

PoLabs PoScope 4 usage quick guide



Rev. 0.1b
11/09/2009

1 Introduction

This document describes the usage of PoScope 4 version 0.1beta.

Basic requirements for PoScope 4

Microsoft Windows operating system (Xp and above)

1Ghz processor

512MB RAM

50MB free disk space

1024x768@24bit screen resolution

News and updates are available at www.poscope.com

2 Start

Before PoScope4 usage make sure that drivers for PoScope Mega1 are properly installed and device is connected to your system.

1. Start PoScope4 with the click on icon from the Start menu in Windows. (Fig. 1)

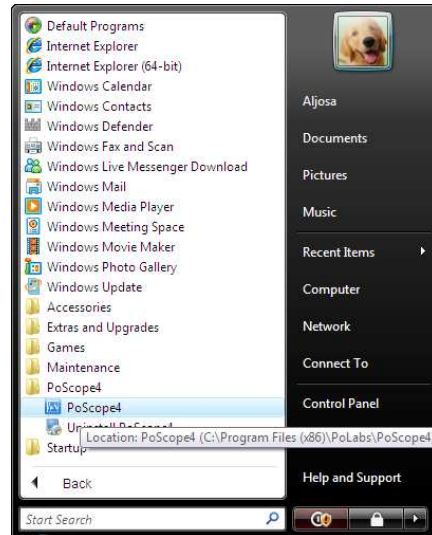


Fig. 1: Shortcut

2. PoScope4 graphic user interface consists of 5 sections. (Fig. 2)

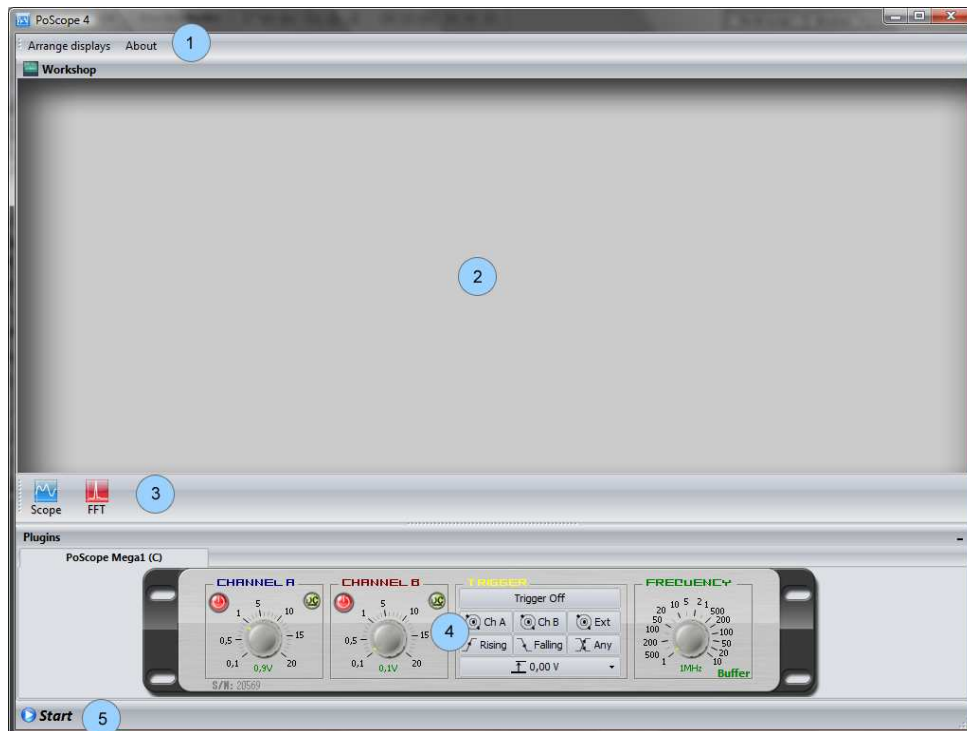


Fig. 2: Sections

Section 1 is toolbar with some basic functions like Arrange Displays. This section could change in next versions. Arrange Displays arranges all displays in Workshop section (2) in preferred number of columns and rows. There is About as well if you want to make sure you have the latest version of software.

Section 2 is Workshop window (with drag and drop functions) where visual controls (Scope, FFT, etc...) are located. Workshop contains all user selected visual controls to represent captured data from devices.

Section 3 is Visual controls toolbar. For each visual control there is an icon representing particular visual control. When you click on icon a visual control appears in Workshop section. You can add as many visual controls to Workshop as possible. In future versions the users will be able to develop own visual controls.

Section 4 is window with Plugins. Our software is plugin based and every device needs it's own plugin to use it in PoScope4. This is very practical because users are able to develop plugin for their own devices and are not restricted only to our devices. In future versions there will be available PoScope4 SDK to develop user plugins. Every plugin's GUI that represents some device is located in this section. The plugin's GUI is not part of the PoScope4 and it could be custom. Plugin's GUI is top most level layer for device settings. With GUI controls you can set workflow and settings for device. You can have as many as possible plugins. If you have two or more same devices and you would like to use them all there is no problem. In this version simply copy and paste plugin dll file in plugins folder (in installation folder) and you could use one more device. Do this for number of devices you have. In future versions this will be done automatically.

Section 5 is Star button which starts or freezes visual display controls. If you want to display data on visual controls then click on Start button (or press Space bar). If you want to freeze current state press the same button when it says Pause. If you set visual controls in workshop nothing will happen if you hadn't press the Start button.

3 First steps

Follow the steps on Fig. 3. The order doesn't matter.



Fig. 3: First steps

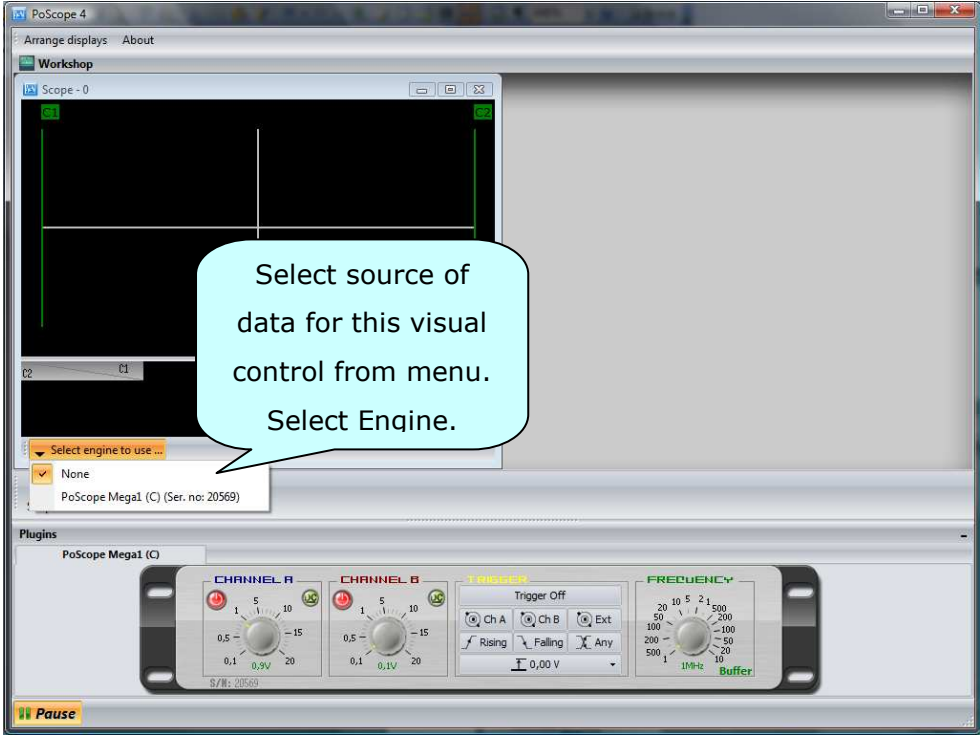


Fig. 4: Select engine

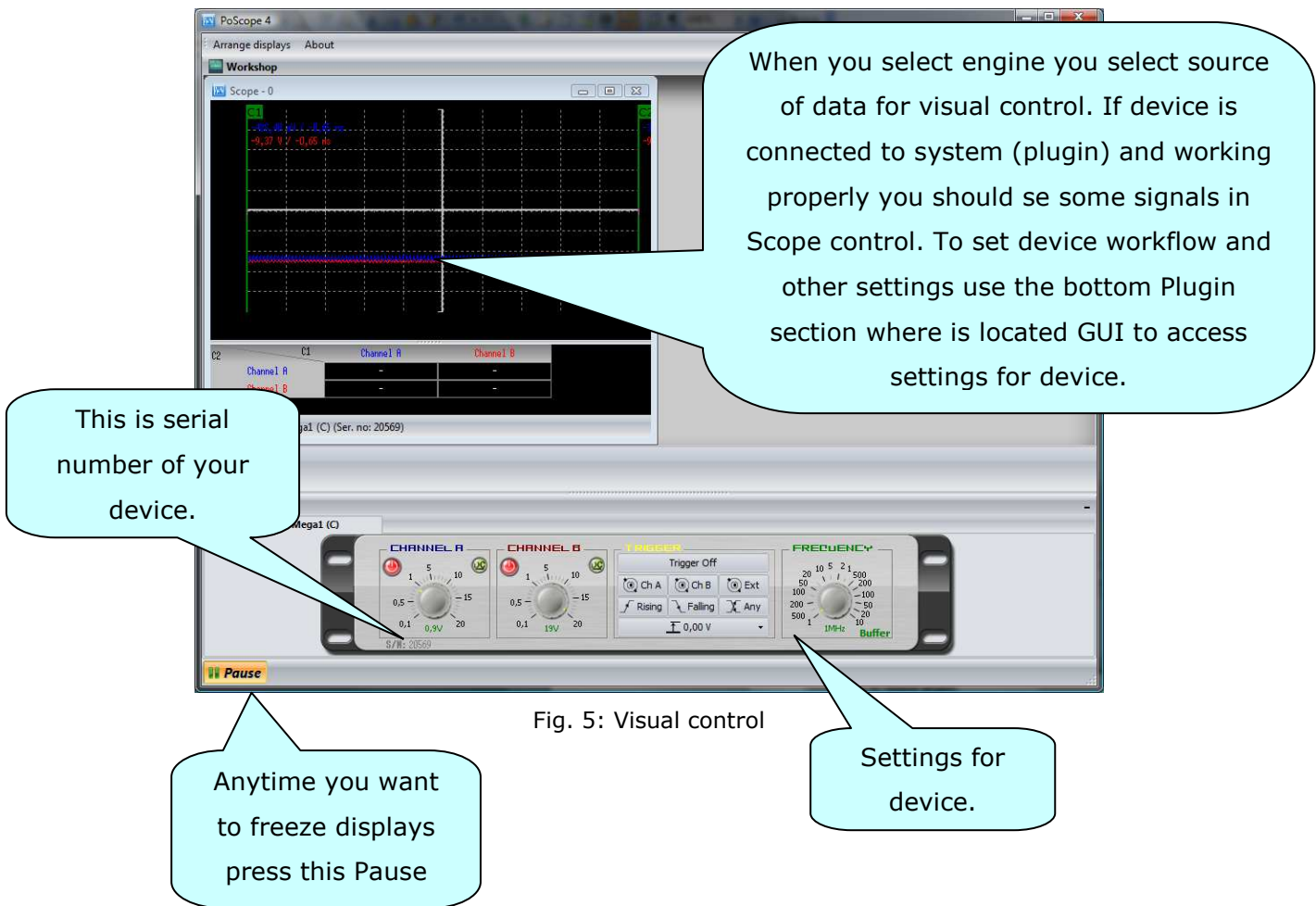


Fig. 5: Visual control

4 End

We try to make usage as simple as possible for all our users. If you are still not clear with usage of our software or hardware please do not hesitate to contact us. With your help and feedback we will try to make our products even better. Thank you for choosing PoScope4.