

Loading instruNet World Text data files into SuperScope II for Macintosh

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One can easily acquire text data files with instruNet World on a Win95/NT/Mac computer, transfer them to a Macintosh, and then load the data into SuperScope II via the following steps.

- 1) Record with instruNet World Ver >= 1.27 on a Win95/NT/Mac cpu.
 - a) In the Setup dialog, set NO OF SCANS to 1, set DIGITIZE INTO To Ram Buffer, set FILE TYPE to **Text**.
 - b) Press the START button to record.
 - c) When finished digitizing, press the SAVE button to save the waves to disk. They will be saved in text format, one file per wave, in one folder.
- 2) Transfer the files to a Macintosh via a network or a floppy. The PC text format is similar to Macintosh text, and is readable by SuperScope II.
 - a) Network: Microsoft Network and Apple Share can share the same ethernet cable and share hard disks via COPSTALK software (www.copstalk.com).
 - b) Floppy: A floppy formatted for 1.4mb on a PC, or a floppy formatted to be "PC Compatible" on Macintosh is compatible with both computers.
- 3) In SuperScope II, load the text files into waves, one file per wave.
 - a) In SuperScope II, select New under Wave to create a wave (e.g. W1), and press Assist to create a Display and place the wave into the display).
 - b) Select New Datapipe under File/Datapipe to create a dp, press the FOLDER button, and navigate to the folder containing the Win 95/NT waves you wish to load.
 - c) Select New Task to create a task, add a Datapipe instruction to "Show Datapipe's folder dialog", add a Disk I/O instruction to Load data into the wave that you created, press the FILE button, select the datapipe in the lower right corner, and then select the wave you want to load (e.g. "Ch1_Vin.txt").
 - d) Add a Calculate Wave instruction, and set up "W1 = Shift W1, -61" to remove the 61 point header.
 - e) Label your task "Load", press Assist to close the task dialog and create a button that runs this task.
 - f) Select Save under File to save your SS2 instrument.
 - g) Press the Load button that you just created, navigate to your Win 95/Nt data, and press OK to load it in.