Frequency

Set the Signal Frequency here. Using your key board just enter the desired frequency.

Under the controls tab Line one:

- Frequency= on your key board enter the desired frequency

- Sweep to Frequency=check this box and enter another frequency to sweep to.

- The frequency of the signal will linearly, i.e. steadily increase or decrease from one to the other.

Line two Dual tone or Dual Sweep Option:

- Check this first box and enter the desired frequency if you want to play two frequencies at the same time.

- Check the Sweep option and enter the frequency you want to sweep to.

Frequency Arrows

Change the Frequency up or down in 1Hz Steps

Wave Type
Choose the Waveform of the generated signal here. You can choose from Sine, Square and Triangular shape. Royal Rife did most his work using square waves, but nowadays others use different waveforms.

Frequency Quality

Sweep Frequencies rules.

- Keeping the numbers closer together for example: 10,000hz to 20,000hz would not be as good as 10,000hz 11,000hz.

- When using the sweep setting adjust the "Sound Duration" (seconds) to improve tone.

The **Logarithmic** function enables the sweep frequency to change logarithmically rather than linearly with time.

Sound Duration

This sets the timing of the frequency in seconds

Loop
Generates an infinitely long signal for constant tone or loops the sweep.

Pulses/sec
You can generate a pulsed signal, and the number of pulses per second is set here.

Duty cycle
The duty cycle is the ratio of signal present versus pause for a pulsed signal. The higher the duty cycle, the shorter the pause between pulses. A pulse starts with the signal and ends with the pause in the pulse.

Scripts

The simplest way to create your own script is enter the desired frequency or sweep and select "**Add to Script**" . Now, look under the "Scripts" heading and you will see your new script. Select "**Save AS"** and name your script.

Scripts are files that you can select from the "Scripts" window. Use the load button to load your script. The script will look something like this:

tone 10000 180 0 100 100
tone 880 180 0 100 100
tone 802 180 0 100 100

end

In the above example line one 10000 = Frequency in hz

You can change the script to your preference, rename and save.

Syntax for above example:

tone [frequency] [duration] [pulses] [duty cycle] [amplitude]

Script Syntax Rules

The first word in each line is a command. The Italicized words below Start the command line

Tone – Generates a fixed frequency tone

Sweep - Generates a frequency sweep

Pause - Pauses the sequence and waits for confirmation to continue from user

Delay - Delays the script by a given number of seconds

Rem – For commenting, line will be ignored by the program

Repeat - Repeats the complete Sequence (infinitely)

End - Ends the sequence

The last command of a script must be *Repeat* or *End*.

Syntax:

tone [frequency] [duration] [pulses] [duty cycle] [amplitude]

sweep [start frequency] [end frequency] [duration] [pulses] [duty cycle] [amplitude] [logarithmic]

delay [duration]

rem This is a comment

pause

end

repeat

Valid ranges for the parameters are:

Frequencies: Anything possible above 0 to the bandwidth frequency

Durations: any, no limits

Pulses: 0 for constant tone or anything up to half the frequency.

Duty Cycle: 0-100 (percent)

Level: 0 to 100, 100 equals 0dBFS, which is the maximum possible output level.

An example script would be:

tone 100 1 0 100 100

```
pause

sweep 1000 1200 10 2 50 90 1

delay 3

tone 2000 10 3 30 100

end
```