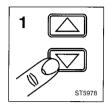
1/2. LCD test

While in the SERVICE menu, press the SCOPE softkey to enter the **SCOPE section of the Performance Verification Procedure**.



Now a (dark) test pattern is displayed. This pattern consists of a circle placed in a square, and three diagonal lines (see figure 4.2).

NOTE: Firmware versions below V3.20 provide only one diagonal line.

Observe the test pattern closely. The lines may not be interrupted; the pattern must be continuous. In this test sets the display to a high contrast, resulting in a dark display. If there are defects in the pixel columns of the Liquid Crystal Display, they must be clearly visible now as intermissions in the pattern.

After you have checked the display, press the upper select/adjust key once. Now an oscilloscope screen is displayed.

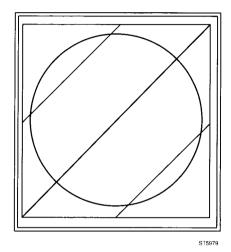
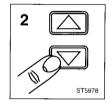
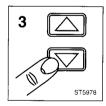


Figure 4.2 Test pattern



Press the upper select/adjust key again to go to step 2. Now the display shows the same pattern, but with a low contrast (bright screen). This will help you to locate any failures in the pixel rows of the LCD.

3. Ground level check



Press the upper select/adjust key to go to step 3. The purpose of this step is to check the ground level position adjustments (0V) for both traces. The ScopeMeter display shows the text "Verif 3", to show that this is the third SCOPE Performance Verification step (see figure 4.3).

Requirements:

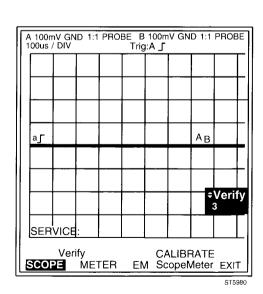


Figure 4.3 Reference set-up

Verify that the traces of both channels A and B are situated on the vertical middle of the screen.