

To select a window, press (System) TRANSFORM MENU WINDOW. A menu is presented that allows the selection of three window types (see Table 6-12).

Table 6-12. Impulse Width, Sidelobe Level, and Windowing Values

Window <b>Type</b>	Impulse Sidelobe Level	Low Pass Impulse Width (50%)	Step Sidelobe Level	<b>Step Rise Time</b> (10 - 90%)
Minimum	-13 dB	0.60/Freq Span	-21 <b>dB</b>	0.45/FreqSpan
Normal	-44 dB	0.98/Freq Span	-60 <b>dB</b>	0.99/FreqSpan
Maximum	-75 <b>dB</b>	1.39/Freq Span	-70 <b>dB</b>	1.48/FreqSpan

NOTE: The **bandpass** mode simulates an impulse **stimulus**. **Bandpass** impulse width is twice that of low pass impulse width. The **bandpass** impulse **sidelobe** levels are the same as low pass impulse **sidelobe** levels.

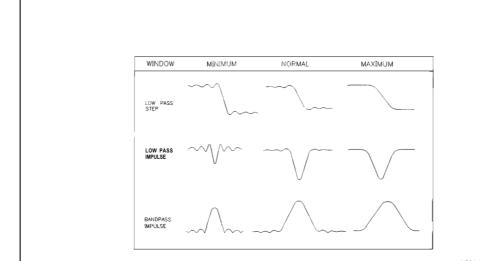


Figure 6-72. The Effects of Windowing on the Time Domain Responses of a Short Circuit

Table 6-13. Gate Characteristics

Gate Shape	<b>Passband</b> Ripple	<b>Sidelobe</b> Levels	Cutoff Time	<b>Minimum</b> Gate span
Gate Span Minimum	±0.10 dB	-48 dB	1.4/Freq Span	2.8/Freq Span
Normal	• 0.01 <b>dB</b>	-68 <b>dB</b>	2.8/Freq Span	5.6/Freq Span
Wide	±0.01 dB	-57 <b>dB</b>	4.4/Freq Span	8.8/Freq Span
Maximum	±0.01 dB	-70 <b>dB</b>	12.7/Freq Span	25.4/Freq Span

## Ten Steps for Performing TDR (Low Pass Step)

- 1. Set up desired frequency range (need wide span for good spatial resolution)
- 2. Under SYSTEM, transform menu, press "set freq low pass"
- 3. Perform one- or two-port calibration
- 4. Select S11 measurement \*
- 5. Turn on transform (low pass step) \*
- 6. Set format to real \*
- 7. Adjust transform window to trade off rise time with ringing and overshoot \*
- 8. Adjust start and stop times if desired
- 9. For gating:
  set start and stop frequencies for gate
  turn gating on \*
  adjust gate shape to trade off resolution with ripple \*
- To display gated response in frequency domain turn transform off (leave gating on) \*
   change format to log-magnitude \*
- \* If using two channels (even if coupled), these parameters must be set independently for second channel

