

S E R V I C E N O T E

SUPERSEDES: NONE

HP 8753D Network Analyzers

Serial Numbers: 0000A00000/3410A08021

Firmware Upgrade corrects Phaselock and Power Switching problems.**Parts Required:**

HP P/N	Discription
08753-60185	Firmware Upgrade Kit (Revision D.05.48)

Duplicate Service Notes: 8752C-01**To Be Performed By:** HP-Qualified Personnel*Continued*

DATE: March 1997

ADMINISTRATIVE INFORMATION

SERVICE NOTE CLASSIFICATION:					
MODIFICATION RECOMMENDED					
ACTION CATEGORY:	<input type="checkbox"/> IMMEDIATELY <input type="checkbox"/> ON SPECIFIED FAILURE <input checked="" type="checkbox"/> AGREEABLE TIME	STANDARDS:	LABOR 1.0 Hours		
LOCATION CATEGORY:	<input type="checkbox"/> CUSTOMER INSTALLABLE <input type="checkbox"/> ON-SITE <input checked="" type="checkbox"/> HP LOCATION	SERVICE INVENTORY:	<input checked="" type="checkbox"/> RETURN <input type="checkbox"/> SCRAP <input type="checkbox"/> SEE TEXT	USED PARTS:	<input type="checkbox"/> RETURN <input checked="" type="checkbox"/> SCRAP <input type="checkbox"/> SEE TEXT
AVAILABILITY:	PRODUCT'S SUPPORT LIFE		HP RESPONSIBLE UNTIL: March 1998		
AUTHOR: EW	ENTITY: 5320	ADDITIONAL INFORMATION:			

Situation:

With a CW freq of between 2.0 and 2.6 GHz OR with a Start Freq. of between 2.0 and 2.6 GHz the warning "Possible False Lock" will occasionally appear.

Output Power would go to maximum level when recalling instrument states.

Switching from port 1 to port 2 when they have different power levels (PORT POWER UNCOUPLED) causes the higher power to appear on the lower power port momentarily.

Solution/Action:

1. Improved Phaselock Algorithm.
2. Save/recall used to go through attenuator 0 value and then set desired attenuation. This is now corrected to set the new attenuation only for the change needed.
3. Switching from port 1 to port 2 when they have different power levels (PORT POWER UNCOUPLED) causes the higher power to appear on the lower power port momentarily. This is now fixed so that (8753D only, not for Opt 011):

high -> low : lower power first, then throw transfer switch

low -> high: throw transfer switch first, then raise power