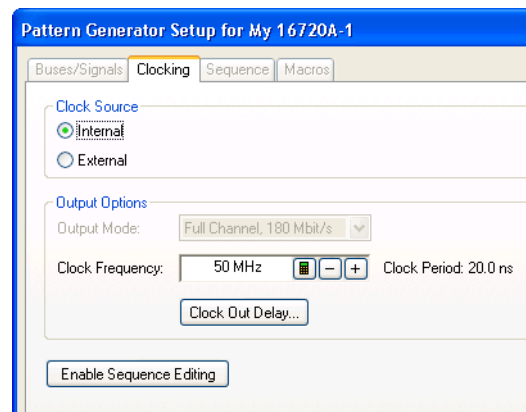
- 1 From the *Agilent Logic Analyzer* application's main menu, choose **File>Import....**
- 2 In the Import dialog, select **Pattern Generator Binary**, and click **OK**.



- 3 In the next Import dialog, select or enter the **File name** of the CSV file you want to import.



- 4 Select the **Destination** pattern generator module.
- 5 Click **Open**.
- 6 If you want to edit the imported vector sequence, click **Enable Sequence Editing** in the Clocking tab of the Pattern Generator Setup dialog.



Once data has been imported from PGB format files, you can save it to ALA format configuration files or export it to comma-separated value (CSV) format data files.

Creating a PattGen Binary File

The PattGen Binary format is primarily designed for deep (>1048576) vector sets; CSV format (which can be created by converting 16522A ASCII files (see [page 130](#))) can be used for shorter sets.

PattGen Binary (PGB) format files can be created in the following ways:

- By converting PGB files from the 16700-series logic analysis system (see [page 138](#)).

- By saving pattern generator setups to XML format configuration files (see [page 99](#)) (the compiled vector sequence is saved to a PGB file that the XML format file references).
- By using programs for generating PGB format files.

Deep vector sets can be generated from tools (such as Verilog simulators) and translated to PattGen Binary by third party tools or by translation utilities you have developed. The changes to vectors, bus/signal names, etc., should be made in the tool that originally generated the vectors (for example, Verilog).

Sample Code for Generating PattGen Binary Files

Visual C++ code for generating PattGen Binary files is installed with the *Agilent Logic Analyzer* application and is located in the directory:

```
<Drive letter>:\<Install directory>\Pattern Generator\
Visual C++ Examples\
```

For example:

```
C:\Program Files\Agilent Technologies\Logic Analyzer\Pattern Generator\
Visual C++ Examples\
```

There are two subdirectories, each containing a readme file, the program source code, the compiled executable, and a PattGen Binary file generated by the program:

- SimplePGB – A simple example of how to generate a PattGen Binary file.
- CommandLinePGB – A more extensive example with command line options.

PattGen Binary File Requirements and Precautions

- The file must contain only specified pattern generator commands (see [page 117](#)), and in the order and format shown in the example below.
- The file must be created in binary byte-stream format.
- Vector data must be entirely in binary.
- No pattern generator instructions are allowed in the data.
- No pattern generator macros are defined or invoked in the data.
- Bus/signal names (labels) may consist of adjacent bits or arbitrarily ordered bits.
- Each ASCII command must end with a line termination character (line feed "<LF>" or a carriage return and line feed "<CR><LF>")
- Comments can be included after the first command (PGBINARY).
- Comments begin with a slash '/' and terminate at the end of the line.

PattGen Binary Example

NOTE

In this example, only the ASCII pattern generator commands are shown. The binary vector data is not shown.

```

PGBINARY
MODE FULL
CLOCK INTERNAL 5e7    / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)

```

NOTE

The LABEL sequence specified in the 5th through 10th lines results in a specific bit assignment. Different POD assignments in those LABEL commands would give a different ordering to the bits.

Binary File Commands

The following ASCII commands are used in the PattGen Binary (PGB) format file to set up the pattern generator for the binary vector data at the end of the file. Commands cannot be abbreviated or truncated.

- Commands**
- PattGen Binary File Identifier (see [page 118](#))
 - CLOCK (see [page 118](#))
 - DELAY (see [page 119](#))
 - MODE (see [page 119](#))
 - LABEL (see [page 120](#))
 - ORDER (see [page 122](#))
 - WIDTH (see [page 123](#))
 - DEPTH (see [page 123](#))
 - BREAK (see [page 124](#))
 - EVENT (see [page 125](#))
 - WAITARM (see [page 126](#))
 - WAITEXT (see [page 126](#))
 - SENDARM (see [page 127](#))
 - MAIN (see [page 127](#))
 - DESTINATION (see [page 128](#))
 - BEGIN (see [page 128](#))
 - Binary Data (see [page 129](#))

PattGen Binary File Identifier The first line of a PattGen Binary file must contain the text string "PGBINARY". The purpose of this string is to uniquely identify the file as a PattGen Binary file.

Example

```
PGBINARY
MODE FULL
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1[7:0]
LABEL "My Bus 2" POD 2[7:0]
LABEL "My Bus 3" POD 3[7:0]
LABEL "My Bus 4" POD 4[7:0]
LABEL "My Bus 5" POD 5[7:0]
LABEL "My Bus 6" POD 6[7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

CLOCK Command The CLOCK command is optional. The existing clock scheme is used if nothing is specified. The CLOCK command specifies the clock source for the pattern generator.

Command Syntax `CLOCK [EXTERNAL | INTERNAL <floating_point_number>]`

EXTERNAL = sets the clock mode to externally clocked.

INTERNAL = sets the clock mode to internally clocked.

<floating_point_number> = specifies the internal clock frequency. If the number is ≥ 1.0 , Hz is assumed. If the number is < 1.0 , a clock period is assumed.

NOTE

The maximum clock rate is limited by the channel mode. See MODE command.

Example

```
PGBINARY
MODE FULL
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

DELAY Command The DELAY command is optional. The existing delay scheme is used if nothing is specified. The DELAY command specifies the clock out delay. The clock out delay setting allows positioning of the clock with respect to the data. Delay setting range is 0 - 14 with each increment delaying the clock approximately 500 ps per step.

NOTE

The delay setting that corresponds to zero is uncalibrated. You must measure it to determine the basic clock/data timing.

Command Syntax DELAY <delay_arg>

<delay_arg> = an integer from 0 to 14 with each increment delaying the clock by approximately 500 ps.

Example

```
PGBINARY
MODE FULL
CLOCK INTERNAL 5e7 / 50 MHz.
DELAY 6
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

MODE Command The MODE command is optional. The existing mode scheme is used if nothing is specified. FULL channel output mode limits the data rate to a maximum of 180 MHz, but allows 48 channels per card. HALF channel output mode allows an output rate of up to 300 MHz, but limits the number of channels to 24 per card.

Command Syntax MODE [FULL | HALF]

Example

```
PGBINARY
MODE FULL
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

LABEL Command The LABEL command sets up the bus/signal names used by a PattGen Binary file.

The first <integer> following the POD keyword is the pod number. Pods are numbered from 1...N where N is the number pods in a card set. For example, in a 5-card pattern generator module, there would be 30 pods in Full channel mode or 15 pods in Half channel mode. Pods are numbered from the the bottom card to the top card and from the right pod to the left pod.

By using pod index numbers rather than slot and pod names, the LABEL command is independent of which slots a pattern generator module's cards are in.

Bit assignments are from the Most Significant Bit to the Least Significant Bit.

Command Syntax

```
LABEL <name_str> POD <integer> '[' <integer> | <integer> : <integer> {, ...} ']' {, POD ...}
```

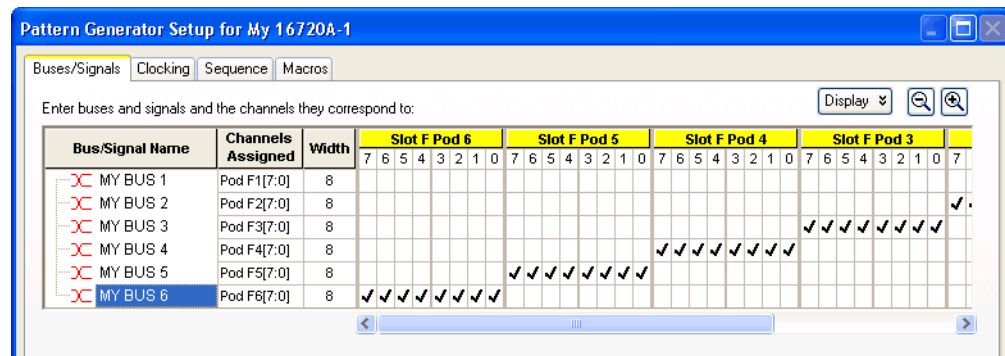
<name_str> = bus/signal name string with a maximum of 20 characters in length. The name string must begin with a letter (A-Z, a-z) or underscore (_) and can be followed by letters, underscores, or digits (0-9). A bus/signal name may not be a keyword (see [page 121](#)). If you wish to use a keyword as a bus/signal name, you must enclose it in quotes.

<integer> = pod index or bit number.

The pod and bit order affect the order in which the data is loaded. Pod/channel assignment is specified in MSB to LSB order and affects how the data is *loaded*. It does *not* reorder a label.

Example The graphics below are examples of how the binary files are imported into the pattern generator.

```
PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

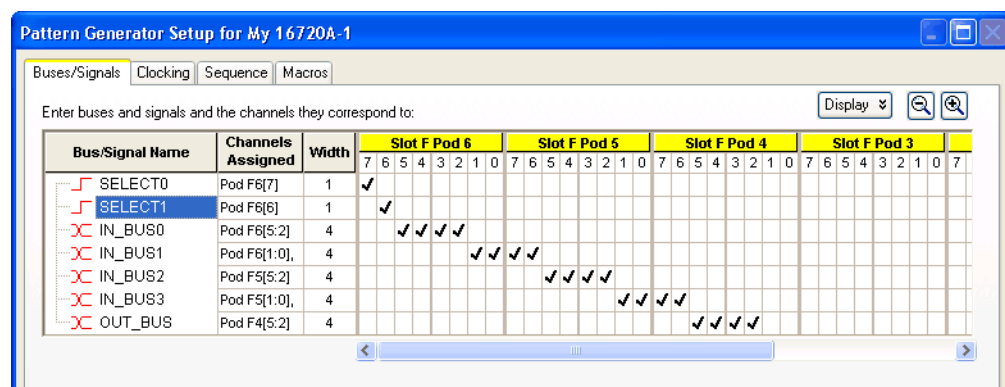



Example

```

PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL Select0 POD 6 [7]
LABEL Select1 POD 6 [6]
LABEL IN_Bus0 POD 6 [5:2]
LABEL IN_Bus1 POD 6 [1,0], POD 5 [7:6]
LABEL IN_Bus2 POD 5 [5:2]
LABEL IN_Bus3 POD 5 [1,0], POD 4 [7:6]
LABEL OUT_Bus POD 4 [5:2]
WIDTH 7
DEPTH 4096
BEGIN
(binary data ...)

```



Keywords The following are keywords in the PattGen Binary file and may not be used as labels.

- A
- B
- BEGIN
- BREAK

- C
- CLOCK
- D
- DELAY
- DEPTH
- EVENT
- EXTERNAL
- FULL
- HALF
- INTERNAL
- LABEL
- MAIN
- MODE
- NONE
- ORDER
- PGBINARY
- POD
- REPETITIVE
- RMODE
- SENDARM
- SINGLE
- WAITARM
- WAITEXT
- WIDTH

ORDER Command The Order command provides an optional means for specifying the order that data for labels will appear. If the order is not specified it is assumed to be the order in which labels were defined. If the ORDER command contains only a subset of the labels that have been defined, then the subsequent BEGIN command refers only to the labels named in the ORDER command.

Command Syntax `ORDER { <name_str> ... }`

`<name_str>` = label string a maximum of 20 characters in length.

Example

```
PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7    // 50 MHz
MAIN 0
```

```

LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
ORDER "My Bus 6" "My Bus 5" "My Bus 4" "My Bus 3" "My Bus 2" "My Bus 1"
WIDTH 6
DEPTH 4096
BEGIN

```

WIDTH Command The WIDTH command defines how wide, in number of bytes, the binary data will be. The width is determined by summing the size, rounded up to full bytes, of every label that is defined or named in an ORDER command. The total number of data bytes in the file must be (DEPTH * WIDTH). WIDTH must be defined before the binary data part begins. The binary data part also contains the width. This redundant information is used as one verification of the binary data.

Command Syntax WIDTH <integer>

<integer> = number of bytes wide the binary data will be.

Example

```

PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)

```

DEPTH Command The DEPTH command defines how many vectors will appear in the binary data. The total number of bytes in the binary data part of the file must be (DEPTH * WIDTH). DEPTH must be defined before the binary data part begins. The binary data part also contains the depth. This redundant information is used as one verification of the binary data.

The DEPTH has the following restrictions based on the MODE (FULL or HALF) that the instrument will be in. These restrictions only apply if the DESTINATION (see [page 128](#)) is HARDWARE_ONLY or HARDWARE_AND_SETUP; otherwise, normal sequence rules from the user interface apply.

FULL Channel Mode

- INIT part must be an even number of vectors.

- MAIN part must be an even number of vectors.
- Total depth can be no more than 8,388,608.
- Total depth can be no less than 4, 096.

HALF Channel Mode

- INIT part must be a multiple of 4 vectors.
- MAIN part must be a multiple of 4 vectors.
- Total depth can be no more than 16,777,216.
- Total depth can be no less than 4,096.

Command Syntax DEPTH <integer>

<integer> = number of vectors in the binary data.

Example

```
PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

BREAK Command The BREAK command places a hardware BREAK instruction on a vector number <integer>. Vectors are numbered from 0 to DEPTH-1.

Command Syntax BREAK <integer>

<integer> = the vector where a hardware BREAK instruction is to be placed.

Example

```
PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
BREAK 100
WIDTH 6
DEPTH 4096
```

```
BEGIN
(binary data ...)
```

NOTE

A BREAK instruction can go on any vector except the first vector or the last vector. The last vector instruction is used to implement single and repetitive run modes and is not available for other instructions. Attempting to place an instruction on or beyond the last vector is an error.

EVENT Command The EVENT command sets a pattern into one of the four external event registers. These event registers can be specified in WAITEXT instructions. If the pattern is NONE then a wait on this event will always wait. If the pattern is an integer, its value is interpreted according to the following table.

integer (hex)	External Event Input Values		
	WAITEXT_2	WAITEXT_1	WAITEXT_0
#H01	0	0	0
#H02	0	0	1
#H04	0	1	0
#H08	0	1	1
#H10	1	0	0
#H20	1	0	1
#H40	1	1	0
#H80	1	1	1

Values can be ORed together; for example, a value of #H22 would indicate patterns of (101 + 001).

Command Syntax `EVENT [A | B | C | D] [NONE | <integer>]`

A, B, C, D = four external wait event registers.

NONE - value that indicates "always wait".

<integer> = the event pattern from the table above.

Example

```
PGBINARY
MODE FULL
RMODE SINGLE
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
EVENT A #H01
WAITEXT A 100
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

WAITARM Command The WAITARM command places a hardware instruction on vector number <integer>. Vectors are numbered from 0 to DEPTH-1. There can only be one WAITARM instruction in a configuration.

Command Syntax WAITARM { [<module_name> | "External Trigger"] { , ... } } <integer>
 <integer> = the vector where a hardware WAITARM instruction is to be placed.

Example

```
PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WAITARM "EXTERNAL TRIGGER" 200
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

NOTE

A WAITARM instruction can go on any vector except the first vector or the last vector. The last vector instruction is used to implement single and repetitive run modes and is not available for other instructions. Attempting to place an instruction on or beyond the last vector is an error.

WAITEXT Command The WAITEXT command places a hardware instruction on vector number <integer>. Vectors are numbered from 0 to DEPTH-1.

Command Syntax WAITEXT [A | B | C | D] <integer>

A, B, C, D = external wait events.

<integer> = the vector where a hardware WAITEXT instruction is to be placed.

Example

```
PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
EVENT A #H01
WAITEXT A 100
```

```
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

NOTE

A WAITEXT instruction can go on any vector except the first vector or the last vector. The last vector instruction is used to implement single and repetitive run modes and is not available for other instructions. Attempting to place an instruction on or beyond the last vector is an error.

SENDARM Command The SENDARM command places a hardware SENDARM instruction on vector number <integer>. Vectors are numbered from 0 to DEPTH-1. There can only be one SENDARM instruction in a configuration.

Command Syntax SENDARM <integer>

Example

```
PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
SENDARM 100
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

NOTE

A SENDARM instruction can go on any vector except the first vector or the last vector. The last vector instruction is used to implement single and repetitive run modes and is not available for other instructions. Attempting to place an instruction on or beyond the last vector is an error.

MAIN Command The MAIN command gives the vector number where the MAIN part of the vector set begins. The vectors prior to the MAIN vector comprise the INIT part. This is defaulted to zero (no INIT part). Vectors are numbered from 0 to DEPTH-1.

Command Syntax MAIN <integer>

<integer> = the vector number where the MAIN part of the vector set begins.

Example

```
PGBINARY
MODE FULL
```

```

RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)

```

DESTINATION Command The DESTINATION command specifies the destination of the PGB import process.

Command Syntax DESTINATION [HARDWARE_ONLY | HARDWARE_AND_SETUP | SETUP_ONLY]

HARDWARE_ONLY = the PGB file is loaded into the hardware. In this case, the pattern generator is set up to run without doing a compile and load beforehand.

HARDWARE_AND_SETUP = the PGB file is loaded into both the hardware and the Sequence tab of the Pattern Generator Setup dialog.

SETUP_ONLY = the PGB file is only loaded into the Sequence tab of the Pattern Generator Setup dialog.

Default is **HARDWARE_ONLY**.

Example

```

PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
EVENT A #H01
WAITEXT A 100
WIDTH 6
DEPTH 4096
DESTINATION HARDWARE_AND_SETUP
BEGIN
(binary data ...)

```

BEGIN Command The BEGIN command is the last command in the ASCII part of the file. It is terminated with a newline or a comment like all other commands. The binary data immediately follows the newline.

Command Syntax BEGIN <newline> <binary data>

Example

```
PGBINARY
MODE FULL
RMODE SINGLE
CLOCK INTERNAL 5e7 / 50 MHz.
MAIN 0
LABEL "My Bus 1" POD 1 [7:0]
LABEL "My Bus 2" POD 2 [7:0]
LABEL "My Bus 3" POD 3 [7:0]
LABEL "My Bus 4" POD 4 [7:0]
LABEL "My Bus 5" POD 5 [7:0]
LABEL "My Bus 6" POD 6 [7:0]
WIDTH 6
DEPTH 4096
BEGIN
(binary data ...)
```

Binary Data The Binary Data begins with a simple eight byte header that gives the DEPTH and WIDTH in binary. These values must match the DEPTH and WIDTH given as ASCII commands earlier in the file. These values must be written as 32-bit integers in big-endian order, in other words, the first byte is the most significant byte. This is followed by the binary data itself.

- 4 bytes = depth (number of vectors).
- 4 bytes = width (number of bytes per vector).
- (WIDTH * DEPTH) bytes = the binary data.

Each vector is comprised of one value for each LABEL that has been defined or named in an ORDER command. The number of bytes for each label is the lowest possible integer number of bytes given the bit width of the label. For example, a 17-bit label requires 3 bytes (24 bits), and a 16-bit label requires 2 bytes (16 bits).

The bytes are taken to be in big-endian order. If a label is comprised of a smaller number of bits than are written for that label (for example, a 17-bit label that receives 24-bit data), the least significant bits are used and the excess most significant bits are discarded. This number must match the number of bytes required for the labels that have been defined or named in an ORDER command.

The remaining length of the file after the newline following "BEGIN" must be (8 + DEPTH * WIDTH).

If a LABEL is defined for pods that are not in the current hardware (for example, POD 7 for a 1-card module), the configuration is truncated to what fits and a warning is emitted.

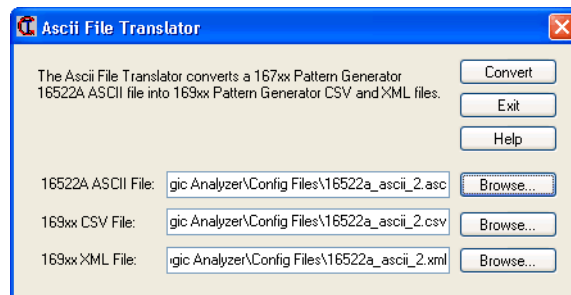
Converting Agilent 16522A ASCII Files

If you have an old 16522A pattern generator ASCII format file (or if you create an ASCII file (see [page 131](#)) in that format), you can convert it into two files that can be used with the 16720A pattern generator:

- A CSV format file containing the vector sequence data.
- An XML format file containing pattern generator clock source and output mode/frequency setup information.

You can create an ASCII text file and import it as a complete pattern generator program. In general, the ASCII file consists of a block of setup information, a block of label and channel information, and a block of pattern generator vector data. The file must be saved in ASCII format and organized as shown in step 1 of the procedure below.

- 1 From the Windows Start menu, choose **Start>All Programs>Agilent Logic Analyzer>Utilities>Pattern Generator>167xx Pattern Generator Ascii Translator**.
- 2 In the Ascii File Translator dialog, enter the name of the **16522A ASCII File** you want to translate.



- 3 Enter the name for the **169xx CSV File** part of the translation output.
- 4 Enter the name for the **169xx XML File** part of the translation output.
- 5 Click **Convert**.
- 6 After the conversion has been performed, click **Exit** to close the Ascii File Translator dialog.
- 7 Open the XML format configuration file as described in "To open a configuration file" (in the online help).
- 8 Import the CSV format vector sequence file as described in Importing Vector Sequences from CSV Format Files (see [page 103](#)).

Creating an ASCII File

You can create an ASCII file using any Windows, MS-DOS, or UNIX text editor. An ASCII file consists of a file identifier and three blocks of information. Each block must follow the specified order.

- **ASCII 000000** - required file identifier ("ASCII" followed by 5 spaces and 6 zeros). **ASCDown** - optional. Retained for backwards compatibility.
- 1st block (optional)
 - **FORMat** - clock, channel mode, and delay information.
- 2nd block
 - **LABel** - names and number of channels.
- 3rd block
 - **VECTor** - vector data and Repeat indicators.

File Requirements and Precautions

- The file must contain only specified pattern generator commands (see [page 132](#)), and in the order and format shown in the example below.
- The file must be saved in "ASCII" or "text only" format.
- Vector data is assumed to be entirely hexadecimal base.
- No pattern generator instructions are allowed in the data.
- No pattern generator macros are defined or invoked in the data.
- All labels consist of adjacent bits.
- The file must end with a line termination character (line feed "<lf>" or a carriage return and line feed "<CR><lf>").
- Comments can be included after the first line (ASCII 000000). Comments begin with a slash '/' and terminate at the end of the line.

ASCII File Example

NOTE

In this example, the underlined links are added for documentation purposes only, and would NOT be part of an actual disk file's text. Line feeds "<lf>" are shown for example purposes only, and depending on the computer and text editor used, could actually be a carriage return followed by a line feed "<CR><lf>".

```
ASCII      000000 (see page 132) <lf>
/
/ This is a test of the ascii file
/
ASCDown (see page 133)<lf>
FORMat:MODE FULL (see page 133)<lf>
FORMat:CLOCK INTernal, 10E-9 (see page 134)<lf>
LABel LAB1,8 (see page 135)<lf>
LABel DATA,8<lf>
LABel TEST,9<lf>
LABel CLK,3<lf>
```

```

LABel BIG,12<lf>
/*
/* This is the beginning of the vector part
/*
VECTor (see page 136)<lf>
12 34 056 7 89A<lf>           / Some vectors
0 22 007 0 FFF<lf>
A0 33 000 1 111<lf>           /* Some more vectors */
*M<lf>
92 6F 000 1 FF0<lf>
CA CA 000 1 00F<lf>           // Even more vectors
*R 3<lf>
00 10 011 0 ABC<lf>

```

NOTE

The *LABel* sequence specified in the 8th through 12th lines results in a specific bit assignment. A different ordering of the *LABel* commands would give a different ordering to the bits.

ASCII File Commands

The following commands are used in the 16522A ASCII format file to set up the pattern generator and define the vector sequence data. Commands are not case sensitive. Lowercase letters in an illustrated command simply show the long and short form difference.

The uppercase letters of the command show the mandatory portions of each command.

- Commands**
- ASCII Disk File Identifier (see [page 132](#))
 - ASCDown Command (see [page 133](#))
 - FORMat Commands
 - MODe (see [page 133](#))
 - CLOCk (see [page 134](#))
 - DELay (see [page 134](#))
 - LABel Command (see [page 135](#))
 - VECTor Command (see [page 136](#))

ASCII Disk File Identifier The first line of a disk file must contain the text string "ASCII 000000". It consists of the text "ASCII" followed by 5 blanks, then 6 zeros. The purpose of this string is to uniquely identify the file as an ASCII disk file.

Example

```

ASCII      000000
ASCDOWN
FORMAT: MODE FULL
LABEL LAB,8
LABEL DATA,8
LABEL "TEST",9

```

```

LABEL CLK,3
LABEL BIG,12
VECTOR
12 34 56 7 89A
0 22 7 0 FFF
A0 33 00 1 111
*M
92 6F 00 1 FF0
CA CA 00 1 00F
00 10 11 0 ABC

```

ASCDOWN Command The ASCDOWN command was formerly used to signal the start of an ASCII file load. It causes the current pattern generator label and sequence structures to be cleared and reset to a default state. The Agilent 16720A pattern generator now does this automatically.

Example

```

ASCII      000000
ASCDOWN
FORMAT: MODE FULL
LABEL LAB,8
LABEL DATA,8
LABEL "TEST",9
LABEL CLK,3
LABEL BIG,12
VECTOR
12 34 56 7 89A
0 22 7 0 FFF
A0 33 00 1 111
*M
92 6F 00 1 FF0
CA CA 00 1 00F
00 10 11 0 ABC

```

FORMat:MODE Command The FORMat:MODE command is optional. The existing mode scheme is used if nothing is specified. FULL channel output mode limits the data rate to a maximum of 180 MHz, but allows 48 channels per card. HALF channel output mode allows an output rate of greater than 180 MHz, but limits the number of channels to 24 per card.

Command Syntax FORMat:MODE [FULL|HALF]

Example

```

ASCII      000000
ASCDOWN
FORMAT: MODE FULL
LABEL LAB,8
LABEL DATA,8
LABEL "TEST",9
LABEL CLK,3
LABEL BIG,12
VECTOR
12 34 56 7 89A
0 22 7 0 FFF
A0 33 00 1 111
*M
92 6F 00 1 FF0

```

```
CA CA 00 1 00F
00 10 11 0 ABC
```

FORMat:CLOCK Command The FORMat:CLOCK command is optional. The existing clock scheme is used if nothing is specified. The CLOCK command specifies the clock source for the pattern generator.

Command Syntax FORMat:CLOCK INTernal, <clk_period>

<clk_period> = a real number value that corresponds to the interface selectable clock period values (example = 5E-9).

FORMat:CLOCK EXTernal, [LEFifty|GT Fifty|GTONE]

[LEFifty] = Less than or equal to 50 MHz.

[GT Fifty] = Greater than 50 MHz and less than or equal to 180 MHz.

[GTONE] = Greater than 180 MHz.

NOTE

The maximum clock rate is limited by the channel mode. See FORMat:MODE (see [page 133](#)) command.

Example

```
ASCII      000000
ASCDOWN
FORMAT: MODE FULL
FORMAT: CLOCK INTERNAL, 10E-9
LABEL LAB,8
LABEL DATA,8
LABEL "TEST",9
LABEL CLK,3
LABEL BIG,12
VECTOR
12 34 56 7 89A
0 22 7 0 FFF
A0 33 00 1 111
*M
92 6F 00 1 FF0
CA CA 00 1 00F
00 10 11 0 ABC
```

FORMat:DElay Command The FORMat:DElay command is optional. The existing delay scheme is used if nothing is specified. The DElay command specifies the clock out delay. The clock out delay setting allows positioning of the clock with respect to the data. Delay setting range is 0 - 14 with each increment delaying the clock approximately 500 ps per step.

NOTE

The delay setting that corresponds to zero is uncalibrated. You must measure it to determine the basic clock/data timing.

Command Syntax `FORMat:DELaY <delay_arg>`

<delay_arg> = an integer from 0 to 14 with each increment delaying the clock by approximately 500 ps.

Example

```

ASCII      000000
ASCDOWN
FORMAT: MODE FULL
FORMAT: CLOCK INTERNAL, 10E-9
FORMAT: DELAY 2
LABEL LAB,8
LABEL DATA,8
LABEL "TEST",9
LABEL CLK,3
LABEL BIG,12
VECTOR
12 34 56 7 89A
0 22 7 0 FFF
A0 33 00 1 111
*M
92 6F 00 1 FF0
CA CA 00 1 00F
00 10 11 0 ABC

```

LABel Command The LABel command is a special means of specifying labels for use by an ASCII file. The label bits are assigned from most to least significant bits across the output pods. You must specify the label string (quotation marks on the string are optional) and the width of the field. The label base defaults to hexadecimal. There are a maximum of 126 labels. No label may be more than 32 bits wide. If a label is too wide (too many bits) for the remaining unused pattern generator bits, it will be discarded.

Command Syntax `LABel <name_str>,<width>`

<name_str> = label string a maximum of 20 characters in length.

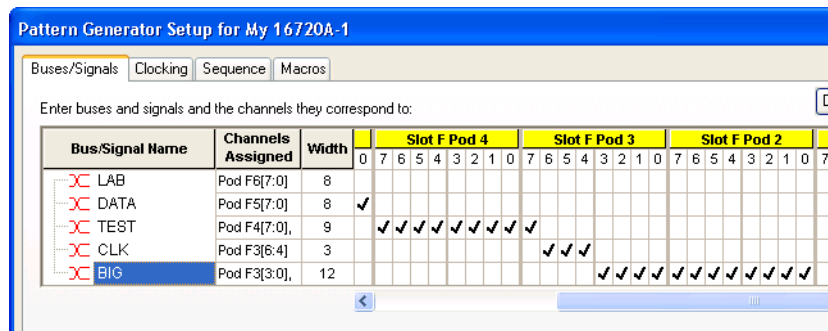
<width> = integer number of bits in the label (1 through 32).

Example

```

ASCII      000000
ASCDOWN
FORMAT: MODE FULL
LABEL LAB,8
LABEL DATA,8
LABEL "TEST",9
LABEL CLK,3
LABEL BIG,12
VECTOR
12 34 56 7 89A
0 22 7 0 FFF
A0 33 00 1 111
*M
92 6F 00 1 FF0
CA CA 00 1 00F
00 10 11 0 ABC

```



VECTor Command The VECTor command is used after the end of the header/setup commands to signal the start of the actual pattern generator data in an ASCII file. No data is allowed in the same line as the VECTor command.

Example

```

ASCII      000000
ASCDOWN
FORMAT: MODE FULL
LABEL LAB,8
LABEL DATA,8
LABEL "TEST",9
LABEL CLK,3
LABEL BIG,12
VECTOR
12 34 56 7 89A
0 22 7 0 FFF
A0 33 00 1 111
*M
92 6F 00 1 FF0
CA CA 00 1 00F
00 10 11 0 ABC

```

Indicates start of vector data

INIT SEQUENCE

MAIN SEQUENCE

*M ← Start of MAIN

Instruction/Vector	LAB Hex	DATA Hex	TEST Hex	CLK Hex	BIG Hex
Init Start					
Vector	12	34	056	7	89A
Vector	00	22	007	0	FFF
Vector	A0	33	000	1	111
Init End					
Main Start					
Vector	92	6F	000	1	FF0
Vector	CA	CA	000	1	00F
Vector	00	10	011	0	ABC
Main End					

Vector Data The data portion of the ASCII file is an array of hexadecimal data fields. Each row of the array corresponds to a single line of the main program. Each column of the array corresponds to a single label as defined under the pattern generator Buses/Signals tab.

Data fields are separated by one or more blank characters. A line termination (line feed or carriage return + line feed) signals the end of a line and the start of a new line. If a data field has more data than the label width would indicate, only the least significant bits of the data field are used. If there are more data fields in a row than there are labels, the extra data fields (last data fields in the row) are ignored. If there are fewer data fields in a row than there are labels, the data for the extra (right-most) labels will be zero.

The MAIN sequence must have at least two data lines. In the ASCII data file, a row consisting of only "*M" signals the start of the MAIN sequence. If there is to be no data in the INIT sequence, the first row of the file after the VECTor command must be "*M". Note that the quotation marks in "*M" are not really in the file.

CAUTION

Any character that is not a valid hexadecimal digit (that is, 0 through 9, or upper/lower case A through F) are ignored and treated as field separators. This could cause problems if a mistyped character appears in the middle of a data value. For example, "12R4" will be assigned to two labels as "12" and "4".

Either of the INIT or MAIN sequences can include multiple Repeat indicators specified by `"*R <count>"`. Note that the quotation marks around the Repeat indicator are not part of the indicator, and like the `"*M"`, the `"*R <count>"` must be located on a separate line.

The Repeat indicator specifies that the previous data vector is repeated `<count>` more times, where `<count>` is a positive integer. The Repeat indicator must follow a sequence line containing a data vector or another Repeat indicator. Placing the Repeat indicator after the VECTor command or the `"*M"` will cause an error message to appear.

The last data row of the file must end with a line termination character. The line termination character is the flag to load the data row into the data structure. Failure to do this will result in the last data row not being loaded.

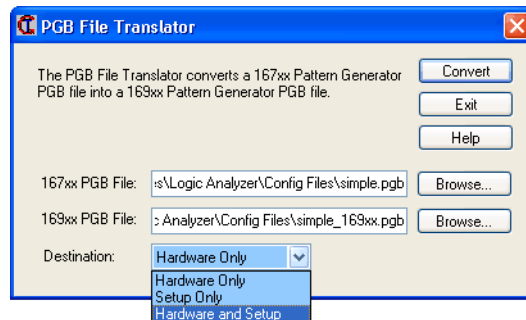
The ASCII file import mechanism assumes correctness in the data file and any header commands. Error handling is basic, and treating unexpected characters as field separators could create bizarre results when parsing the file. Error messages point to the line number where the parser finds the error.

Serious problems will cause the default main program to be loaded in an effort to avoid locking up the logic analysis system.

Converting 16700-Series PGB Files

If you have a PattGen Binary (PGB) file from the 16700-series logic analysis system, you can convert it into a PGB file that can be used in the 16900-series logic analysis system.

- 1 From the Windows Start menu, choose **Start>All Programs>Agilent Logic Analyzer>Utilities>Pattern Generator>167xx Pattern Generator PGB Translator**.
- 2 In the PGB File Translator dialog, enter the name of the **167xx PGB File** you want to translate.

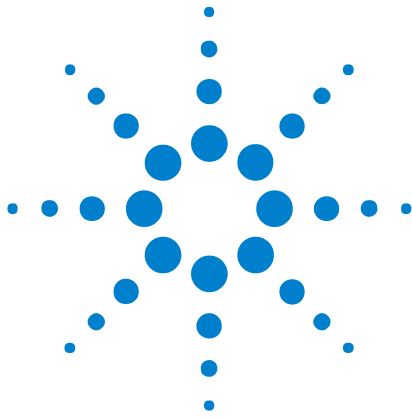


- 3 Enter the name for the **169xx PGB File** translation output.
- 4 Select the desired **Destination** option. A DESTINATION command (see [page 128](#)) is inserted into the output 169xx PGB file, specifying where the vectors are placed when the PGB file is imported:
 - Hardware Only – vectors are imported into the pattern generator module's hardware (memory). In this case, the pattern generator is set up to run without doing a compile and load beforehand.
 - Setup Only – vectors are imported into the Sequence tab of the Pattern Generator Setup dialog.
 - Hardware and Setup – vectors are imported into both the pattern generator module's hardware (memory) and the Sequence tab of the Pattern Generator Setup dialog.
- 5 Click **Convert**.
- 6 After the conversion has been performed, click **Exit** to close the PGB File Translator dialog.
- 7 Import the PGB file as described in Importing PattGen Binary (PGB) Format Files (see [page 114](#)).

Differences Between 16700- and 16900-Series PGB Format

16700-Series PGB	16900-Series PGB
Pods ordered from top card to bottom card and from left pod to right pod.	Pods ordered from bottom card to top card and from right pod to left pod.

Pod numbers start from 0.	Pod numbers start from 1.
In half-channel mode, pods are numbered consecutively starting from 0 (that is, 0, 1, 2, ...).	In half-channel mode, pod numbers don't change (that is, 5, 3, 1).
WAIT [A B C D] <integer>	WAITEXT [A B C D] <integer>
WAIT IMB <integer>	WAITARM "EXTERNAL TRIGGER" <integer>
SIGNAL <integer>	SENDARM <integer>



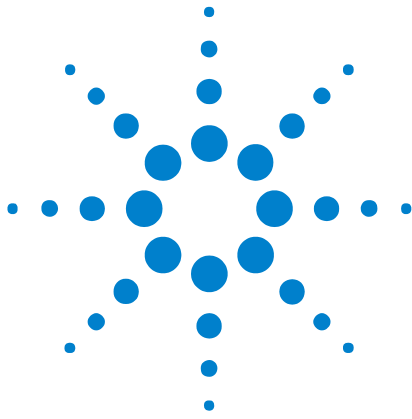
9 Pattern Generator Reference

- Key Characteristics (see [page 142](#))



Key Characteristics

Characteristic	16720A Pattern Generator
Output Channels:	24 channels per card at 300 MHz clock (half channel mode); 48 channels per card at 180 MHz clock (full channel mode).
Memory Depth:	16,777,216 vectors in half channel mode; 8,388,608 vectors in full channel mode.
Logic Levels (data pods):	TTL, 3-state TTL/3.3v, 3-state TTL/CMOS, ECL/PECL/LVPECL terminated, ECL unterminated, and differential ECL (without pod).
Data Inputs:	3-bit pattern level sensing (clock pod).
Clock Output:	Synchronized to output data, delay of 7 ns in 14 steps (clock pod).
Clock Input:	DC to 300 MHz (clock pod).
Internal Clock Period:	Programmable from 1 MHz to 300 MHz in 1 MHz steps.
External Clock Period:	DC to 300 MHz.
External Clock Duty Cycle:	1.3 ns minimum high time.
Maximum Number of "Wait" Event Patterns:	4



10

Pattern Generator Control, COM Automation

The *Agilent Logic Analyzer* application includes the COM Automation Server. This software lets you write programs that control the *Agilent Logic Analyzer* application from remote computers on the Local Area Network (LAN).

In a COM automation program, you can configure a pattern generator module by:

- Loading a configuration file (which configures the complete logic analyzer setup).
- Using the "Module" (in the online help) object's "DoCommands" (in the online help) method with an XML-format string parameter (see Pattern Generator Setup, XML Format (see [page 145](#))).

You can get information about a module's configuration using the Module object's "QueryCommand" (in the online help) method. Queries supported by the pattern generator module are listed below.

For more information about logic analyzer COM automation and tool objects in general, see "COM Automation" (in the online help).

XML-Based Queries Supported

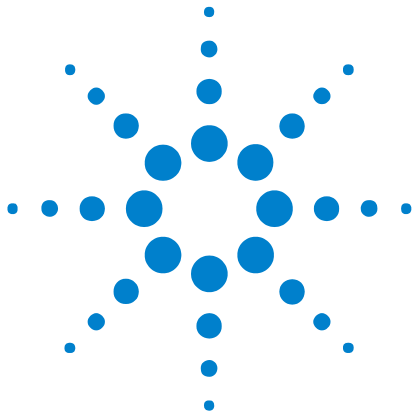
The pattern generator module supports the following XML-based queries (made with the "Module" (in the online help) object's "QueryCommand" (in the online help) method).

Query	Description
GetAllSetup	Returns the current setup, using the full tag set, used for writing generic configuration files (see the XML format <Module> element (see page 152)).
GetBusSignalSetup	Returns only the BusSignalSetup settings (see the XML format <BusSignalSetup> element (see page 148)).



GetClockingSetup	Returns only the ClockingSetup settings (see the XML format <ClockingSetup> element (see page 151)).
GetModule	Returns the current setup, using the full tag set, equivalent to "GetAllSetup" (see the XML format <Module> element (see page 152)).

- See Also**
- "COM Automation" (in the online help)
 - Pattern Generator Setup, XML Format (see [page 145](#))



11

Pattern Generator Setup, XML Format

When you save logic analyzer configurations to XML format files, setup information for the pattern generator module is included.

This XML format setup information is also used when writing COM automation programs to control the pattern generator from a remote computer.

XML elements for the pattern generator module have the following hierarchy:

```
<Module> (see page 152)
  <BusSignalSetup> (see page 148)
    <BusSignals> (see page 147)
      <BusSignal> (see page 146)
        <Channels> (see page 149)
  <ClockingSetup> (see page 151)
    <Clocking> (see page 150)
  <SequenceSetup> (see page 154)
    <Sequence> (see page 153)
```

- See Also**
- "XML Format" (in the online help)
 - Pattern Generator Control, COM Automation (see [page 143](#))



<BusSignal> Element

The <BusSignal> element contains a pattern generator bus/signal definition.

Attributes

Name	Description
Comment	'string'
DefaultBase	'Binary', 'Hex', 'Octal', 'Decimal', or 'Signed Decimal'
Name	'string'
Polarity	'Positive' or 'Negative'

Children This element can have the following children: <Channels> (see [page 149](#)).

Parents This element can have the following parents: <BusSignals> (see [page 147](#)).

Example

```

<BusSignals>
  <Clear />
  <BusSignal Name='My Bus 1' Polarity='Positive'
    DefaultBase='Hex' Comment=''>
    <Channels>Pod 1[7:0]</Channels>
  </BusSignal>
</BusSignals>

```

<BusSignals> Element

The <BusSignals> element contains pattern generator bus/signal definitions.

Children This element can have the following children: "<Clear/>" (in the online help), <BusSignal> (see [page 146](#)).

Parents This element can have the following parents: <BusSignalSetup> (see [page 148](#)).

Example

```
<BusSignalSetup>
  <BusSignals>
    <Clear />
    <BusSignal Name='My Bus 1' Polarity='Positive'
      DefaultBase='Hex' Comment=''>
      <Channels>Pod 1[7:0]</Channels>
    </BusSignal>
  </BusSignals>
</BusSignalSetup>
```

<BusSignalSetup> Element

The <BusSignalSetup> element contains a <BusSignals> element.

Children This element can have the following children: <BusSignals> (see [page 147](#)).

Parents This element can have the following parents: <Module> (see [page 152](#)).

Example

```
<Module Name='My 16720A-1'>
  <BusSignalSetup>
    <BusSignals>
      <Clear />
      <BusSignal Name='My Bus 1' Polarity='Positive'
        DefaultBase='Hex' Comment=''>
        <Channels>Pod 1[7:0]</Channels>
      </BusSignal>
    </BusSignals>
  </BusSignalSetup>
  <ClockingSetup>
    <Clocking OutputMode='Full' ClockSource='Internal'
      ClockFrequency='180' ClockOutDelay='0 s' />
  </ClockingSetup>
  <SequenceSetup>
    <Sequence FileName='s2p01of01.pgb' />
  </SequenceSetup>
</Module>
```

<Channels> Element

The <Channels> element specifies the pattern generator channels assigned to the bus/signal.

Data This element's data is a string representing the selected channels for a bus/signal (as shown in the user interface — see [To reorder bits in assigned channels](#) (see [page 46](#))).

Parents This element can have the following parents: <BusSignal> (see [page 146](#)).

Example

```
<BusSignal Name='My Bus 1' Polarity='Positive' DefaultBase='Hex'
    Comment=''>
  <Channels>Pod 1[7:0]</Channels>
</BusSignal>
```

<Clocking> Element

The <Clocking> element describes the pattern generator clocking setup configuration options.

Attributes

Name	Description
ClockFrequency	'integer' (in MHz representing the vector output rate in the currently selected mode, only valid when ClockSource='Internal')
ClockOutDelay	'number "time_unit" (in the online help)'
ClockSource	'External' or 'Internal'
OutputMode	'Full' or 'Half'

Parents This element can have the following parents: <ClockingSetup> (see [page 151](#)).

Example

```
<ClockingSetup>
  <Clocking OutputMode='Full' ClockSource='Internal'
    ClockFrequency='180' ClockOutDelay='0 s' />
</ClockingSetup>
```

<ClockingSetup> Element

The <ClockingSetup> element contains elements that describe the pattern generator clocking setup configuration options.

Children This element can have the following children: <Clocking> (see [page 150](#)).

Parents This element can have the following parents: <Module> (see [page 152](#)).

Example

```
<Module Name='My 16720A-1'>
  <BusSignalSetup>
    <BusSignals>
      <Clear />
      <BusSignal Name='My Bus 1' Polarity='Positive'
        DefaultBase='Hex' Comment=''>
        <Channels>Pod 1[7:0]</Channels>
      </BusSignal>
    </BusSignals>
  </BusSignalSetup>
  <ClockingSetup>
    <Clocking OutputMode='Full' ClockSource='Internal'
      ClockFrequency='180' ClockOutDelay='0 s' />
  </ClockingSetup>
  <SequenceSetup>
    <Sequence FileName='s2p01of01.pgb' />
  </SequenceSetup>
</Module>
```

<Module> Element

The <Module> element describes the pattern generator configuration options.

Attributes

Name	Description
Name	'string'

Children This element can have the following children: <BusSignalSetup> (see [page 148](#)), <ClockingSetup> (see [page 151](#)).

Parents This element can have the following parents: "<Setup> (under Configuration)" (in the online help).

Example

```
<Module Name='My 16720A-1'>
  <BusSignalSetup>
    <BusSignals>
      <Clear />
      <BusSignal Name='My Bus 1' Polarity='Positive'
        DefaultBase='Hex' Comment=''>
        <Channels>Pod 1[7:0]</Channels>
      </BusSignal>
    </BusSignals>
  </BusSignalSetup>
  <ClockingSetup>
    <Clocking OutputMode='Full' ClockSource='Internal'
      ClockFrequency='180' ClockOutDelay='0 s' />
  </ClockingSetup>
  <SequenceSetup>
    <Sequence FileName='s2p01of01.pgb' />
  </SequenceSetup>
</Module>
```


<Sequence> Element

The <Sequence> element references the compiled vector sequence PattGen Binary (PGB) file.

Attributes

Name	Description
FileName	'string' (name of PGB file)

Parents This element can have the following parents: <SequenceSetup> (see [page 154](#)).

Example

```
<SequenceSetup>
  <Sequence FileName='s2p01of01.pgb' />
</SequenceSetup>
```

<SequenceSetup> Element

The <SequenceSetup> element contains elements that reference the compiled vector sequence PattGen Binary (PGB) file.

Children This element can have the following children: <Sequence> (see [page 153](#)).

Parents This element can have the following parents: <Module> (see [page 152](#)).

Example

```
<Module Name='My 16720A-1'>
  <BusSignalSetup>
    <BusSignals>
      <Clear />
      <BusSignal Name='My Bus 1' Polarity='Positive'
        DefaultBase='Hex' Comment=''>
        <Channels>Pod 1[7:0]</Channels>
      </BusSignal>
    </BusSignals>
  </BusSignalSetup>
  <ClockingSetup>
    <Clocking OutputMode='Full' ClockSource='Internal'
      ClockFrequency='180' ClockOutDelay='0 s' />
  </ClockingSetup>
  <SequenceSetup>
    <Sequence FileName='s2p01of01.pgb' />
  </SequenceSetup>
</Module>
```

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