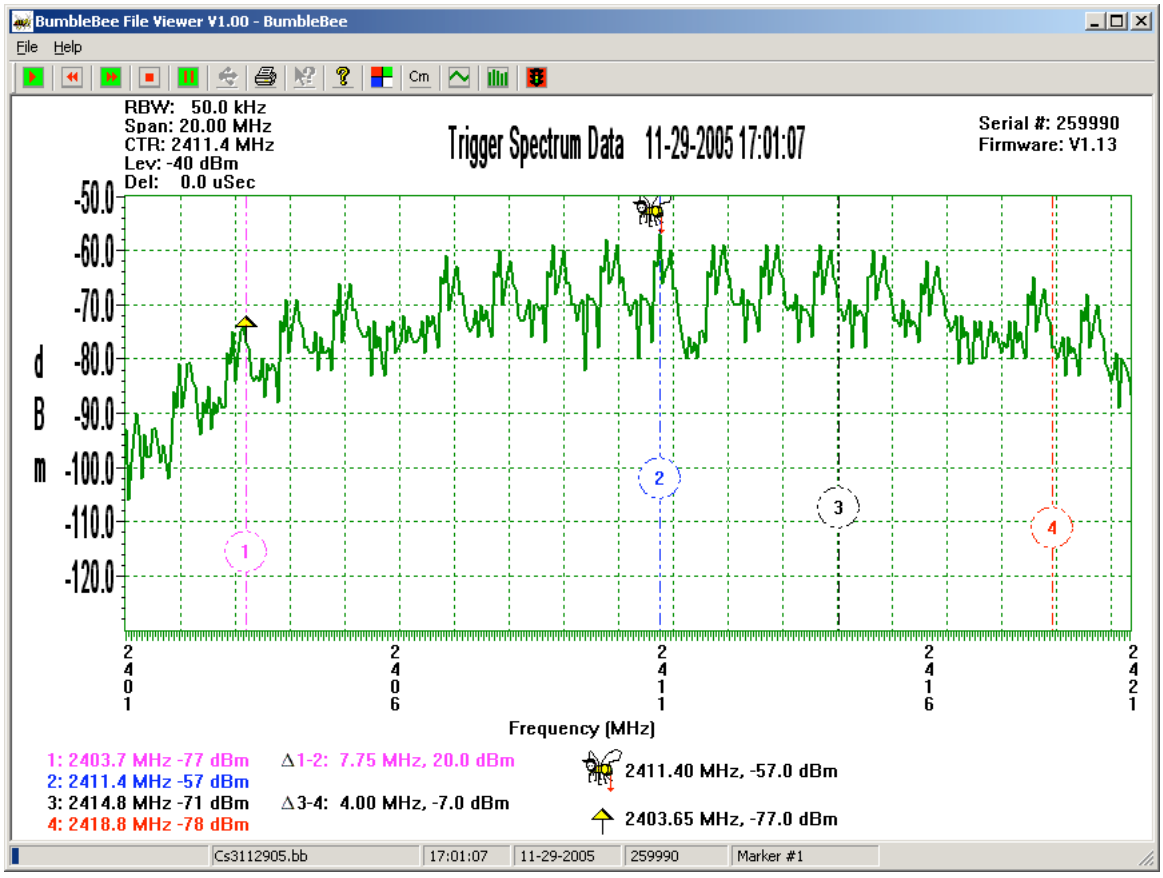
BumbleBee PC Viewer

Manual Version 1.0



BumbleBee PC Data File Viewer Manual V1.00

Contents

Requirements:

PC running Windows XP
1 GHz CPU
128 Mbyte of ram.

Installation:

Run the program “Setup.exe” on the supplied CD by double clicking the icon in Figure 1.

Figure 1

To run the application, double click its icon  and the following screen in Figure 2 will appear:

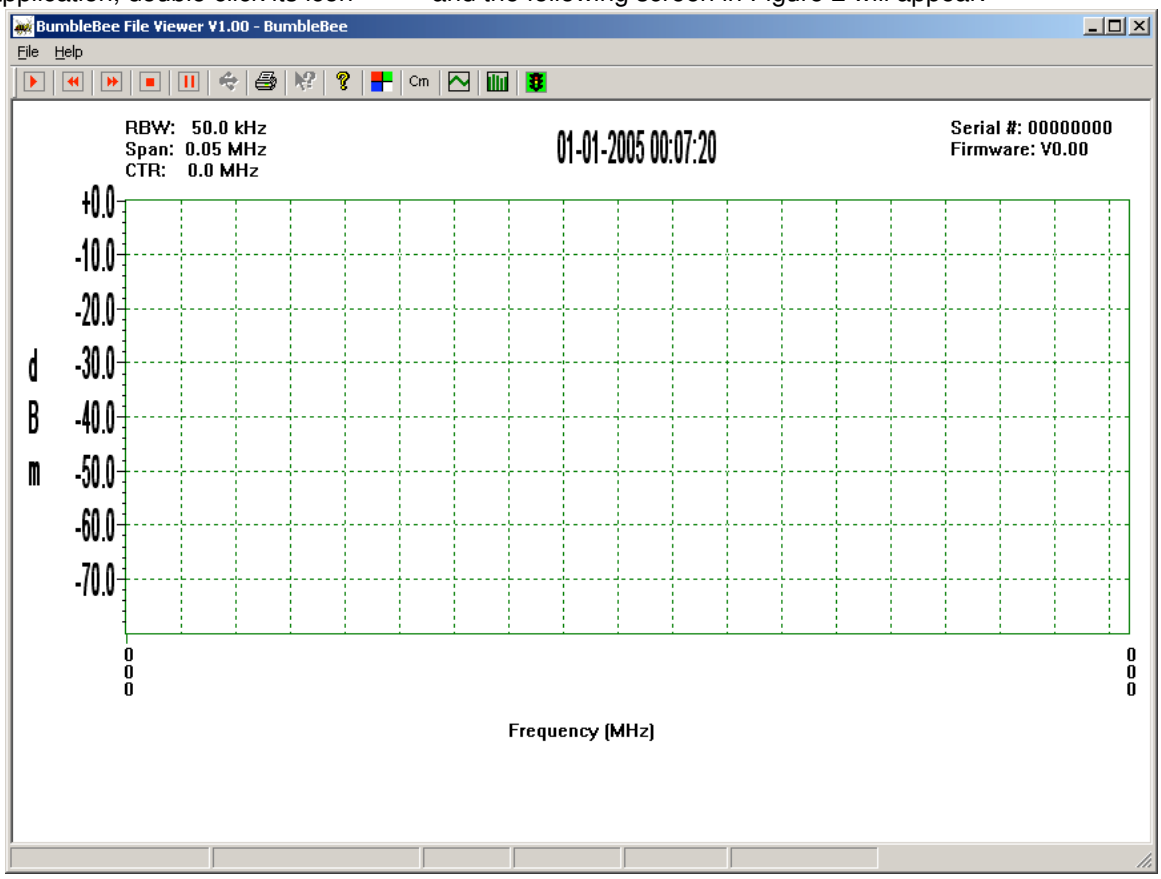


Figure 2

It is assumed at this point that data files have been loaded onto the PC hard drive using Microsoft “ActiveSync” and are in a folder with an appropriate name that is easy to find.

Figure 3

The “Tool Bar” portion is used to control the application. To exit, use the File Menu option “Exit” or Click the X button in the far right corner of the Menu as shown in Figure 3.

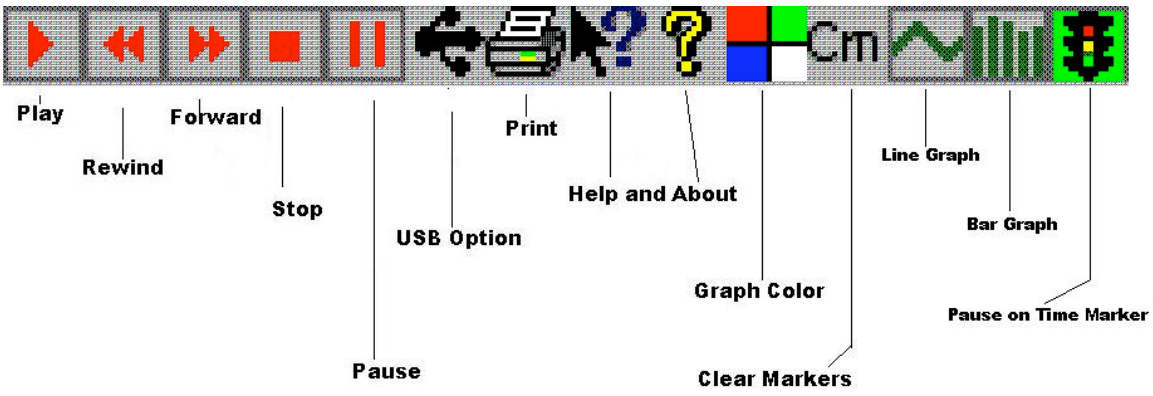


Figure 4

 Play button, click to play a BumbleBee data file. Use the “Look in:” selector to choose the folder that contains the data files. Right click the file to play (it will be highlighted), then click the “Open” button. The file will begin to play.

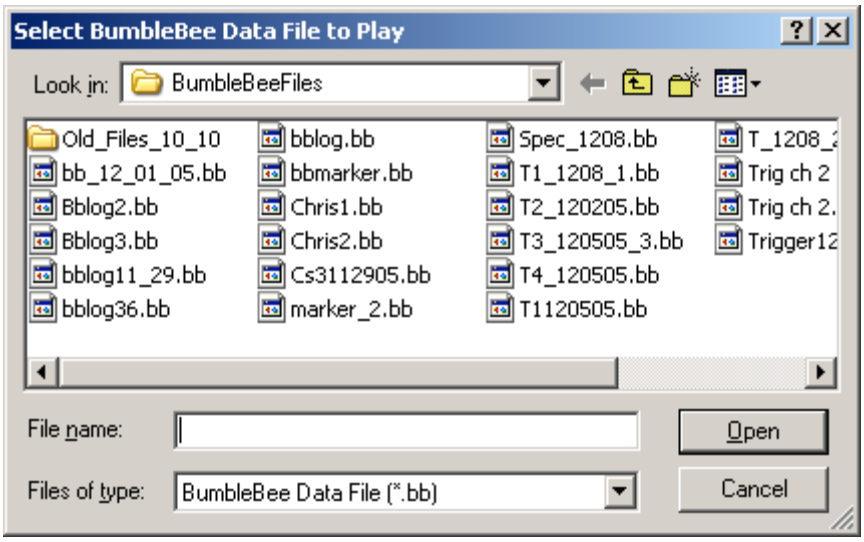

Select BumbleBee Data File to Play
Look in:
BumbleBeeFiles
Old_Files_10_10
bb_12_01_05.bb
Bblog2.bb
Bblog3.bb
bblog11_29.bb
bblog36.bb
bblog.bb
bbmarker.bb
Chris1.bb
Chris2.bb
Cs3112905.bb
marker_2.bb
Spec_1208.bb
T1_1208_1.bb
T2_120205.bb
T3_120505_3.bb
T4_120505.bb
T1120505.bb
T_1208_
Trig ch 2
Trig ch 2.
Trigger12
File name:
Open
Files of type:
BumbleBee Data File (*.bb)
Cancel

Figure 5

First Time Use:

The first time a BumbleBee file is played with this application, the following dialog is displayed:

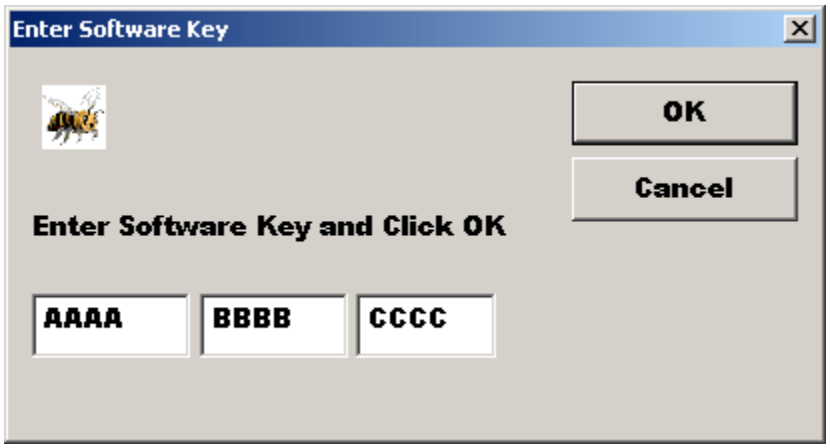


Figure 6

Enter the 12 character software key supplied with the software (in this example the supplied key Is AAAA-BBBB-CCCC).

For each of the 3 edit boxes, enter 4 characters of the key, then hit the space bar. The dialog will move to the next exit box. Once the 12 characters have been entered, click the OK button.

Up to 8 BumbleBee's can be used with the application. If the application is installed on a different computer, the keys must be entered again.

Note: Key characters are not case sensitive.

Click the REWIND button to reverse the direction of the file playback.

Click the FASTFORWARD button to move forward through the file faster than play.

Click STOP to stop the current playback.

Click PAUSE to pause the current playback.

USB – (FUTURE OPTION)

Click to Print (in 8.5x11 BW) the current screen.

Click to get the application information as in Figure 7.

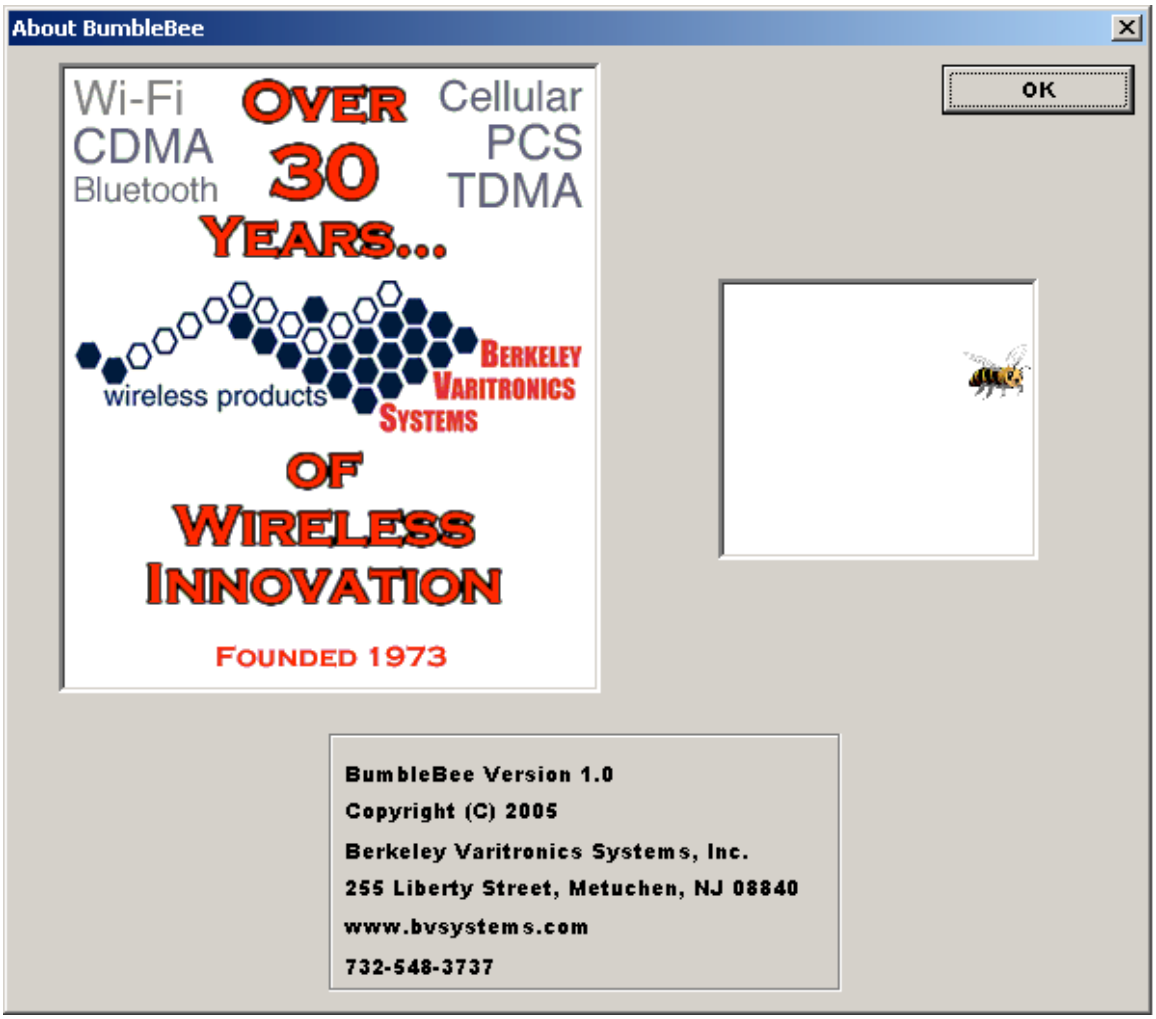
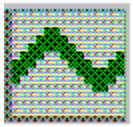


Figure 7

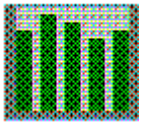
Click the color button to change the graph color. The dialog in Figure is displayed. Select the desired color then click OK.

Figure 8

Click the Clear marker button to remove Viewer markers. Up to four markers can be placed on the graph.



Click to display a line graph (the default).



Click to display a bar graph.

When green as shown, the replay stops whenever a time marker was pressed on the BumbleBee during the measurement. The marker number is displayed in the status bar below the graph.

When red, the replay does not stop when the BumbleBee time marker changes. To change from red to green, click the button.

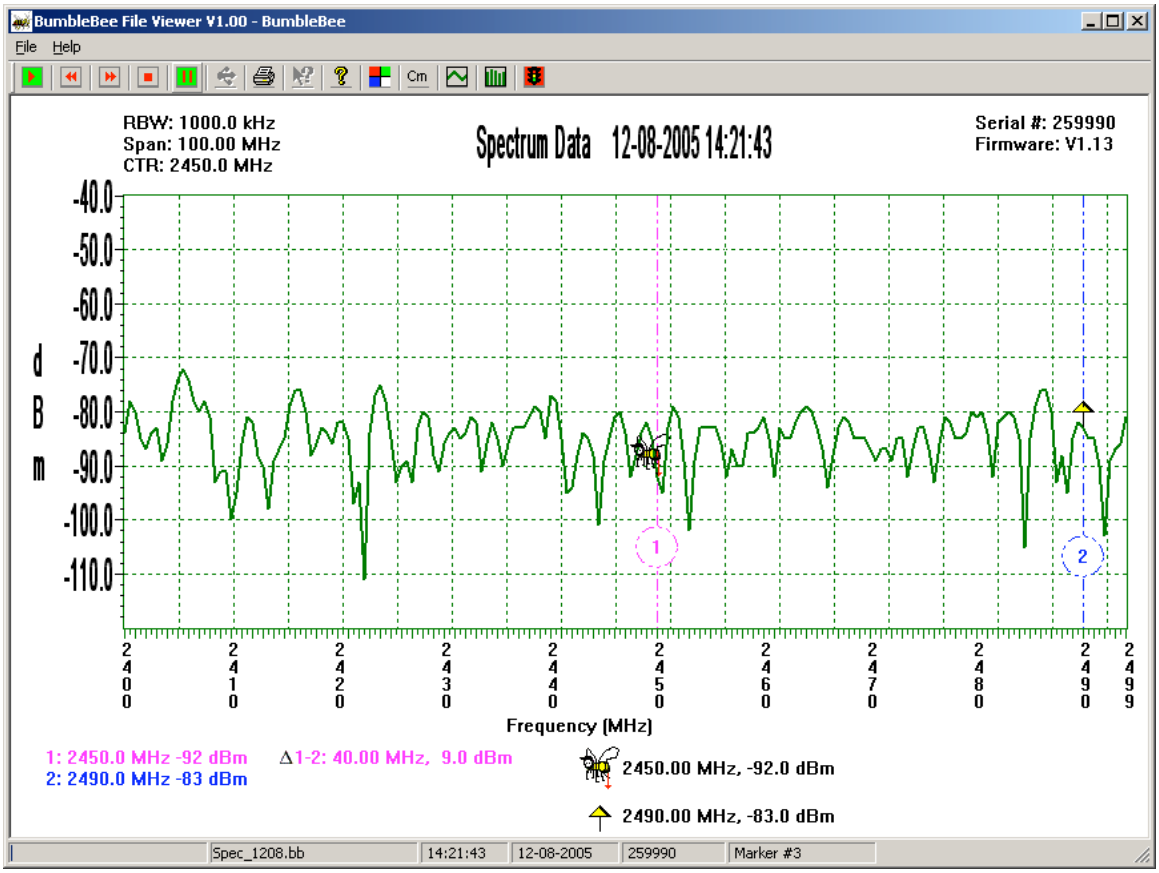


Figure 9

Figure 8 is an example of a Spectrum measurement playback. Note that the Play and Pause buttons are highlighted in green. This indicates the current status of these buttons (ON is green). The status bar is below the graph and contains (from left to right) a playback progress bar, the name of the file being played, the date and time contained in the data, the BumbleBee Serial # and the Time Marker value.

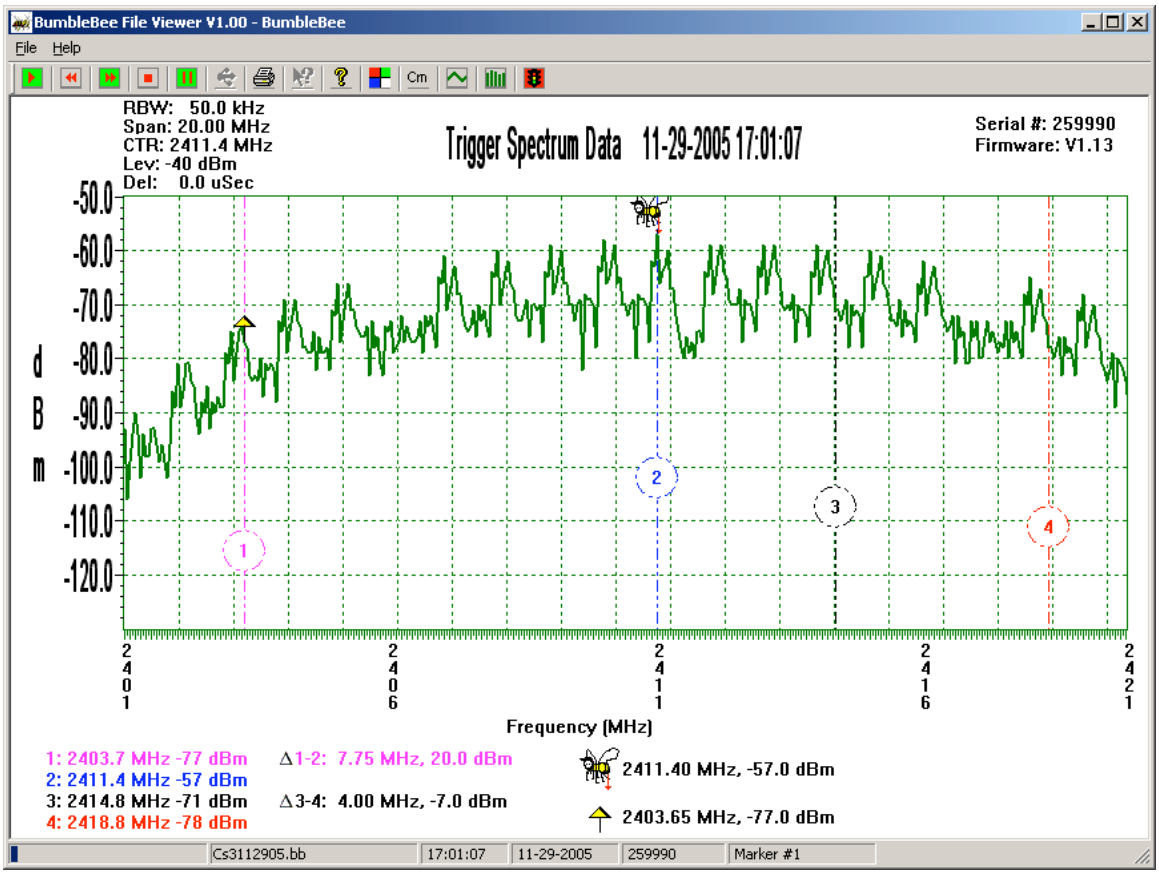


Figure 10

The screen in Figure 9 is a trigger spectrum measurement playback.

Graph Items:

Above the graph on either side of the title is the information from the BumbleBee about the measurement such as Resolution Band Width (RBW).

This icon is displayed on and below the graph. It is the position of the BumbleBee marker if it was on during the measurement.

This icon is also displayed on and below the graph. It is the position of the BumbleBee delta marker if it had been on during the measurement.

This icon is a PC marker and is set by the user during replay. To set a marker, move the mouse pointer to the desired position of the graph and left click. Once a marker is visible, it can be moved by positioning the mouse pointer in the circle around the marker number and dragging it by holding the right mouse button down while moving the mouse.

Up to four such marker can be set, and the delta dBm and frequency between marker 1-2, 3-4 is displayed below the graph.