PX3 OWNER'S MANUAL ERRATA

Rev. A2-2, November 3, 2014

MAKE THESE CHANGES TO YOUR REV A2 MANUAL

<u>IMPORTANT NOTE:</u> Items 8 and 9 (below) refer to an assembly error many builders have made. Be sure you mount the plastic bezel that covers the display screen on the OUTSIDE of the enclosure as shown in Figure 30 on page 40.

- 1. **Page 7, The Basics:** The PWR switch is listed as a "tap" function, but you must hold it for almost 1/2 second to turn the PX3 on.
- 2. Page 9, PX3 Signal Cabling with KXPA100 Amplifier and KX3 to KXPA100 Adapter Cable: Add the following note:

⚠ When used with the KXPA100 Amplifier connected as shown here, the PX3 RS232 data rate must be set to 38400 baud (see menu entry RS232 on page 29).

- 3. **Page 22, Configuring the Power Switch:** Delete the paragraph starting with "Pins 2 & 3:..." Only configurations with pins 3 & 4 and pins 1 & 2 are applicable.
- 4. **Page 26, Opposite Sideband Nulling:** After completing the procedure you can save the new settings using the Utility Program Save Configuration feature so it can be recalled easily should you ever need to reset the PX3.
- 5. **Page 37, Parts List, Front Panel Board, E850624:** Delete the note that reads:

"One pin has been cut on the 40-pin connector on the reverse side. This is intentional."

A few early boards had an unused pin cut off. It is left in place on later boards.

- 6. **Page 38: Parts List;** Change the description of the threaded nylon standoff (E700306) from 4-40 to 2-56 thread.
- 7. **Page 44, Figure 32:** Add a #2 split ring lock washer under the screw used to secure the power supply board.
- 8. **Page 43, Figure 30**. Add the following directly under the figure:

A Be sure you have mounted the plastic bezel on the OUTSIDE of the front panel as shown in Figure 30.

9. **Page 45, Figure 34.** Add the following directly under the figure:

A If the side panel does not fit as shown, be sure you have mounted the plastic bezel over the display screeen on the OUTSIDE of the front panel as shown in Figure 30.