

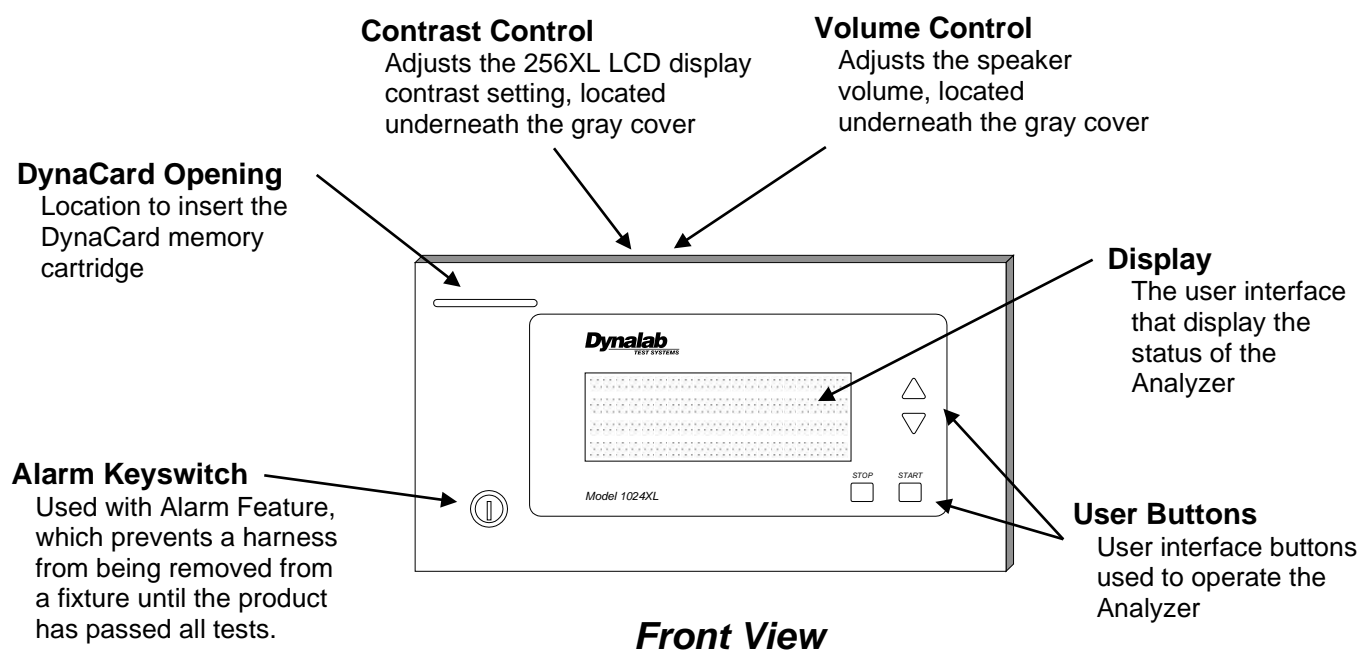
Introduction

Welcome to Dynalab

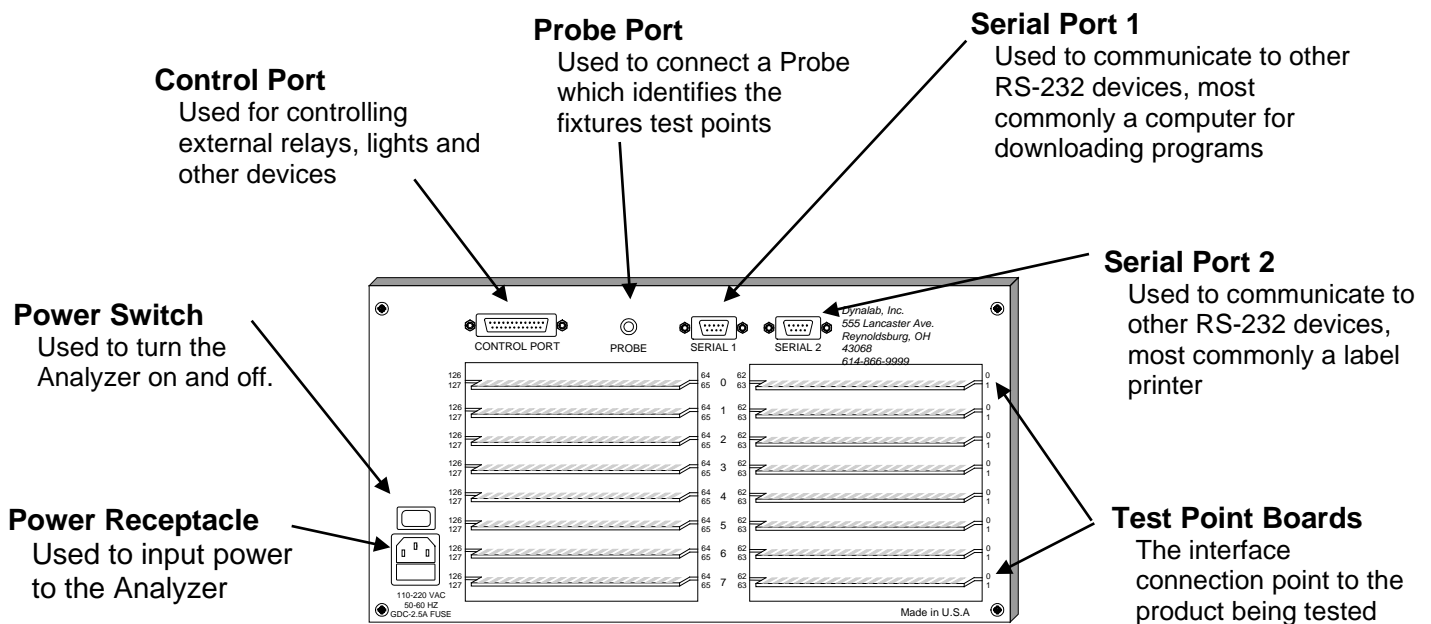
Thank you for selecting Dynalab Test Systems. The Dynalab Circuit Analyzer is designed to run as a stand-alone tester, without a constant connection to a computer. Programs are created with the PASS software, then downloaded into the Analyzer. Program can also be created with the Autolearn function.

This Users Guide mainly describes the Analyzers user interface, hardware configuration and troubleshooting. Please refer to the Dynalab Quick Start guide for the initial setup of the Dynalab system. Also see the PASS Help File for instruction on how to create your programs.

Parts of the Analyzer



Parts of the Analyzer



Rear View

Powering up the Analyzer

The Analyzer comes with a grounded power cord which connects from the receptacle on the rear of the Analyzer to a standard three prong 115 volt receptacle. For proper operation and safety, an adequate ground is required. A 220 VAC supply can also be used.

The power switch is located on the rear of the cabinet. When the power switch is actuated, the Analyzer will display a power up message, including the EPROM version and date, and produce three audible chirps.

```
DYNALAB MODEL 256XL
V7.032
COPYRIGHT
DYNALAB, INC. 09/01
```

The Analyzer then executes a test point diagnostic test. This scan determines the number of test points and displays any errors are found. See the Troubleshooting section of this Users Guide for more information.

```
256 POINTS FOUND
PASSED DIAG TEST
```

Using the Analyzer Menus

A simple menu is provided to control the basic operations of the Analyzer. Additional menus are used to access memory functions and configure a wide range of settings for the Analyzer. These menus are also designed with security options to limit operator access to certain functions.

```
SELECTED_PROGRAM
>RUN  DOWNLOAD
SELECT  TRANSFER
PROBE
```

All Dynalab Analyzer menus, use the “Start” and “Stop” and arrow keys (The symbols {START}, {STOP}, {UP} and {DOWN} will be used to refer to these keys) to navigate menus. The “>” symbol points to the select item. Arrow keys are move the pointer to select different functions. Once selected, {START} executes that item. {STOP} is used to stop execution of a function or to return to the previous menu.

