

Appendix D – Dual Trigger Input

DT15 Dual Trigger Module Option

This module option allows the Gate input to double as a second trigger input. For consistency the enabling menu for this option is located under the 'Trigger' menu structure. Once you have enabled the trigger functionality of the unit, both the 'Gate' input and the 'Trig' input can act as trigger inputs. However, in this case the 'Gate' input can still act as a system or channel gating signal as well as a trigger signal.

If your unit has this option the 'Trigger' button will have two menus, one for adjusting the "Level" and "Edge" for "T" and another for adjusting "G". The "T" designates the "Trig" input and the "G" designates the "Gate" input. The "Level" for the 'Gate' input can also be adjusted from the 'Gate' menu.

Once you have enabled the triggering functionality of the unit, you can then choose which channels will be triggered off of the 'Gate' input and which channels will be triggered off of the 'Trig' input. This selection can be done in the secondary channel menus which are accessed by first pushing the yellow 'Func' button, then pushing the button of the channel of interest. The option is labeled "Trig Src:"; indicating the trigger source.

Also note that there is another secondary channel menu that allows you to choose whether or not that particular channel is gated off of the 'Gate' input, while also allowing the option to trigger off of the 'Trig' input or 'Gate' input.

Additional Communication Commands for DT15

| Keyword | Parameters | Comments |
|--------------------|-------------------|--|
| :PULSe [1 / 2 / n] | | Subsystem. Contains commands to control the output pulse generation. Valid suffix range depends on the number of channels (ChA-1, ChB-B, etc...). Command without suffix refers to the currently selected logical instrument. See INSTRUMENTS subsystem. |
| :CTRigger | Trig, Gate | Allows the selection of which input trigger to use |
| :TRIGger | | Subsystem. Contains commands to control the input trigger parameters |
| :GEDGe | RISing or FALLing | Selects which edge the 'Gate' input triggers on |
| :PULSe [0] | | Subsystem. Contains commands to control the output pulse generation. Commands without suffix refer to the currently selected logical instrument. See INSTRUMENTS subsystem |
| :GATe | | Subsystem. Contains commands for the 'Gate' input |
| :Level | Numeric value | Allows you to set the trigger level for the 'Gate' input |