VnmrJ User Programming

Varian, Inc. Inova and MercuryPlus NMR Systems
With VnmrJ 2.2MI Software

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Introduction

VnmrJ software provides NMR users with a programming environment for customizing the system software and the operator interface. This manual covers MAGICAL programming, pulse sequence programming, and manipulating parameters and data.

Overview of this Manual

This manual explains how to use these capabilities:

- Chapter 1, "MAGICAL II Programming," describes MAGICAL II (MAGnetics Instrument Control and Analysis Language), a powerful software application that enables full automation of spectrometer operation and data analysis using macros.
- Chapter 2, "Pulse Sequence Programming," covers pulse sequence programming using Varian's powerful and extensive set of pulse sequence statements.
- Chapter 3, "Pulse Sequence Statement Reference," is an alphabetical reference to each pulse sequence statement in VnmrJ.
- Chapter 4, "Linux Level Programming," is an overview of the operating system.
- Chapter 5, "Parameters and Data," covers manipulating parameters, using data files, modifying parameter displays, and writing user-defined weighting functions

Notational Conventions

The following notational conventions are used throughout all VnmrJ manuals:

- `Typewriter-like characters` identify VnmrJ and UNIX commands, parameters, directories, and file names in the text of the manual. For example:

  The `shutdown` command is in the `/etc` directory.
- `Typewriter-like characters` also show text displayed on the screen, including the text echoed on the screen as commands are entered. For example:

  `Self test completed successfully.`
- Text shown between angled brackets (<...>) in a syntax entry is optional. For example, if the syntax is `seqgen s2pul<.c>`, entering the "`.c`" suffix is optional, and typing `seqgen s2pul.c` or `seqgen s2pul` is functionally the same.
- Lines of text containing command syntax, examples of statements, source code, and similar material are often too long to fit the width of the page. To show that a line of text had to be broken to fit into the manual, the line is cut at a convenient point (such as at a comma near the right edge of the column), a backslash (\) is inserted at the cut, and the line is continued as the next line of text. This notation will be familiar to C programmers. Note that the backslash is not part of the line and, except for C source code, should not be typed when entering the line.
- Because pressing the Return key is required at the end of almost every command or line of text typed on the keyboard, use of the Return key is mentioned only in cases where it is *not* used. This convention avoids repeating the instruction "press the Return key" throughout most of this manual.
- Text with a change bar (like this paragraph) identifies new VnmrJ material.

Chapter 1. # MAGICAL II Programming

Sections in this chapter:

Many of the actions performed on an NMR spectrometer are performed many times a day. VnmrJ software incorporates a high-level macro programming language designed for NMR called "NMR" language, MAGICAL II™ (MAGnetics Instrument Control and Analysis Language, version II—usually just called MAGICAL in this chapter) to make these actions easier. Many commands used in VnmrJ are macros (see `/vnmr/maclib`).

1.1 Working with Macros

A *macro* is a user-defined command containing a long series of commands and parameter changes that are enter one by one. A spectrum is plotted with a scale under the spectrum, and parameters on the page using the following sequence of commands:

```
pl
pscale
hpa
page
```

A macro, called `plot`, containing these commands can be written. A macro called `plot_2d` using certain parameters to routinely plot 2D spectra can be written:

```
wc=160
sc=20
wc2=160
sc2=20
pcon(10,1.4)
page
```

MAGICAL provides an entire series of programming tools, such as `if` statements and loops, that can be used as part of macros. MAGICAL also provides other NMR-related tools which give access to NMR information like peak heights, integrals, and spectral regions. Using these two sets of tools, "NMR algorithms" are easily implemented with MAGICAL.

Writing a Macro

Consider the following problem: find the largest peak in a spectrum in which the peaks may be positive or negative (such as an APT spectrum) and adjust the vertical scale of the spectrum so that the tallest peak is 180 mm high. The following macro (or MAGICAL program) that we call `vsadj` illustrates how the MAGICAL tools can be used to quickly and simply find a solution:

```
"vsadj --- Adjust scale of spectrum"
peak:$height,$frequency                        "Find largest peak"
if $height<0 then   $height=-$height endif     "If negative, make
                                               positive"
vs=180*vs/$height                              "Adjust the vertical
                                               scale"
```

As written, the macro `vsadj` has four lines:

- The material in double-quotation marks (the first line and parts of other lines) are comments. MAGICAL permits comments, and as is good programming practice, this example is filled with comments to explain what is happening.
- The second line of the macro ("`peak:$height,...`") illustrates the ability of MAGICAL to extract spectral information. The `peak` command looks through the spectrum and returns to the user the height and frequency of the tallest peak in the spectrum, which are then stored (in this example) in temporary variables named `$height` and `$frequency`.
- The third line of the macro ("`if $height<0...`") illustrates that MAGICAL is a high-level programming language, with conditional statements (e.g., `if... then...`), loops, etc. This particular line ensures that the peak height we measure is always a positive value, which is necessary for the calculation in the next line.
- The last line ("`vs=180*vs...`") illustrates the use of NMR parameters (like `vs`, which sets the vertical scale) as simple variables in our macro. This line accomplishes the task of calculating a new value of `vs` that will make the height of the tallest peak equal to 180 mm.

Part of the power of the MAGICAL macro language is its ability to build on itself. For example, we can create first-level macros out of existing commands, second-level macros out of first-level macros and commands, and so on. Suppose we created a macro `plot`, for example, we might also create a macro `setuph`, another macro `acquireh`, and yet another macro `processh`. Now we might create a "higher-level" macro, `H1`, which is equivalent to `setuph acquireh processh plot`. Perhaps we have created two more similar macros, `C13` and `APT`. Now we might create yet another higher-level macro `HCAPT`, equivalent to `H1 C13 APT`. At every step of the way, the power of the macro increases, but without increasing the complexity.

Many macros are part of the standard VnmrJ software. These macros are discussed in the relevant chapters of the manual *Getting Started*—processing macros are discussed along with processing commands, acquisition setup macros along with acquisition setup commands, etc. Refer to the *VnmrJ Command and Parameter Reference* for a concise description of standard macros. The examples used here are instructive examples and do not necessarily represent standard Varian software.

Executing a Macro

When any program is executed, the command interpreter first checks to see if it is a standard VnmrJ command. If the program is not a command, the command interpreter then attempts to find a macro with the program name. Unlike a built-in VnmrJ command, which is a built-in procedure containing code that normally cannot be changed by users, the code inside a macro is text that is accessible and can be changed by users as needed.

If a VnmrJ command and a macro have the same name, the VnmrJ command always takes precedence over a macro. For example, there is a built-in VnmrJ command named `wft`. If someone happens to write a macro also named `wft`, the macro `wft` will never get executed because the VnmrJ command `wft` takes precedence. To get around this restriction, the `hidecommand` command can rename a command so that a macro with the same name as a command is executed instead of the built-in command. If the user who wrote the `wft` macro enters `hidecommand('wft')`, the command is renamed to `Wft` (first letter made upper case) and the macro `wft` is now executable directly. The new `wft` macro can access the hidden `wft` built-in command by calling it with the name `Wft`. To go back to executing the command `wft` first, enter `hidecommand('Wft')`.

Macro files can reside in four separate locations:

1. In the user's `maclib` directory.
2. In the directory pointed to by the `maclibpath` parameter (if `maclibpath` is defined in the user's global parameter file).
3. In the directory pointed to by the `sysmaclibpath` parameter (if defined).
4. In the system `maclib` directory.

When macros are executed, the four locations are searched in this order. The first location found is the one that is used. For example, `rt` is a standard VNMR macro in the system `maclib`. If a user puts a macro named `rt` in the user's `maclib`, the user's `rt` macro takes precedence over the system `rt` macro.

The `which` macro can search these locations and display the information it finds about which location contains a macro. For example, entering `which('rt')` determines the location of the macro `rt`.

The system macro directory `/vnmr/maclib` can be changed by the system operator only, but changes to it are available to all users. Each user also has their own private macro directory `maclib` in the user's `vnmrsys` directory. These macros take precedence over the system macros if a macro of the same name is in both directories. Thus, users can modify a macro to their own needs without affecting the operation of other users. If the command interpreter does not find the macro, it displays an error message to the user.

Macros are executed in exactly the same way as normal system commands, including the possibility of accepting optional arguments (shown by angled brackets "`<...>`"):

```
macroname<(argument1<,argument2,...>)>
```

Arguments passed to commands and macros can be constants (examples are `5.0` and `'apt'`), parameters and variables (`pw` and `$ht`), or expressions (`2*pw+5.0`). Recursive calls to procedures are allowed. Single quotes must be used around constant strings.

Macros can also be executed three other ways:

- When the VnmrJ program is first run, a system macro `bootup` is run. This macro in turn runs a user macro named `login` in the user's local `maclib` directory if such a macro exists.
- When any parameter `x` is entered, if that parameter has a certain "protection bit" set (see "Format of a Stored Parameter," page 292), a macro by the name `_x` (that is, the same name as the parameter with an underline as a prefix) is executed. For example, changing the value of `sw` executes the macro `_sw`.

- Whenever parameters are retrieved with the `rt`, `rtp`, or `rtv` commands, a macro named `fixpar` is executed.

If the macro needs to know what macro invoked it, that information is stored by the string parameter `macro` available in each parameter set.

Transferring Macro Output

Output from many commands and macros, in addition to being displayed on the screen or placed in a file, can also be transferred into any parameter or variable of the same type. To receive the output of a program of this type, the program name (and arguments, if any) are followed by a colon (:) and one or more names of variables and parameters that are to take the output:

```
macroname<(arg1<,arg2,...>)>:variable1,variable2,...
```

For example, the command `peak` (described on page 40) finds the height and frequency of the tallest peak. Entering the command:

```
peak:r1,r2
```

results in `r1` containing the height of the tallest peak and `r2` its frequency. Therefore, entering the command

```
peak:$ht,cr
```

would set `$ht` equal to the height of the tallest peak and set the cursor (parameter `cr`) equal to its frequency, and thus would be the equivalent of a “tallest line” command (similar to but different than the command `nl` to position the cursor at the nearest line).

It is not necessary to receive all of the information. For example, entering

```
peak:$peakht
```

puts the height of the tallest peak into the variable `$peakht`, and does not save the information about the peak frequency.

The command that displays a line list, `dll`, also produces one output—the number of lines. Entering

```
dll:$n
```

reads the number of lines into variable `$n`. `dll` alone is perfectly acceptable although the information about the number of lines is then “lost.”

Loading Macros into Memory

Every time a macro is used, it is “parsed” before it is executed. This parsing takes time. If a macro is used many times or if faster execution speed is desirable, the parsed form of the macro, user or system, can be loaded into memory by the `macrold` command. When that macro is executed, it runs substantially faster. One or more macros can be “pre-loaded” to run automatically when VnmrJ is started by inserting some `macrold` commands into your `login` macro.

Macros are also loaded into memory by the `macrovi` or `macroedit` commands to edit the macro. The only argument in each is the name of the macro file; for example, enter `macrovi('pa')` or `macroedit('pa')` if the macro name is `pa`. The choice depends on the type of macro and the text editor required:

- For a user macro, use `macrovi` a `vi` based editor.
- For a user macro from an editor, select `macroedit`.
- To edit a system macro, copy the macro to your personal macro directory and edit it there with `macrovi` or `macroedit`.

To select the editor for macroedit, set the operating systems (OS) variable vnmreditor to its name (vnmreditor is set through the OS env command). A script for the editor in the bin subdirectory of the VnmrJ system directory must also exist. For example, to select Emacs, set vnmreditor=emacs and have a script vnmr_emacs.

Several minor problems need to be considered in loading macros into memory:

- These macros consume a small amount of memory. In memory-critical situations, remove one or more macros from memory using the purge<(file)> command, where file is the name of a macro file to be removed from memory. Entering purge with no arguments removes all macros loaded into memory.

CAUTION: **The purge command with no arguments should never be called from a macro, because it will remove all macros from memory, including the macro containing purge. Furthermore, purge, where the argument is the name of the macro containing the purge command, should never be called.**

- A macro loaded in memory and modified from a separate terminal window leaves the copy in memory is *unchanged*. Executing the causes VNMR to execute the old copy in memory. Use macrovi or macroedit to edit the macro, or if the macro has been edited in another window use macrold to replace the macro loaded in memory with the new version.

A personal macro created with the same name as a system macro already in memory requires the use of purge to clear the system macro from memory so the personal version in maclib directory is subsequently be executed.

Performance is improved if a macro called inside a macro loop is called before entering the loop and executing the loop. Remove the called macro from memory with the purge command after exiting the loop.

1.2 Programming with MAGICAL

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- "Variable Types," page 31
- "Arrays," page 32
- "Expressions," page 34
- "Input Arguments," page 35
- "Name Replacement," page 36
- "Conditional Statements," page 36
- "Loops," page 37
- "Macro Length and Termination," page 38
- "Command and Macro Tracing," page 38

MAGICAL has many features, including tokens, variables, expressions, conditional statements, and loops. To program in MAGICAL, be aware of the main features described in this section.

Tokens

A token is a character or characters that is taken by the language as a single “thing” or “unit.” There are five classes of tokens in MAGICAL: identifiers, reserved words, constants, operators, and separators.

Identifiers

An identifier is the name of a command, macro, parameter, or variable, and is a sequence of letters, digits, and the characters _ $ #. The underline _ counts as a letter. Upper and lower case letters are different. The first letter of identifiers, except temporary variable identifiers, must be a letter. Temporary variable identifiers start with the dollar-sign ($) character. Identifiers can be any length (but be reasonable). Examples of identifiers are `pcon`, `_pw`, or `$height`.

Reserved Words

The identifiers listed in Table 1 are reserved words and may not be used otherwise. Reserved words are recognized in both upper and lower case formats (e.g., do not use either `and` or `AND` except as a reserved word).

Table 1. Reserved Words in MAGICAL.

abort	else	not	trunc
abortoff	elseif	or	typeof
aborton	endif	repeat	then
and	endwhile	return	until
break	if	size	while
do	mod	sqrt	

Constants

Constants can be either floating or string.

- A floating constant consists of an integer part, a decimal point, a fractional part, the letter E (or `e`) and, optionally, a signed integer exponent. The integer and fraction parts both consist of a sequence of digits. Either the integer part or the fraction part (but not both) may be missing; similarly, either the decimal point, or the E (or `e`) and the exponent may be missing. Some examples are 1.37E–3, 4e5, .2E2, 1.4, 5.
- A string constant is a sequence of characters surrounded by single-quote characters (`'`...`'`) or by backward single-quote characters (\`...\`). `'This is a string'` and `` `This is a string` `` are examples of string constants.

  To include a single-quote character in a string, place a backslash character (\) before the single-quote character, for example:

  ```
  'This string isn\'t permissible without the backslash'
  ```

  To include a backslash character in the string, place another backslash before the backslash, such as

  ```
  'This string includes the backslash \\'
  ```

  Alternatively, the two styles of single quote characters can be used. If backward single quotes are used to delimit a string, then single quotes can be placed directly within the string, for example:

  ```
  `This isn't a problem`
  ```

Or the single-quote styles can be exchanged, for example:

`'This isn`t a problem'`

The single quote style that initiates the string must also terminate the string.

Operators

Table 2 lists the operators available in MAGICAL. Each operator is placed in a group, and groups are shown in order of precedence, with the highest group precedence first. Within each group, operator precedence in expressions is from left to right, except for the logical group, where the respective members are listed in order of precedence.

Table 2. Order of Operator Precedence (Highest First) in MAGICAL

Group	*Operation*	*Description*	*Example*
special	`sqrt()`	square root	`a = sqrt(b)`
	`trunc()`	truncation	`$3 = trunc(3.6)`
	`typeof()`	return argument type	`if typeof('$1') then...`
	`size()`	return argument size	`r1 = size('d2')`
unary	`-`	negative	`a = -5`
multiplicative	`*`	multiplication	`a = 2 * c`
	`/`	division	`b = a / 2`
	`%`	remainder	`$1 = 4 % 3`
	`mod`	modulo	`$3 = 7 mod 4`
additive	`+`	addition	`a = x + 4`
	`-`	subtraction	`b = y - sw`
relational	`<`	less than	`if a < b then...`
	`>`	greater than	`if a > b then...`
	`<=`	less than or equal to	`if a <= b then...`
	`>=`	greater than or equal to	`if a >= b then...`
equality	`=`	equal to	`if a = b then...`
	`<>`	not equal to	`if a <> b then...`
logical	`not`	negation	`if not (a=b) then...`
	`and`	logical and	`if r1 and r2 then...`
	`or`	logical inclusive or	`if (r1=2) or (r2=4) then...`
assignment	`=`	equal	`a = 3`

There are four "built-in" special operators:

- `sqrt` returns the square root of a real number.
- `trunc` truncates real numbers.
- `typeof` returns an identifier (0, or 1) for the type (real, or string) of an argument. The `typeof` operator will abort if the identifier does not exist.
- `size` returns the number of elements in an arrayed parameter.

The unary, multiplicative, and additive operators apply only to real variables. The + (addition) operator can also be used with string variables to concatenate two strings together. The mathematical operators can not be used with mixed variable types.

If the variable is an array, the mathematical operators try to do simple matrix arithmetic. If two matrices of the same size are equated, added, subtracted, multiplied, divided, or one matrix is taken as a modulus, each element of the first matrix is operated on with the corresponding element of the second. If two matrices of the same size are compared with an `and` operator, the resulting Boolean is the AND of each individual element. If two matrices of the same size are ORed together, the resulting Boolean is the OR of each individual element. If the two matrices have unequal sizes, an error results.

An arrayed variable *cannot* be operated on (added, multiplied, etc.) by a single-valued constant or variable. For example, if `pw` is an array of five values, `pw=2*pw` does *not* double the value of each element of the array.

Comments

MAGICAL programming provides three ways to enter comments:

- Create a comment by putting characters between double quotation marks ("..."), except when the double quotation marks are in a literal string, e.g.,

  ```
  'The word “and” is a reserved word'
  ```

  Comments based on double quotation marks can appear anywhere—at the beginning, middle, or end of a line—but cannot span multiple lines. At the end of a comment, place a second double quotation mark; otherwise, the comment is automatically terminated when the end of a line occurs.

- Create a single-line comment with two slash marks (//). The comment starts with the // and ends on the line., e.g.,

  ```
  // This is a comment
  ```

  As with the double quotation marks, // in a literal string does not signify a comment. This type of comment is often used for a brief description of the preceding command, e.g.,

  ```
  cdc // clear drift correction
  ```

- Create a single-line or multiple-lines comment with a slash and asterisk (/*), which begins the comment, and an asterisk and a slash (*/), which ends the comment, e.g.,

  ```
  /* The comment
     can span
     multiple lines
  */
  ```

  This type of comment is useful for longer descriptions. It is also useful for “commenting out” sections of a macro for debugging purposes.

  Again, if the /* or */ are in a literal string, they do not serve as comment delimiters. These comments do not nest; that is, the following construct will fail,

  ```
  /*
    /* Comment does not nest
       This will cause an error
    */
  */
  ```

  In this example, the first /* starts the comment. The second /* is ignored because it is part of the comment. The first */ terminates the comment, which causes the second */ to generate an error.

Separators

Blanks, tabs, new lines, and comments serve to separate tokens and are otherwise ignored.

Variable Types

As with many programming languages, MAGICAL provides two classes of variables:

- Global variables (also called external) that retain their values on a permanent or semi-permanent basis. These are present in parameter sets and `~/vnmrsys/global`, for example.

  Global variables in this section refer to variables that retain their values upon exiting a macro and not specifically to the variables present in `~/vnmrsys/global`.
- Local variables (also called temporary, dummy, or automatic) that are created for the time it takes to execute the macro in question, after which the variables no longer exist.

Global and local variables can be of two types: real and string. Global real variables are stored as double-precision (64-bit) floating point numbers. The `real(variable)` command creates a real variable without a value, where `variable` is the name of the variable to be created and stored in the current parameter set.

Although global real variables have potential limits from `1e308` to `1e-308`, when such variables are created, they are given default maximum and minimum values of `1e18` and `-1e18`; these can subsequently be changed with the `setlimit` command. For example, `setlimit('r1',1e99,-1e99,0)` sets variable `r1` to limits of `1e99` and `-1e99`. Local real variables have limits slightly less than `1e18` (`9.999999843067e17`, to be precise) and cannot be changed.

String variables can have any number of characters, including a null string that has no characters. The command `string(variable)`, where `variable` is the name of the variable to be created, creates a string variable without a value, and is stored in the current parameter set.

Both real and string variables can have either a single value or a series of values (also called an array).

Global and local variables have the following set of attributes associated with them:

name	group	array size
basictype	display group	enumeration
subtype	max./min. values	protection status
active	step size	

The variable's attributes are used by programs when manipulating variables.

Global Variables

The most important global variables used in macros are the VnmrJ parameters themselves. Thus parameters like `vs` (vertical scale), `nt` (number of transients), `at` (acquisition time), etc., can be used in a MAGICAL macro. Like any variable, they can be used on the left side of an equation (and hence their value changed), or they can be used on the right side of an equation (as part of a calculation, perhaps to set another parameter).

The real-value parameters `r1`, `r2`, `r3`, `r4`, `r5`, `r6`, and `r7`, and the string parameters `n1`, `n2`, and `n3` can be used by macros. These are experiment-based parameters. Setting these parameters in one experiment, `exp1` for example, and running a macro that changes experiments, using the command `jexp3` for example, causes a new set of such parameters to appear. Similarly, recalling parameters or data with the `rt` or `rtp` commands overwrites the current values of these parameters, just as it overwrites the values of all other parameters.

Within a single experiment, and assuming that the `rt` and `rtp` commands are not used, these parameters do act like global parameters in that all macros can read or write information into these parameters, and hence information can be passed from one macro to another. Thus they provide a useful place to store information that must be retained for some time or must be accessed by more than one macro—be sure that some other macro does not change the value of this variable in the meantime.

Variables stored in `~/vnmrsys/global` are not experiment-based and retain their values even when `jexp(experiment_number)`, `rt<('file'<,'nolog'>)>`, or `rtp<('file')>` are used.

Local Variables

Any number of local variables can be created within a macro. These temporary variables begin with the dollar-sign ($) character, such as `$number` and `$peakht`. The type of variable (real or string) is decided by the first usage—there is no variable declaration, as in many languages. Therefore, setting, `$number=5` and `$select='all'` establishes `$number` as a real variable and `$select` as a string variable.

A special initialization is required in one situation. When the first use of a string variable is as the return argument from a procedure, it must be initialized first by setting it to a null string. For example, a line such as

```
input('Input Your Name: '):$name
```

produces an error. Use instead

```
$name=' ' input('Input Your Name: '):$name.
```

By definition, local variables are lost upon completion of the macro. Furthermore, they are completely local, which means that each macro, even a macro that is being run by another macro, has its own set of variables. If one macro sets `$number=5` and then runs another macro that sets `$number=10`, when the second macro completes operation and the execution of commands returns to the first macro, `$number` equals 5, not 10. If the first macro is run again at a later time, `$number` starts with an undefined value. It is good practice to use local variables whenever possible.

Local variables can also be created on the command input line. These variables are automatically created but are not deleted, and hence this is not a recommended practice; use `r1`, `r2`, etc., instead.

Accessing a variable that does not exist displays the error message:

```
Variable “variable_name” doesn’t exist.
```

Arrays

Both global and local variables, whether real or string, can be arrayed. Array elements are referred to by square brackets ([...]), such as `pw[1]`. Indices for the array can be fixed numbers (`pw[3]`), global variables (`pw[r1]`), or local variables (`pw[$i]`). Of course, the index must not exceed the size of the array. Use the `size` operator to determine the array size. For example, the statement `r1=size('d2')` sets `r1` to number of elements in variable `d2`. If the variable has only a single value, `size` returns a 1; if the variable doesn't exist, it returns a 0.

Some arrays, such as a pulse width array, are user-created. Other arrays, such as `llfrq` and `llamp`, are created by the software (in this case when a line list is performed). In both these cases, a macro can refer to any existing element of the array, `pw[4]` or `llfrq[5]`, for example.

A MAGICAL macro can also create local variables containing arrayed information by itself. No dimensioning statement is required; the variable just expands as necessary. The only constraint is that the array must be created in order: element 1 is first, element 2 second, and so on. The following example shows how an array might be created and all values initialized to 0:

```
$i=1
repeat
    $newarray[$i]=0
    $i=$i+1
until $i>10
```

Arrays of String Variables

Arrays of string variables are identical in every way to arrays of real variables, except that the values are strings. If, for example, a user has entered `dm='nny','yyy'`, the following macro plots each spectrum with the proper label:

```
$i=1
repeat
   select($i)
   pl
   write('plotter',0,wc2max-10,'Decoupler mode: %s',dm[$i])
   page
   $i=$i+1
until $i>size('dm')
```

Arrays of Listed Elements

Arrays can be constructed by simply listing the elements, separated by commas. For example,

```
pw=1,2,3,4
```

creates a `pw` array with four elements. Select the initial array element when using this list mechanism by providing the index in square brackets. For example,

```
pw[3]=5,6
```

results in `pw` having elements 1,2,5,6. Extend arrays as in

```
pw[5]=7,8,9
```

which yields a `pw` array or 1,2,5,6,7,8,9. Change existing values and extend the array, as in

```
pw[6]=6,7,8,9,10
```

which yields a `pw` array of 1,2,5,6,7,6,7,8,9,10

Comma separated lists can also include expressions. For example,

```
d2=0,1/sw1,2/sw1,3/sw1
```

The square brackets can also be used on the right-hand side of the equal sign in order to construct arrays. The [ ] can enclose a single value or expression or an array of values or expressions. Any mathematics applied to the [ ] element is applied individually to each element within the [ ].

Some examples.

Enter	*Result*
`nt=[1]`	`nt=1`
`nt=[1,2,3]`	`nt=1,2,3`
`nt=[1,2,3]*10`	`nt=10,20,30`

Enter	*Result*
`nt=22*[2*3,r2+6,trunc(r3)]+2`	`nt=22*2*3+2,22*(r2+6)+2,22*trunc(r3)+2`
`d2=[0,1,2,3]/sw1`	`d2=0/sw1,1/sw1,2/sw1,3/sw1`

Use [ ] to give precedence to expressions, just like ( ).

Enter	*Result*
`nt=[2*[3+4]]`	`nt=14`

There are a couple of limitations if the [ ] element is used as part of a mathematical expression. When used in expressions, only a single [ ] element is allowed. Also, when used in expressions, the [ ] element cannot be mixed with the standard comma (,) arraying element. For example, `nt=[1,2]*[3,4]` is not allowed and generates the error message:

```
"No more than one [--.--]"
```

`nt=1,[2,3,4]*10` is not allowed and generates the error message:

```
"Cannot combine , with [--.--]"
```

These restrictions only occur if mathematical operators are used and the [ ] element itself contains a comma. Simply listing multiple [ ] elements, or combining them with the comma element is okay.

Enter	*Result*
`nt=[1,2],3`	`nt=1,2,3`
`nt=[1,2],[3,4]`	`nt=1,2,3,4`

Array Error Messages

Accessing an array element that does not exist displays the error message:
`variable_name["index"] index out of bounds`

Using a string as an index, rather than an integer, displays the error message:
`Index for variable_name['index'] must be numeric`

or

`Index must be numeric`

Finally, using an array as an index displays the error message:
`Index for variable_name must be numeric scalar`

or

`Index must be numeric scalar.`

Expressions

An *expression* is a combination of variables, constants, and operators. Parentheses can be used to group together a combination of expressions. Multiple nesting of parentheses is allowed. In making expressions, combine only variables and constants of the same type:

- Real variables and constants only with other real variables and constants.
- String variables and constants only with other string variables and constants.

The type of a local variable (a variable whose name begins with a $) is determined by the context in which it is first used. The only ambiguity is when a local variable is first used as a return argument of a command such as input, as discussed in the previous section on local variables.

If an illegal combination is attempted, an error message is displayed:

```
Can't assign STRING value "value" to REAL variable \
"variable_name"
```

or

```
Can't assign REAL value (value) to STRING variable  \
"variable_name"
```

Mathematical Expressions

Expressions can be classified as mathematical or Boolean. Mathematical expressions can be used in place of simple numbers or parameters. Expressions can be used in parameter assignments, such as in pw=0.6*pw90, or as input arguments to commands or macros, such as in pa(-5+sc,50+vp).

When parameters are changed as a result of expressions, the normal checks and limits on the entry of that particular parameter are followed. For example, if nt=7, the statement nt=0.5*nt will end with nt=3, just as directly entering nt=3.5 would have resulted in nt=3. Other examples of this include the round-off of fn entries to powers of two, limitation of various parameters to be positive only, etc.

Boolean Expressions

Boolean expressions have a value of either TRUE or FALSE. Booleans are represented internally as 0.0 for FALSE and 1.0 for TRUE, although in a Boolean expression any number other than zero is interpreted as TRUE. Boolean expressions can only compare quantities of the same type—real numbers with real numbers, or strings with strings. Some examples of Boolean expressions include pw=10, sw>=10000, at/2<0.05, and (pw<5) or (pw>10).

The explicit use of the words “TRUE” and “FALSE” is not allowed. All Boolean expressions are implicit—they are evaluated when used and given a value of TRUE or FALSE for the purpose of some decision.

Input Arguments

Arguments passed to a macro are referenced by $n, where n is the argument number. An unlimited number of arguments ($1, $2, and so on) can be passed. The name of the macro itself may be accessed using the special name $0. For example, if the macro test1 is running, $0 is given the value test1. A second special variable $# contains the number of arguments passed and can be used for routines having a variable number of arguments. $## is the number of return values requested by the calling macro. Arguments can be either real or string types, as with all parameters.

An example of using an input arguments such as $1:

```
"vsmult(multiplier)"
"Multiply vertical scale (vs) by input argument"
vs=$1*vs
```

Another example, which uses two input arguments:

```
"offset(arg1,arg2)"
"Increment vertical position (vp) and horizontal position (sc)"
vp=$1+vp
sc=$2+sc
```

The `typeof` operator returns a 0 if the variable is real. It returns a 1 if the variable is a string. It will abort if the variable does not exist. For example, in the conditional statement `if typeof('$1') then ...`, the `then` part is executed only if `$1` is a string.

Name Replacement

An identifier surrounded by curly braces ({...}) results in the identifier being replaced by its value before the full expression is evaluated. If the name replacement is on the left side of the equal sign, the new name is assigned a value. If the name replacement is on the right side of the equal sign, the value of the new name is used. The following are examples of name replacement:

```
$a = 'pw'              "variable $a is set to string 'pw'"
{$a} = 10.3            "pw is set to 10.3"
pw = 20.5              "pw is set to 20.5"
$b = {$a}              "variable $b is set to 20.5"
{$a}[2]=5              "pw[2] is set to 5.0"
$b = {$a}[2]           "variable $b is set to 5.0"
$cmd='wft'             "$cmd is set to the string 'wft'"
{$cmd}                 "execute wft command"
```

The use of curly braces for command execution is subject to a number of constraints. In general, using the VNMR command `exec` for the purpose of executing an arbitrary command string is recommended. In this last example, this would be `exec($cmd)`.

Conditional Statements

The following forms of conditional statements are allowed:

```
if booleanexpression then ... endif
if booleanexpression then ... else ... endif
if booleanexpression then ... {elseif boolianexpression then...
}[else...]endif
```

The `elseif` subexpression in braces can be repeated any number of times. The `else` subexpression in brackets is optional.)

Any number of statements (including none) can be inserted in place of the ellipses (...). If `booleanexpression` is TRUE, the `then` statements are executed; if `booleanexpression` is FALSE, the `else` statements (if any) are executed instead. Note that `endif` is required for both forms and that no other delimiters (such as `BEGIN` or `END`) are used, even when multiple statements are inserted. Nesting of `if` statements (the use of `if` statement as part of another `if` statement) is allowed, but be sure each `if` has a corresponding `endif`. Nested `if...endif` statements tend to result in long, confusing lists of `endif` keywords. Often, this can be avoided by using the `elseif` keyword. Any number of `elseif` statements can be included in an `if...endif` expression. Only one of the `if`, `elseif`, or `else` clauses will be executed.

The following example uses a simple `if` ... `then` conditional statement:

```
"error --- Check for error conditions"
if (pw>100) or (d1>30) or ((tn='H1') and (dhp='y'))
    then write('line3','Problem with acquisition parameters')
endif
```

This example adds an `else` conditional statement:

```
"checkpw --- Check pulse width against predefined limits"
if pw<1
   then pw=1 write('line3','pw too small')
   else if pw>100
      then pw=100 write('line3','pw too large')
   endif
endif
```

This example illustrates the use of `elseif` conditional statements:

```
if ($1='mon') then
   echo('Monday')
elseif ($1 = 'tue') then
   echo('Tuesday')
elseif ($1 = 'wed') then
   echo('Wednesday')
elseif ($1 = 'thu') then
   echo('Thursday')
elseif ($1 = 'fri') then
   echo('Friday')
else
   echo('Weekend')
endif
```

Loops

Two types of loops are available. The `while` loop has the form:

```
while booleanexpression do ... endwhile
```

This type of loop repeats the statements between `do` and `endwhile`, as long as `booleanexpression` is TRUE (if `booleanexpression` is FALSE from the start, the statements are not executed).

The other type of loop is the `repeat` loop, which has the form:

```
repeat ... until booleanexpression
```

This loop repeats statements between `repeat` and `until`, until `booleanexpression` becomes TRUE (if `booleanexpression` is TRUE at the start, the statements are executed once).

The essential difference between `repeat` and `while` loops is that the `repeat` type always performs the statements at least once, while the `while` type may never perform the statements. The following macro is an example of using the `repeat` loop:

```
"maxpk(first,last) -- Find tallest peak in a series of spectra"
$first=$1
repeat
   select($1) peak:$ht
   if $1=$first
      then $maxht=$ht
      else if $ht>$maxht then $maxht=$ht endif
   endif
   $1=$1+1
until $1>$2
```

Both types of loops are often preceded by `$n=1`, then have a statement like `$n=$n+1` inside the loop to increment some looping condition. Beware of endless loops!

Macro Length and Termination

Macros have no restriction on length. Execution of a macro is terminated when the command `return` is encountered. This is usually inserted into the macro after testing some condition, as shown in the example below:

```
"plotif--Plot a spectrum if tallest peak less than 200 mm"
peak:$ht
if $ht>200 then return else pl endif
```

The syntax `return(expression1,expression2,...)` allows the macro to return values to another calling macro, just as do commands. This information is captured by the calling macro using the format `:argument1,argument2,...` Here is an example of returning a value to the calling macro:

```
"abs(input):output -- Take absolute value of input"
if $1>0 then return($1) else return(-$1) endif
```

In nested macros, `return` terminates the currently operating macro, but not the macro that called the current macro.

To terminate the action of the calling macro (and all higher levels of nesting), the `abort` command is provided. `abort` can be made to act like `return` at any particular level by using the `abortoff` command. Consider the following sequence:

```
abortoff   macro1   macro2
```

If `macro1` contains an `abort` command and it is executed, `abort` terminates `macro1`; however, `macro2` still will be executed. If the macro sequence did not contain the `abortoff` statement, however, execution of an `abort` command in `macro1` would have prevented the operation of `macro2`. The `aborton` command nullifies the operation of `abortoff` and restores the normal functioning of `abort`.

Command and Macro Tracing

In VnmrJ we send the output to any terminal window. In the terminal window type '`tty`'; reply is `/dev/pts/xx`, where `xx` is a number. Use this on the VnmrJ command line `jFunc(55,'/dev/pts/xx')`. Replace xx with the correct number.

The commands `debug('c')` and `debug('C')` turn on and off, respectively, VnmrJ command and macro tracing. When tracing is on, a list of each executed command and macro is displayed in the Terminal window from which VnmrJ was started. Nesting of the calls is shown by indentation of the output. A return status of “returned” or “aborted” can help track down which macro or command failed.

If VnmrJ is started when the user logs in, the output goes to a Console window. If no Console window is present, the output goes into a file in the `/var/tmp` directory. This last option is not recommended.

1.3 Relevant VnmrJ Commands

- “Spectral Analysis Tools,” page 39
- “Input/Output Tools,” page 40
- “Regression and Curve Fitting,” page 42
- “Mathematical Functions,” page 43
- “Creating, Modifying, and Displaying Macros,” page 44
- “Miscellaneous Tools,” page 46

Many VnmrJ commands are particularly well-suited for use with MAGICAL programming. This section lists some of those commands with their syntax (if the command uses arguments) and a short summary taken from the *VnmrJ Command and Parameter Reference*. Refer to that publication for more information. (Remember that string arguments must be enclosed in single quotes.)

Spectral Analysis Tools

dres — **Measure linewidth and digital resolution**

Syntax: dres<(<frequency<,fractional_height>>)> \
:linewidth,resolution

Description: Analyzes line defined by current cursor position (cr) for linewidth and digital resolution. frequency overrides cr as the line frequency. fractional_height specifies the height at which linewidth is measured.

dsn — **Measure signal-to-noise**

Syntax: dsn<(low_field,high_field)>:signal_to_noise,noise

Description: Measures signal-to-noise of the tallest peak in the displayed spectrum. Noise region, in Hz, is specified by supplying low_field and high_field frequencies or it is specified by the positions of the left and right cursors.

dsnmax — **Calculate maximum signal-to-noise**

Syntax: dsnmax<(noise_region)>

Description: Finds best signal-to-noise in a region. noise_region, in Hz, can be specified, or the cursor difference (delta) can be used by default.

getll — **Get line frequency and intensity from line list**

Syntax: getll(line_number)<:height,frequency>

Description: Returns the height and frequency of the specified line number.

getreg — **Get frequency limits of a specified region**

Syntax: getreg(region_number)<:minimum,maximum>

Description: Returns the minimum and maximum frequencies, in Hz, of the specified region number.

integ — **Find largest integral in specified region**

Syntax: integ<(highfield,lowfield)><:size,value>

Description: Finds the largest absolute-value integral in the specified region or the total integral if no reset points are present between the specified limits. The default values for highfield and lowfield are parameters sp and sp+wp, respectively.

`mark` **Determine intensity of the spectrum at a point**

Syntax: `mark<(f1_position)>`
`mark<(left_edge,region_width)>`
`mark<(f1_position,f2_position)>`
`mark<(f1_start,f1_end,f2_start,f2_end)>`
`mark<('trace',<options>)>`
`mark('reset')`

Description: 1D or 2D operations can be performed in the cursor or box mode for a total of four separate functions. In the cursor mode, the intensity at a particular point is found. In the box mode, the integral over a region is calculated. For 2D operations, this is a volume integral. In addition, the `mark` command in the box mode finds the maximum intensity and the coordinate(s) of the maximum intensity.

`nll` **Find line frequencies and intensities**

Syntax: `nll<('pos'<,noise_mult))><:number_lines>`

Description: Returns the number of lines using the current threshold, but does not display or print the line list.

`numreg` **Return the number of regions in a spectrum**

Syntax: `numreg:number_regions`

Description: Finds the number of regions in a previously divided spectrum.

`peak` **Find tallest peak in specified region**

Syntax: `peak<(min_frequency,max_frequency)><:height,freq>`

Description: Finds the height and frequency of the tallest peak in the selected region. `min_frequency` and `max_frequency` are the frequency limits, in Hz, of the region to be searched; default values are the parameters `sp` and `sp+wp`.

`select` **Select spectrum or 2D plane without displaying it**

Syntax: `select<(<'f1f3'|'f2f3'|'f1f2'><,'proj'>   \`
`   <'next'|'prev'|plane>)><:index>`

Description: Sets future actions to apply to a particular spectrum in an array or to a particular 2D plane of a 3D data set. `index` is the index number of spectrum or 2D plane.

Input/Output Tools

`apa` **Plot parameters automatically**

Description: Selects the appropriate command on different devices to plot the parameter list.

`banner` **Display message with large characters**

Syntax: `banner(message<,color><,font>)`

Description: Displays the text given by `message` as large-size characters on the VNMR graphics windows.

clear **Clear a window**

Syntax: `clear<(window_number)>`

Description: Clears window given by `window_number`. With no argument, clears the text screen. Clear(2) clears the graphics screen.

echo **Display strings and parameter values in text window**

Syntax: `echo<(<'-n',>string1,string2,....)>`

Description: Functionally similar to the UNIX `echo` command. Arguments to VNMR `echo` can be strings or parameter values, such as `pw`. The `'-n'` option suppresses advancing to the next line.

format **Format a real number or convert a string for output**

Syntax: `format(real_number,length,precision):string_var`
`format(string,'upper'|'lower'|'isreal'):return_var`

Description: Using first syntax, takes a real number and formats it into a string with the given length and precision. Using second syntax, converts a string variable into a string of characters, all upper case or all lowercase, or tests the first argument to verify that it satisfies the rules for a real number (1 is returned if the first argument is a real number, otherwise a zero is returned).

input **Receive input from keyboard**

Syntax: `input<(<prompt><,delimiter>)>:var1,var2,...`

Description: Receives characters from the keyboard and stores them into one or more string variables. `prompt` is a string that is displayed on the command line. The default `delimiter` is a comma.

lookup **Look up and return words and lines from text file**

Syntax: `lookup(options):return1,return2,...,number_returned`

Description: Searches a text file for a word and returns to the user subsequent words or lines. `options` is one or more keywords (`'file'`, `'seek'`, `'skip'`, `'read'`, `'readline'`, `'count'`, and `'delimiter'`) and other arguments.

nrecords **Determine number of lines in a file**

Syntax: `nrecords(file):$number_lines`

Description: Returns the number of “records,” or lines, in the given file.

psgset **Set up parameters for various pulse sequences**

Syntax: `psgset(file,param1,param2,...,paramN)`

Description: Sets up parameters for various pulse sequences using information in a file from the user or system `parlib`.

`write` **Write output to various devices**

Syntax: `write('graphics'|'plotter'<,color|pen>  \`
`   <,'reverse'>,x,y<,template>)<:height>`
`write('alpha'|'printer'|'line3'|'error',template)`
`write('reset'|'file',file<,template>)`

Description: Displays strings and parameter values on various output devices.

Regression and Curve Fitting

`analyze` **Generalized curve fitting**

Syntax: (Curve fitting) `analyze('expfit',xarray<,options>)`
(Regression) `analyze('expfit','regression'<,options>)`

Description: Provides an interface to the curve fitting program `expfit`, supplying input data in the form of the text file `analyze.inp` in the current experiment.

`autoscale` **Resume autoscaling after limits set by scalelimits**

Description: Returns to autoscaling in which the scale limits are determined by the `expl` command such that all the data in the `expl` input file is displayed.

`expfit` **Least-squares fit to exponential or polynomial curve**

Syntax: `expfit options <analyze.inp >analyze.list`

Description: A command that takes a least-squares curve fitting to the data supplied in the file `analyze.inp`.

`expl` **Display exponential or polynomial curves**

Syntax: `expl<(<options,>line1,line2,...)>`

Description: Displays exponential curves resulting from T_1, T_2, or kinetic analyses. Also displays polynomial curves from diffusion or other types of analysis.

`pexpl` **Plot exponential or polynomial curves**

Syntax: `pexpl<(<options><,line1,line2,...)>`

Description: Plots exponential curves from T_1, T_2, or kinetics analysis. Also plots polynomial curves from diffusion or other types of analysis.

`poly0` **Display mean of the data in the file regression.inp**

Description: Calculates and displays the mean of data in the file `regression.inp`.

`rinput` **Input data for a regression analysis**

Description: Formats data for regression analysis and places it into the file `regression.inp`.

`scalelimits` **Set limits for scales in regression**

Syntax: `scalelimits(x_start,x_end,y_start,y_end)`

Description: Causes the command `expl` to use typed-in scale limits.

Mathematical Functions

`abs` **Find absolute value of a number**

Syntax: `abs(number)<:value>`

Description: Finds absolute value of a number.

`acos` **Find arc cosine of a number**

Syntax: `acos(number)<:value>`

Description: Finds arc cosine of a number. The optional return `value` is in radians.

`asin` **Find arc sine of a number**

Syntax: `asin(number)<:value>`

Description: Finds arc sine of a number. The optional return `value` is in radians.

`atan` **Find arc tangent of a number**

Syntax: `atan(number)<:value>`

Description: Finds arc tangent of a number. The optional return `value` is in radians.

`atan2` **Find arc tangent of two numbers**

Syntax: `atan2(y,x)<:value>`

Description: Finds arc tangent of `y/x`. The optional return argument `value` is in radians.

`averag` **Calculate average and standard deviation of input**

Syntax:
```
averag(num1,num2,...)   \
  :average,sd,arguments,sum,sum_squares
```

Description: Finds average, standard deviation, and other characteristics of a series of numbers.

`cos` **Find cosine value of an angle**

Syntax: `cos(angle)<:value>`

Description: Finds cosine of an angle given in radians.

`exp` **Find exponential value of a number**

Syntax: `exp(number)<:value>`

Description: Finds exponential value (base `e`) of a number.

ln **Find natural logarithm of a number**

Syntax: `ln(number)<:value>`

Description: Finds natural logarithm of a number. To convert to base 10, use $\log_{10}x = 0.43429 * \ln(x)$.

sin **Find sine value of an angle**

Syntax: `sin(angle)<:value>`

Description: Finds sine an angle given in radians.

tan **Find tangent value of an angle**

Syntax: `tan(angle)<:value>`

Description: Finds tangent of an angle given in radians.

Creating, Modifying, and Displaying Macros

crcom **Create a user macro without using a text editor**

Syntax: `crcom(file,actions)`

Description: Creates a user macro file in the user's macro directory. The `actions` string is the contents of the new macro.

delcom **Delete a user macro**

Syntax: `delcom(file)`

Description: Deletes a user macro file in the user's macro directory. The `actions` string is the contents of the new macro.

hidecommand **Execute macro instead of command with same name**

Syntax: `hidecommand(command_name)<:$new_name>`
`hidecommand('?')`

Description: Renames a built-in VNMR command so that a macro with the same name as the built-in command is executed instead of the built-in command. `command_name` is the name of the command to be renamed. `'?'` displays a list of renamed built-in commands.

macrocat **Display a user macro on the text window**

Syntax: `macrocat(file1<,file2><,...>)`

Description: Displays one or more user macro files, where `file1, file2,`... are names of macros in the user macro directory.

macrocp **Copy a user macro file**

Syntax: `macrocp(from_file,to_file)`

Description: Makes a copy of an existing user macro.

macrodir **List user macros**

Description: Lists names of user macros.

macroedit **Edit a user macro with user-selectable editor**

Syntax: `macroedit(file)`

Description: Modifies an existing user macro or creates a new macro. To edit a system macro, copy it to a personal macro directory first.

macrold **Load a macro into memory**

Syntax: `macrold(file)<:dummy>`

Description: Loads a macro, user or system, into memory. If macro already exists in memory, it is overwritten by the new macro. Including a return value suppresses the message on line 3 that the macro is loaded.

macrorm **Remove a user macro**

Syntax: `macrorm(file)`

Description: Removes a user macro from the user macro directory.

macrosyscat **Display a system macro on the text window**

Syntax: `macrosyscat(file1<,file2><,...>)`

Description: Displays one or more system macro files, where `file1, file2`,... are names of macros in the system macro directory.

macrosyscp **Copy a system macro to become a user macro**

Syntax: `macrosyscp(from_file,to_file)`

Description: Makes a copy of an existing system macro.

macrosysdir **List system macros**

Description: Lists names of system macros.

macrosysrm **Remove a system macro**

Syntax: `macrosysrm(file)`

Description: Removes a system macro from the macro directory.

macrovi **Edit a user macro with vi text editor**

Syntax: `macrovi(file)`

Description: Modifies an existing user macro or creates a new macro using the `vi` text editor. To edit a system macro, copy it to a personal macro directory first.

mstat **Display memory usage statistics**

Syntax: `mstat<(program_id)>`

Description: Displays memory usage statistics on macros loaded into memory.

`purge` **Remove a macro from memory**

Syntax: `purge<(file)>`

Description: Removes a macro from memory, freeing extra memory space. With no argument, removes all macros loaded into memory by `macrold`.

`record` **Record keyboard entries as a macro**

Syntax: `record<(file|'off')>`

Description: Records keyboard entries and stores the entries as a macro file in the user's `maclib` directory.

Miscellaneous Tools

`axis` **Provide axis labels and scaling factors**

Syntax:
```
axis('fn'|'fn1'|'fn2')<:$axis_label,  \
   $frequency_scaling,$factor>
```

Description: Returns axis labels, the divisor to convert from Hz to units defined by the `axis` parameter with any scaling, and a second scaling factor determined by any `scalesw` type of parameter. The parameter `'fn'|'fn1'|'fn2'` describes the Fourier number for the axis.

`beepoff` **Turn beeper off**

Description: Turns beeper sound off. The default is beeper sound on.

`beepon` **Turn beeper on**

Description: Turns beeper sound on. The default is beeper sound on.

`bootup` **Macro executed automatically when VnmrJ is started**

Syntax: `bootup<(foreground)>`

Description: Displays a message, runs a user `login` macro (if it exists), starts `Acqstat` and `acqi` (spectrometer only), and displays the menu system. `bootup` and `login` can be customized for each user (`login` is preferred because `bootup` is overridden when a new VNMR release is installed). `foreground` is 0 if VNMR is being run in foreground, non-zero otherwise.

`exec` **Execute a VnmrJ command**

Syntax: `exec(command_string)`

Description: Takes as an argument a character string constructed from a macro and executes the VNMR command given by `command_string`.

`exists` **Determine if a parameter, file, or macro exists**

Syntax: `exists(name,type):$exists`

Description: Checks for the existence of a parameter, file, or macro with the given name. `type` is `'parameter'`, `'file'`, `'maclib'`, `'ascii'`, `'directory'` `or filename`. See the *Command and Parameter Reference* manual for a detailed description of the use of `exists` for Applications Directory usage.

`focus` **Send keyboard focus to VNMR input window**

Description: Sends keyboard focus to the VNMR input window.

`gap` **Find gap in the current spectrum**

Syntax: `gap(gap,height):found,position,width`

Description: Looks for a gap between lines of the currently displayed spectrum, where `gap` is the width of the desired gap and `height` is the starting height. `found` is 1 is search is successful, or 0 if unsuccessful.

`getfile` **Get information about directories and files**

Syntax: `getfile(directory,file_index):$file,$file_extension`
`getfile(directory):$number_files`

Description: If `file_index` is specified, the first return argument is the name of the file in the directory with the index `file_index`, excluding any extension, and the second return argument is the extension. If `file_index` is not specified, the return argument contains the number of files in the directory (dot files are not included in the count).

`graphis` **Return the current graphics display status**

Syntax: `graphis(command):$yes_no`
`graphis:$display_command`

Description: Determines what command currently controls the graphics window. If no argument is supplied, the name of the currently controlling command is returned.

`length` **Determine length of a string**

Syntax: `length(string):$string_length`

Description: Determines the length in characters of the given string.

`listenoff` **Disable receipt of messages from send2Vnmr**

Description: Deletes file `$vnmruser/.talk`, disallowing UNIX command `send2Vnmr` to send commands to VNMR.

`listenon` **Enable receipt of messages from send2Vnmr**

Description: Writes files with VNMR port number that UNIX command `send2Vnmr` needs to talk to VNMR. The command then to send commands to VNMR is
`/vnmr/bin/send2Vnmr $vnmruser/.talk command`
where `command` is any character string (commands, macros, or if statements) normally typed into the VNMR input window.

login **User macro executed when VnmrJ activated**

Description: When VNMR starts, the `bootup` macro executes, and then, if the `login` macro exists, `bootup` executes the `login` macro. By creating and customizing the `login` macro, a VNMR session can be tailored for an individual user. The `login` macro does not exist by default.

off **Make a parameter inactive**

Syntax: `off(parameter|'n'<,tree>)`

Description: Makes a parameter inactive. `tree` is `'current'`, `'global'`, `'processed'`, or `'systemglobal'`.

on **Make a parameter active or test its state**

Syntax: `on(parameter|'y'<,tree>)<:$active>`

Description: Makes a parameter active or tests the active flag of a parameter. `tree` is `'current'`, `'global'`, `'processed'`, or `'systemglobal'`.

readlk **Read current lock level**

Syntax: `readlk<:lock_level>`

Description: Returns the same information as would be displayed on the digital lock display using the manual shimming window. It cannot be used during acquisition or manual shimming, but can be used to develop automatic shimming methods such as shimming via grid searching.

rtv **Retrieve individual parameters**

Syntax: `rtv<(file,par1<,index1<,par2,index2...>>)><:val>`

Description: Retrieves one or more parameters from a parameter file to the experiment's current tree. If a return argument is added, `rtv` instead returns values to macro variables, which avoids creating additional parameters in the current tree. For arrayed parameters, array index arguments can specify which elements to return to the macro. The default is the first element.

shell **Start a UNIX shell**

Syntax: `shell<(command)>:$var1,$var2,...`

If no argument is given, opens a normal UNIX shell. If a UNIX command is entered as an argument, `shell` executes the command. Text lines usually displayed as a result of the UNIX command given in the argument can be returned to `$var1`, `$var2`, etc. `shell` calls involving pipes or input redirection (<) require either an extra pair of parentheses or the addition of `; cat` to the `shell` command string, such as:

`shell('ls -t|grep May; cat')`

or

`shell('(ls -t|grep May))`

solppm **Return ppm and peak width of solvent resonances**

Syntax: `solppm:chemical_shift,peak_width`

Description: Returns information about the chemical shift in ppm and peak spread of solvent resonances in various solvents for either ^{1}H or ^{13}C, depending on the observe nucleus `tn` and the solvent parameter `solvent`. This macro is used “internally” by other macros only.

`substr` Select a substring from a string

Syntax:
```
substr(string,word_number):substring
substr(string,index,length):substring
```

Description: Picks a substring out of a string. If two arguments are given, `substring` returns the `word_number` word in `string`**.** If three arguments, it returns a substring from `string` where `index` is the number of the character at which to begin and `length` is the length of the substring.

`textis` Return the current text display status

Syntax:
```
textis(command):$yes_no
textis:$display_command
```

Description: Determines what command currently controls the text window. If no argument is supplied, the name of the current controlling command is returned.

`unit` Define conversion units

Syntax:
```
unit<(suffix,label,m<,tree><,'mult'|'div'>,   \
   b<,tree><,'add'|'sub'>)>
```

Description: Defines a linear relationship that can be used to enter parameters with units. The unit is applied as a suffix to the numerical value (e.g., `10k`, `100p`). `suffix` identifies the name for the unit (e.g., `'k'`). `label` is the name to be displayed when the `axis` parameter is set to the value of the suffix (e.g., `'kHz'`). `m` and `b` are the slope and intercept, respectively, of the linear relationship. A convenient place to put `unit` commands for all users is in the `bootup` macro. Put private `unit` commands in a user’s `login` macro.

Chapter 2. Pulse Sequence Programming

Sections in this chapter:

2.1 Application Type and Execpars Programming

An NMR protocol is a specific set of parameters and methods used to acquire, process, plot, and store NMR data. The parameters also specify the pulse sequence used to acquire the data. NMR protocols can be grouped into classes or types of applications, which often share many of the parameters and methods needed by individual protocols.

VnmrJ uses protocols and application types (`apptype`) to systematize the development of new NMR protocols. The next section describes how protocols and application types are programmed. The remainder of this chapter describes how to program pulse sequences using the traditional C language. To use the SpinCAD interface for creating pulse sequences, refer to the *SpinCAD* manual.

The application type concept provides preparation, prescan, processing, and plotting customization based on the type of NMR data.

apptypes

Each apptype has a corresponding macro, which has the same name as the apptype. These macros handle the customization required for that apptype.

Liquids apptypes

apptype	*representative protocols*
std1d	Proton, Carbon, Phosphorus, Presat, Apt, Dept
homo2d	Cosy, Dqcosy, Gcosy, Gdqcosy, Noesy
hetero2d	Cigar, Cigar2j3j, Ghmbc, Ghmqc, Ghmqctoxy, Ghsqc, Ghsqctoxy, Hmbc, Hmqc, Hmqctoxy, Hsqc, Hsqctoxy

Imaging apptypes

apptype	*representative protocols*
im1D	press isis steam
im1Dcsi	presscsi steamcsi
im1Dglobal	spuls
im2D	angio gems mems sems semsdw
im2Dcsi	csi2d
im2Dfse	fsems
im3D	ct3d, ge3d, ge3dangio, se3d
im3Dfse	fse3d
imEPI	epidw epimss epimssn
imFM	fastestmap

execpar Parameters

Five execpar parameters control the execution of the apptype macros: `execsetup`, `execprep`, `execprescan`, `execprocess`, and `execplot`. The following two examples show how the execpar parameters are set for st1d and im2D apptypes.

std1d apptype	*im2D apptype*
execsetup = \`std1d('setup')\` execprep = \`\` execprescan = \`\` execprocess = \`std1d('process')\` execplot = \`std1d('plot\`)	execsetup = \`im2D('prep')\` execprep = \`im2D('prep')\` execprescan = \`im2D('prescan')\` execprocess = \`im2D('proc')\` execplot = \`\`

These parameters should not be set to specific actions, such as '`ni=256'` or '`pcon page'`. They should only call the `apptype` macro with appropriate arguments, which avoids problems if someone wants to change the behavior. Instead of fixing all the old parameter sets, you only need to update one macro.

Files containing these execpar parameters are saved in the `/vnmr/execpars` directory. You can have private `execpar` parameters in a `/userdir/execpars` directory. The Configure EXEC parameters window (under the Utilities menu) allows you to create and update these parameters. Behind the scenes, the `execpars` macro handles these parameter files. It can read the execpars into the current parameter set, save execpars, create default execpars, or delete execpars.

Standard macros execute the execpar strings. The rules for executing these strings, based on the execpar parameters, are as follows. If the parameter does not exist, or is set to inactive, the execpar string is not executed. Otherwise, the execpar string is executed. Some macros include default behavior. In these cases, if the execpar is set to inactive, the default behavior will occur. If the execpar is set to active and the value is '', no action, including no default action will occur. An example might clarify this. The process macro provides default NMR processing tools. At the beginning of this macro is the execpars handling.

```
on('execprocess'):$e
if ($e > 0.5) then
  exec(execprocess)
  return
endif
```

The `on` command tests whether the execprocess exists and is active. If it does not exist or is inactive, the `$e` will be less than 0.5 and the `exec` command and `return` command will not be executed. The rest of the process macro will be executed, giving default behavior. If the parameter is active, the `exec` command will be executed. Now, if `execprocess=''`, the `exec` command will return without executing anything. This is followed by `return`, which exits the process macro, avoiding any default processing.

When a protocol is brought into a work space or study queue, the `cqexp` (for liquids) or `sqexp` (for imaging) macro is called. These check if the `execsetup` parameter exists. If it does not, it runs `execpars` to read the `execpars` for that apptype. Using the rules above, it might execute the `execsetup` string.

The execpars parameters are executed by several other standard macros:

Macro	*execpar string executed, using above rules*
`acquire`	execprep
`prep`	execprep
`settime`	execprep
`prescan_gain`	execprescan
`process`	execprocess
`plot`	execplot

As a consequence of the execpars scheme, the `usergo` and `go_seqfil` macros are no longer used. This customization should be handled in the `'setup'` or `'prep'` section of the apptype macros.

The apptype macros should use the template shown in Listing 1. If there is a first argument, it should be `prep`, `proc`, `prescan`, or `plot`. Additional arguments can be used (`setup`, `process`, `plot`).

Listing 1. apptype Macro Template

```
// ********  Parse input  ********
$action = 'prep'
$do = ''
if ($# > 0) then
  $action = $1
  if ($# > 1) then
    $do = $2
  endif
endif

isvnmrj:$vj

// ********  Setup  ********
if ($action = 'prep') then
// apptype preparatory customization
  execseq('prep')  // Execute any sequence specific preparation
// additional apptype preparatory customization

// ********  Processing & Display  ********
elseif ($action = 'proc') then
// apptype processing customization
  execseq('proc') // Execute any sequence specific processing
// additional apptype processing customization

// ********  Prescan  ********
elseif ($action = 'prescan') then
// apptype prescan customization
  execseq('prescan') // Execute any sequence specific prescan
// additional apptype prescan customization

// ********  Plot  ********
elseif ($action = 'plot') then
// apptype plot customization
  execseq('plot') // Execute any sequence specific plot
// additional plot prescan customization
endif
```

The `execseq` macro constructs a macro name as

```
$macro = seqfil + '_' + $1
```

and will execute it if it exists. If no argument is given, it defaults to `'prep`'. This allows for sequence specific behavior.

Protocol Programming

A protocol is made by defining its parameters and specifying its apptype. The New Protocol window (Utilities->Make a New Protocol) will save the current parameters for that protocol, construct the necessary file so that the protocol is available from the Locator and the Experiment selector, and create a macro which can be used to setup that protocol. For liquids, the macro calls the `cqexp` macro with the protocol name and apptype as the two arguments. For example, the macro for the Proton protocol is

```
cqexp('Proton','std1d')
```

With this information, the `cqexp` macro reads in the execpars for the std1d apptype. It then executes macro defined by the execsetup parameter. In this case, `` execsetup=`std1d('setup')`. ``

The `std1d` macro gets called with the `'setup'` argument. Before calling the command specified by the `execsetup` parameter, the `cqexp` macro set the parameter `macro` to its first argument.

The first argument is the name of the specific protocol, so that, in this case, `macro='Proton'`. The apptype macros, (e.g., `std1d`) typically use the `macro` parameter in order to decide which parameter set should be used.

2.2 Overview of Pulse Sequence Programming

Pulse sequences can be written in C, a high-level programming language that allows considerable sophistication in the way pulse sequences are created and executed. New pulse sequences can be added to the software by writing and compiling a short C procedure. This process is simplified using the tools provided with VnmrJ.

Spectrometer Differences

This manual contains information on how to write pulse sequences for UNITY*INOVA* and *MERCURYplus/-Vx* spectrometers. Each spectrometer has different capabilities, so not all statements may be executed on all platforms.

For example, because *MERCURYplus/-Vx* hardware differs significantly from UNITY*INOVA* hardware, sections in this manual covering waveform generators and imaging are not applicable to the *MERCURYplus/-Vx* even though the pulse sequence programming language is the same. Pay careful attention to comments in the text regarding the system applicability of the pulse sequence statement or technique.

Pulse Sequence Generation Directory

Pulse sequence generation (PSG) text files (like `hom2dj.c` in Listing 2) are stored in a directory named `psglib`. The system (`/vnmr/psglib`) and each user have a `psglib` directory.

The user `psglib` is stored in the user's private directory system (e.g., for user `vnmr1`, in `vnmrsys/psglib`). Some systems use `/space` and Linux uses `/home`. All pulse sequence files stored in these directories are given the extension `.c` to indicate that the file contains C language source code. For instance, a homonuclear-2D-J sequence that may have written by a user (other than the system administrator) is automatically stored in the

Listing 2. Simplified Text File for hom2dj.c Pulse Sequence Listing

```
#include <standard.h>
pulsesequence()
{
   initval(4.0,v9); divn(ct,v9,v8);
   status(A);
   hsdelay(d1);
   status(B);
   add(zero,v8,v1); pulse(pw,v1);
   delay(d2/2.0);
   mod4(ct,v1); add(v1,v8,v1); pulse(p1,v1);
   delay(d2/2.0);
   status(C);
   mod2(ct,oph); dbl(oph,oph); add(oph,v8,oph);
}
```

user's private pulse sequence directory and has a name like `home/user/vnmrsys/psglib/hom2dj.c`

Numerous sequences are in the standard Varian-supplied directory `/vnmr/psglib` and in the user library directory `/vnmr/userlib/psglib`, or a sequence can be written using any of the standard text editors such as `vi` or `textedit`. Once a pulse sequence exists, it can subsequently be modified as desired, again using one of a number of text editors.

Compiling the New Pulse Sequence

After a pulse sequence is written, the source code is compiled by one of these methods:

- By entering `seqgen(file<.c>)` on the VnmrJ command line.
- By entering `seqgen file<.c>` from a UNIX shell.

For example, entering `seqgen('hom2dj')` compiles the `hom2dj.c` sequence in VnmrJ and entering `seqgen hom2dj` does the same in Linux. Note that a full path, such as `('/home/vnmr1/vnmrsys/psglib/hom2dj.c')` or even `seqgen('hom2dj.c')` is not necessary or possible—the `seqgen` command knows where to look to find the source code file and knows that it will have a `.c` extension.

During compilation, the system performs the following steps:

1. If the program `dps_ps_gen` is present in `/vnmr/bin`, extensions are added to the pulse sequence to allow a graphical display of the sequence by entering the `dps` command. Statements `dps_off`, `dps_on`, `dps_skip`, and `dps_show` can be inserted in the pulse sequence to control the `dps` display.
2. The source code is passed through the Linux program `lint` to check for variable consistency, correct usage of functions, and other program details.
3. The source code is converted into object code.
4. If the conversion is successful, the object code is combined with the necessary system `psg` object libraries (`libparam.so` and `libpsglib.so`), in a procedure called link loading, to produce the executable pulse sequence code. This is actually done at run-time. If compilation of the pulse sequence with the `dps` extensions fails, the pulse sequence is recompiled without the `dps` extensions.

If the executable pulse sequence code is successfully produced, it is stored in the user `seqlib` directory (e.g., `/home/vnmr1/vnmrsys/seqlib`). If the user does not have a `seqlib` directory, it is automatically created.

Like `psglib`, different `seqlib` directories exist, including the system directory and each user's directory. The user's `vnmrsys` directory should have directories `psglib` and `seqlib`. Whenever a user attempts to run a pulse sequence, the software looks first in the user's personal directory for a pulse sequence by that name, then in the system directory.

A number of sequences are supplied in `/vnmr/seqlib`, compiled and ready to use. The source code for each of these sequences is found in `/vnmr/psglib`. To compile one of these sequences, or to modify a sequence in `/vnmr/psglib`, copy the sequence into the user's `psglib`, make any desired modifications, then compile the sequence using `seqgen`. (`seqgen` will not compile sequences directly in `/vnmr/psglib`). All sequences in `/vnmr/psglib` have an appropriate macro using them.

Troubleshooting the New Pulse Sequence

During the process of pulse sequence generation (PSG) with the `seqgen` command, the user-written C procedure is passed through a utility to identify incorrect C syntax or to hint at potential coding problems. If an error occurs, a number of messages usually are displayed. Somewhere among them are these statements:

```
Pulse Sequence did not compile.
The following errors can also be found in the
file /home/vnmr1/vnmrsys/psglib/name.errors:
```

As a rule of thumb, focus on the lines in the `name.errors` text file that begin with the name of the pulse sequence enclosed in double quotes followed by the line number and those that begin with a line number in parentheses. In both cases, a brief description of the problem is also displayed. If the line of code looks correct, often the preceding line of code is the culprit. Note that a large number of error messages can be generated from the same coding error.

If a warning occurs, the following message appears:

```
Pulse Sequence did compile but may not function properly.
The following comments can also be found in the
file /home/vnmr1/vnmrsys/psglib/name.errors:
```

This message means that although the pulse sequence has some inconsistent C code that may produce run-time errors, the pulse sequence did compile. Three warnings to watch for are the following:

```
warning: conversion from long may lose accuracy
warning: parameter_name may be used before set
warning: parameter_name redefinition hides earlier one
```

The first warning may be generated by less than optimum usage of the ix variable:

```
conversion from long may lose accuracy
```

An example can be found in a few of the earlier pulse sequences implementing TPPI. The following construct, which was taken from an older version of `hmqc.c`, generates the warning:

```
if (iphase == 3)
{
   t1_counter = ((int) (ix - 1)) / (arraydim / ni);
   initval((double) (t1_counter), v14);
}
```

Changing these lines to

```
if (iphase == 3)
   initval((double) ((int)((ix - 1) / (arraydim / ni)  \
   +1e-6)), v14);
```

avoids the warning and also provides for roundoff of the floating point expression to give proper TPPI phase increments.

Even the above expression can fail under some circumstances. That construction will not work for 3D and 4D experiments. With the availability of increment counters such as `id2`, `id3`, and `id4`, and the predefined `phase1` variable, this example can be rewritten as

```
if (phase1 == 3)
   assign(id2,v14);
```

The second warning generally suggests an uninitialized variable:

```
parameter_name may be used before set
```

This should be corrected; otherwise, unpredictable execution of the pulse sequence is likely. A common cause is the use of a user variable without first using a `getval` or `getstr` statement on the variable.

The third warning generally suggests that a variable is defined within the pulse sequence that has the same name as one of the standard PSG variables.

```
parameter_name redefinition hides earlier one
```

This warning is normally avoided by renaming the variable in the pulse sequence or, if the variable corresponds to a standard PSG variable, by removing the variable definition and initialization from the pulse sequence and just using the standard PSG variable. A list of the standard PSG variable names is given in “Accessing Parameters,” page 89.

Finally, if the pulse sequence program is syntactically correct, the following message is displayed:

```
Done! Pulse sequence now ready to use.
```

Creating a Parameter Table for Pulse Sequence Object Code

The ability to modify or customize acquisition parameters to fit a given user-created pulse sequence is provided by a small number of commands. These commands make it possible to perform the following operations on an existing parameter table:

- Create new parameters
- Control the display and enterability of parameters
- Control the limits of the parameter
- Create a parameter table for *n*-dimensional experiments

The commands that enable the creation and modification of parameters are discussed in section 5.4 “Creating and Modifying Parameters,” page 288.

C Framework for Pulse Sequences

Each pulse sequence is built onto a framework written in the C programming language. Look again at the `hom2dj` sequence in Listing 2. The absolutely essential elements of this framework are these:

```
#include <standard.h>
pulsesequence()
{
}
```

This framework must be included exactly as shown. Between the two curly braces ({ }) are placed pulse sequence statements, each statement ending with a semicolon.

The majority of pulse sequence statements allow the user to control pulses, delays, frequencies, and all functions necessary to generate pulse sequences. Most are in the general form `statement(argument1,argument2,...)`, where `statement` is the name of the particular pulse sequence statement, and `argument1`, `argument2`,... is the information needed by that statement in order to function.

Many of these arguments are listed as real number. Because of the flexibility of C, a real-number argument can take three different forms: variable (e.g., `d1`), constant (e.g., `3.4`, `20.0e-6)`, or expression (e.g., `2.0*pw`, `1.0-d2`).

Times, whether delays or pulses, are determined by the type of acquisition controller board used on the system:

- Data Acquisition Controller boards:
  times can be specified in increments as small as 12.5 ns with a minimum of 100 ns.
- Output boards and the *MERCURYplus/-Vx*:
  times can be specified in increments as small as 0.1 µs. The smallest possible time interval in all other cases is 0.2 µs, or 0.

Any pulse widths or delays less than the minimum generate a warning message and are then eliminated internally from the sequence. (Note that time constants within a pulse sequence are always expressed in seconds.)

A series of internal, real-time variables named `v1`, `v2`, ..., `v14` are provided to perform calculations in real-time (by the acquisition computer) while the pulse sequence is executing. Real-time variables are discussed in detail later in this chapter. For now, note that all of the phases, and a small number of the other arguments to the pulse sequence statements discussed here, must be real-time variables. A real-time variable must appear as a simple argument (e.g., `v1`), and *cannot* be replaced by anything else, including an integer, a real number, a "regular" variable such as `d1`, or an expression such as `v1+v2`.

Any variables chosen for use in a pulse sequence must be declared. Most variables are of type `double`, while integers are of type `int`, and strings, such as `dmm`, are of type `char` with dimension `MAXSTR`. Table 3 lists the length of these basic types on the computer. Many variables that refer to parameters used in an experiment are already declared (see "Accessing Parameters," page 89).

Table 3. Variable Types in Pulse Sequences

Type	*Description*	*Length (bits)*
char	character	8
short	short integer	16
int	integer	32
long	long integer	32
float	floating point	32
double	double-precision floating point	64

A codeint is a 16 bit integer (as opposed to a float or char). Real-time variables are of type code`int` and are 16 bit integers on UNITY*INOVA*, *MERCURYplus*, and *MERCURY-Vx*. A framework including variable declarations of the main types might look like this:

```
#include <standard.h>
pulsesequence()
```

```
{
  double delta;           /* declare delta as double */
  char xpolar[MAXSTR];    /* declare xpolar as char */
...
}
```

Implicit Acquisition

The `hom2dj.c` pulse sequence listing in Listing 2 on page 56 has one notable omission—data acquisition. In most pulse sequences, the sequence of events consists of a series of pulses and delays, followed at the very end by the acquisition of an FID; the entire process is then repeated for the desired number of transients, and then again (for arrayed and nD experiments) for subsequent elements of the arrayed or nD experiment.

In all these cases, pulse sequences use *implicit acquisition*, that is, following the pulse sequence as written by the user, an FID is automatically (implicitly) acquired. This acquisition is preceded by a delay that includes the parameter `alfa` with a delay based on the type of filter and the filter bandwidth. In addition, the phase of all channels of the spectrometer (except the receiver) is set to zero at this time.

Some pulse sequences are not described by this simple model; many solids NMR sequences are in this category, for example. These sequences use explicit acquisition, in which the preacquisition and acquisition steps must be explicitly programmed by the user. This method is described further in "Hardware Looping and Explicit Acquisition," page 103.

Acquisition Status Codes

Whenever `wbs`, `wnt`, `wexp`, or `werr` processing occurs, the acquisition condition that initiated that processing is available from the parameter `acqstatus`. This acquisition condition is represented by two numbers, a "done" code and an "error" code. The done code is set in `acqstatus[1]` and the error code is set in `acqstatus[2]`. Macros can take different actions depending on the acquisition condition.

The done codes and error codes are listed in Table 44 and in the file `acq_errors` in `/vnmr/manual`. For example, a `werr` command could specify special processing if the maximum number of transients is accumulated. The appropriate test would be the following:

```
if (acqstatus[2] = 200) then
"do special processing, e.g. dp='y' au"
endif
```

2.3 Spectrometer Control

- "Status and Gating," page 73
- "Interfacing to External User Devices," page 75

More than 200 pulse sequence statements are available for pulse sequence generation (PSG). This section starts the discussion of each statement by covering statements intended primarily for spectrometer control. For discussion purposes, the statements in this section are divided into categories: delay-related, observe transmitter pulse-related, decoupler transmitter pulse-related, simultaneous pulses, transmitter phase control, small-angle phase shift, frequency control, power control, and gating control.

Creating a Time Delay

The statements related to time delays are `delay`, `hsdelay`, `idelay`, `vdelay`, `initdelay`, and `incdelay`. Table 4 summarizes these statements.

Table 4. Delay-Related Statements

`delay(time)`	Delay specified time
`hsdelay(time)`	Delay specified time with possible hs pulse
`idelay(time,string)`	Delay specified time with IPA
`incdelay(count,index)`	Set real-time incremental delay
`initdelay(time_increment,index)`	Initialize incremental delay
`vdelay(timebase,count)`	Set delay with fixed timebase and real-time count

The main statement to create a delay in a pulse sequence for a specified time is the statement `delay(time)`, where `time` is a real number (e.g., `delay(d1)`). The `hsdelay` and `idelay` statements are variations of `delay`:

- To add a possible homospoil pulse to the delay, use `hsdelay(time)`. If the homospoil parameter `hs` is set to `'y'`, then at the beginning of the delay, `hsdelay` inserts a shim coil '3' homospoil pulse of length `hst` seconds (refer to the description of `status`).
- To cause interactive parameter adjustment (IPA) information to be generated when `gf` or `go('acqi')` is entered, use `idelay(time,string)`, where `string` is the label used in `acqi`. If `go` is entered, `idelay` is the same as `delay`. See "Using Interactive Parameter Adjustment," page 98, for details on IPA. IPA and `idelay` are not available on the *MERCURYplus/-Vx*.

To set a delay to the product of a fixed timebase and a real-time count, use `vdelay(timebase,count)`, where `timebase` is `NSEC` (defined below), `USEC` (microseconds), `MSEC` (milliseconds), or `SEC` (seconds) and `count` is one of the real-time variables (`v1` to `v14`). For predictable acquisition, the real-time variable should have a value of 2 or more. If `timebase` is set to `NSEC`, the delay depends on the type of acquisition controller board in the system:

- Systems with a Data Acquisition Controller board:

  The minimum delay is a `count` of 0 (50 ns), and a `count` of *n* corresponds to a delay of (50 + (12.5**n*)) ns.
- The `vdelay` statement is not available on the *MERCURYplus/-Vx*.

Use `initdelay(time_increment,index)` or `incdelay(count,index)` to enable a real-time incremental delay. A maximum of five incremental delays (set by `index`) can be defined in one pulse sequence. The following steps are required to set up an incremental delay (`initdelay` and `incdelay` are not available on the *MERCURYplus/-Vx*):

1. Enter `initdelay(time_increment,index)` to initialize the time increment and delay.

   The argument `time_increment` is the time increment that will be multiplied by the `count` (a real-time variable) for the delay time, and `index` is one of the indices `DELAY1`, `DELAY2`, ..., `DELAY5` (e.g., `initdelay(1.0/sw,DELAY1)` or `initdelay(1.0/sw1,DELAY2)`).

2. Set the increment delay by specifying its index and the multiplier count using `incdelay(count,index)` (e.g., for `incdelay(v3,DELAY2)`, when `v3=0`, the delay is `0*(1/sw1)`).

Pulsing the Observe Transmitter

Statements related to pulsing the observe transmitter are `rgpulse`, `irgpulse`, `pulse`, `ipulse`, `obspulse`, and `iobspulse`. Table 5 summarizes these statements.

Table 5. Observe Transmitter Pulse-Related Statements

`iobspulse(string)`	Pulse observe transmitter with IPA
`ipulse(width,phase,string)`	Pulse observe transmitter with IPA
`irgpulse(width,phase,RG1,RG2,string)`	Pulse observe transmitter with IPA
`obspulse()`	Pulse observe transmitter with amp. gating
`pulse(width,phase).`	Pulse observe transmitter with amp. gating
`rgpulse(width,phase,RG1,RG2)`	Pulse observe transmitter with amp. gating

Note that *observe transmitter* does not refer to a specific physical channel, but to that physical channel used for observe.

Use `rgpulse(width,phase,RG1,RG2)` as the main statement to pulse the observe transmitter in a sequence, where `width` is the pulse width, `phase` (a real-time variable) is the pulse phase, and `RG1` and `RG2` are defined as:

- `RG1` is the delay during which any needed phase shift is performed and the linear amplifier is gated on and then allowed to stabilize prior to executing the rf pulse, and `RG2` is the delay after the pulse after gating off the amplifier. Thus, receiver gating is a misnomer: `RG1` and `RG2` set amplifier gating, as shown in Figure 1. The receiver is off during execution of the pulses and is only gated on immediately before acquisition.

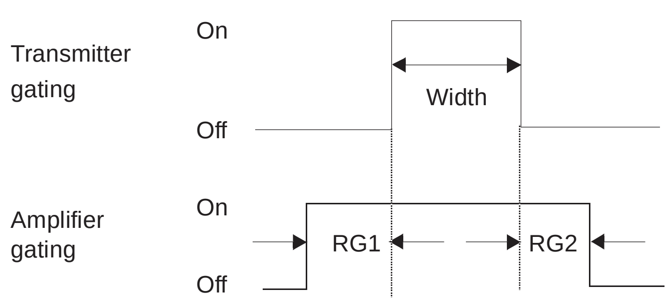


Figure 1. Amplifier Gating

- On the *MERCURYplus/-Vx*, the receiver and amplifiers are tied together such that when the amplifier is on, the receiver is automatically turned off and when the receiver is on, the amplifier is off.

Some further information about RG1 and RG2:

- Typically, RG1 is a few microseconds and RG2 is probe-dependant.
- The phase of the pulse is set at the beginning of RG1. The phase settling time is about:
  0.2µsec on UNITY*INOVA*.
  0.2µsec on *MERCURYplus/-Vx*.
- A transmitter gate is also switched during RG1. The switching time for this gate is less than:
  0.1µsec on UNITY*INOVA* systems.

For systems with linear amplifiers, an rf pulse can be unexpectedly curtailed if the amplifier goes into thermal shutdown. Thermal shutdown can be brought about if the amplifier duty cycle becomes too large for the average power output.

The remaining statements for pulsing the observe transmitter are variations of `rgpulse`:

- To pulse the observe transmitter the same as `rgpulse` but with RG1 and RG2 set to the parameters `rof1` and `rof2`, respectively, use `pulse(width,phase)`. Thus, `pulse(width,phase)` and `rgpulse(width,phase,rof1,rof2)` are exactly equivalent.
- To pulse the observe transmitter the same as `pulse` but with `width` preset to `pw` and `phase` preset to `oph`, use `obspulse()`. Thus, `obspulse()` is exactly equivalent to `rgpulse(pw,oph,rof1,rof2)`.
- To pulse the observe transmitter with `rgpulse`, `pulse`, or `obspulse`, but generate interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered, use `irgpulse(width,phase,RG1,RG2,string)`, `ipulse(width,phase,string)`, or `iobspulse(string)`, respectively. The `string` argument is used as a label in `acqi`. If `go` is entered, the IPA information is not generated. For details on IPA, see "Using Interactive Parameter Adjustment," page 98. IPA is not available on *MERCURYplus/-Vx* systems.

The `ampmode` parameter gives override capability over the default selection of amplifier modes. Unless overridden, the observe channel is set to the pulse mode, other used channels are set to the CW (continuous wave) mode, and any unused channels are set to the idle mode. By using values of `d`, `p`, `c`, and `i` for the default, pulse, CW, and idle modes, respectively, `ampmode` can override the default modes. For example, `ampmode='ddp'` selects default behavior for the first two amplifiers and forces the third channel amplifier into the pulse mode.

The selection of rf channels can be independently controlled with the `rfchannel` parameter. Single-channel broadband systems do not need `rfchannel` to set up a normal HMQC experiment (`tn='H1'`, `dn='C13'`). The software recognizes that you cannot do this experiment and swaps the two channels automatically to make the experiment possible.

The `rfchannel` parameter becomes important if, for example, if running an HMQC experiment with the X-nucleus using channel 3 with a three-channel spectrometer is required. Instead of rewriting the pulse sequence, create `rfchannel` (by entering `create('rfchannel','string')`), and set `rfchannel`, in this example set, `rfchannel='132'`. Channels 2 and 3 are effectively swapped without changing the sequence.

Similarly, to observe on channel 2, run S2PUL with `rfchannel='21'`.

The `rfchannel` mechanism only works for pulse sequences that eliminate all references to the constants `TODEV`, `DODEV`, `DO2DEV`, and `DO3DEV`. To take advantage of `rfchannel`, remove statements, such as `power` and `offset`, that use these constants and replace them with the corresponding statements, such as `obspower` and `decoffset`, that do not contain the constants.

Standard pulse sequences have been edited to take advantage of the rf channel independence afforded by the `rfchannel` parameter. This parameter makes it a simple matter to redirect, for example, the `dn` nucleus to use the third or fourth rf channel.

Appropriate changes to the cabling of the probe are usually required if `rfchannel` is used.

The *MERCURYplus/-Vx* systems have two channels and the software automatically determines which channel is observe or decouple based on `tn` and `dn`.

Pulsing a Non-Observe Transmitter

Statements related to non-observe pulsing are `decpulse`, `decrgpulse`, `idecpulse`, `idecrgpulse`, `dec2rgpulse`, and `dec3rgpulse`. Table 6 summarizes these statements.

Table 6. Decoupler Transmitter Pulse-Related Statements

`decpulse(width,phase)`	Pulse decoupler transmitter with amp. gating
`decrgpulse(width,phase,RG1,RG2)`	Pulse first decoupler with amplifier gating
`dec2rgpulse(width,phase,RG1,RG2)`	Pulse second decoupler with amplifier gating
`dec3rgpulse(width,phase,RG1,RG2)`	Pulse third decoupler with amplifier gating
`dec4rgpulse(width,phase,RG1,RG2)`	Pulse deuterium decoupler with amplifier gating
`idecpulse(width,phase,string)`	Pulse first decoupler transmitter with IPA
`idecrgpulse`*	Pulse first decoupler with amplifier gating and IPA
* `idecrgpulse(width,phase,RG1,RG2,string)`	

Use `decpulse(width,phase)` to pulse channel 2 in the pulse sequence at its current power level. `width` is the time of the pulse, in seconds, and `phase` is a real-time variable for the phase of the pulse (e.g., `decpulse(pp,v3)`).

The amplifier is gated on during decoupler pulses as it is during observe pulses. The amplifier gating times (see `RG1` and `RG2` for `decrgpulse` below) are internally set to zero. The decoupler modulation mode parameter `dmm` should be `'c'` during any period of time in which decoupler pulses occur.

To pulse the decoupler at its current power level and have user-settable amplifier gating times, use `decrgpulse(width,phase,RG1,RG2)`, where `width` and `phase` are the same as used with `decpulse`, and `RG1` and `RG2` are the same as used with the `rgpulse` statement for observe transmitter pulses. In fact, `decrgpulse` is syntactically equivalent to `rgpulse` and functionally equivalent with two exceptions:

- The decoupler is pulsed at its current power level (instead of the transmitter).
- If `homo='n'`, the slow gate (100 ns switching time on UNITY, on the decoupler board is always open and therefore need not be switched open during `RG1`. In contrast, if `homo='y'`, the slow gate on the decoupler board is normally closed and must therefore be allowed sufficient time during `RG1` to switch open (`homo` is not used on the *MERCURYplus/-Vx*).

For systems with linear amplifiers, `RG1` for a decoupler pulse is important from the standpoint of amplifier stabilization under either of the following conditions:

- When `tn` and `dn` both equal ^{3}H, ^{1}H, or ^{19}F (high-band nuclei).

- When `tn` and `dn` are less than or equal to ^{31}P (low-band nuclei).

For these conditions, the "decoupler" amplifier module is placed in the pulse mode, in which it remains blanked between pulses. In this mode, `RG1` must be sufficiently long to allow the amplifier to stabilize after blanking is removed: 5 µs is typically right.

When the `tn` nucleus and the `dn` nucleus are in different bands, such as `tn` is ^{1}H and `dn` is ^{13}C, the "decoupler" amplifier module is placed in the continuous wave (CW) mode, in which it is always unblanked regardless of the state of the receiver. In this mode, `RG1` is unimportant with respect to amplifier stabilization prior to the decoupler pulse, but with respect to phase setting, it must be set.

The remaining decoupler transmitter pulse-related statements are variations of `decpulse` and `decrgpulse`:

- To pulse the decoupler the same as `decpulse` or `decrgpulse`, but generate interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered, use `idecpulse(width,phase,string)` or `idecrgpulse(width,phase,RG1,RG2,string)`, respectively, where `string` is used as a label in `acqi`. If `go` is entered instead, the IPA information is not generated. For details on IPA, see "Using Interactive Parameter Adjustment," page 98. IPA is not available on *MERCURYplus/-Vx* systems.
- Use the following to pulse the second decoupler (channel 2): `dec2rgpulse(width,phase,RG1,RG2)`.
- Use the following to pulse the third decoupler (channel 4): `dec3rgpulse(width,phase,RG1,RG2)`.
- Use the following to pulse UNITY*INOVA* systems with a deuterium decoupler installed as the fifth channel, a fourth decoupler (channel 5): `dec4rgpulse(width,phase,RG1,RG2)`.
- The `width`, `phase`, `RG1`, and `RG2` arguments have the same meaning as used with `decrgpulse` and `rgpulse`. The `homo` parameter has no effect on the gating on the second decoupler board. On UNITY*INOVA* systems only, `homo2` controls the homodecoupler gating of the second decoupler, `homo3` does the same on the third decoupler, and `homo4` does the same on the fourth decoupler when it is used as a deuterium channel (on the *MERCURYplus/-Vx*, `dec2rgpulse`, `dec3rgpulse`, and `dec4rgpulse` have no meaning and `homo` is not used).

Pulsing Channels Simultaneously

Statements for controlling simultaneous, non-shaped pulses are `simpulse`, `sim3pulse`, and `sim4pulse`. Table 7 summarizes these statements. Simultaneous pulses statements using shaped pulses are covered in a later section.

Table 7. Simultaneous Pulses Statements

`simpulse*`	Pulse observe and decoupler channels simultaneously
`sim3pulse*`	Pulse simultaneously on two or three rf channels
`sim4pulse*`	Simultaneous pulse on four channels

```
* sim3pulse(pw1,pw2,pw3,phase1,phase2,phase3,RG1,RG2)
  sim3pulse(pw1,pw2,pw3,phase1,phase2,phase3,RG1,RG2)
  sim4pulse(pw1,pw2,pw3,pw4,phase1,phase2,phase3,phase4,RG1,RG2)
```

Use `simpulse(obswidth,decwidth,obsphase,decphase,RG1,RG2)` to simultaneously pulse the observe and first decoupler rf channels with amplifier gating (e.g., `simpulse(pw,pp,v1,v2,0.0,rof2)`).

Figure 2 illustrates the action of `simpulse`

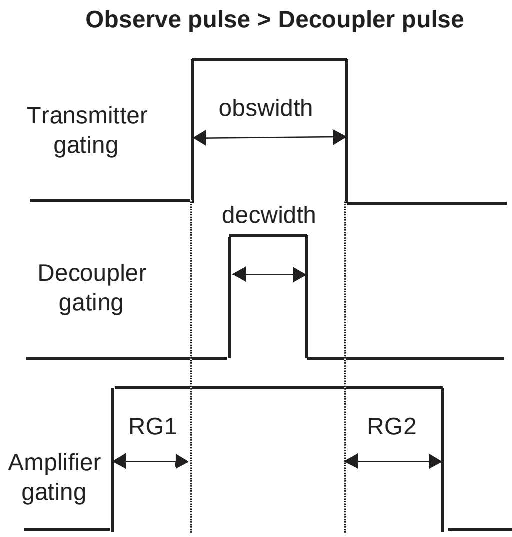


Figure 2. Pulse Observe and Decoupler Channels Simultaneously

The shorter of the two pulses is centered on the longer pulse, while the amplifier gating occurs before the start of the longer pulse (even if it is the decoupler pulse) and after the end of the longer pulse. The absolute difference in the two pulse widths must be greater than or equal to the following values:

- UNITY*INOVA* systems: 0.2 µs
- on the *MERCURYplus/-Vx* systems: 0.4 µs

otherwise, a timed event of less than the following minimum values:

- UNITY*INOVA* systems: 0.1 µs
- *MERCURYplus/-Vx* systems: 0.2 µs

would be produced. In such cases, a short time (0.2 µs to 0.4 µs) is added to the longer of the two pulse widths to remedy the problem, or the pulses are made the same if the difference is less than half the minimum (less than 0.05 µs on UNITY*INOVA, less* than 0.2 µs on *MERCURYplus/-Vx* systems).

`sim3pulse(pw1,pw2,pw3,phase1,phase2,phase3,RG1,RG2)` performs a simultaneous, three-pulse pulse on three independent rf channels, where `pw1`, `pw2`, and `pw3` are the pulse durations on the observe transmitter, first decoupler, and second decoupler, respectively. `phase1`, `phase2`, and `phase3` are real-time variables for the phases of the corresponding pulses, for example, `sim3pulse(pw,p1,p2,oph, v10,v1,rof1,rof2)`.

A simultaneous, two-pulse pulse on the observe transmitter and the second decoupler can be achieved by setting the pulse length for the first decoupler to 0.0; for example, `sim3pulse(pw,0.0,p2,oph,v10,v1,rof1,rof2)`. The `sim3pulse` statement has no meaning on *MERCURYplus/-Vx*.

Use `sim4pulse(pw1,pw2,pw3,pw4,phase1,phase2,phase3,phase4, RG1,RG2)` to perform simultaneous pulses on as many as four different rf channels. Except for the added arguments `pw4` and `phase4` for a third decoupler, the arguments in `sim4pulse` are defined the same as `sim3pulse`. If any pulse is set to 0.0, no pulse is executed on that channel. The `sim4pulse` statement has no meaning on *MERCURYplus/-Vx*.

Setting Transmitter Quadrature Phase Shifts

The statements `txphase`, `decphase`, `dec2phase`, `dec3phase`, `dec4phase` control transmitter quadrature phase (multiple of 90°). Table 8 summarizes these statements.

Table 8. Transmitter Quadrature Phase Control Statements

`decphase(phase)`	Set quadrature phase of first decoupler
`dec2phase(phase)`	Set quadrature phase of second decoupler
`dec3phase(phase)`	Set quadrature phase of third decoupler
`dec4phase(phase)`	Set quadrature phase of fourth decoupler
`txphase(phase)`	Set quadrature phase of observe transmitter

To set the transmitter phase, use `txphase(phase)`, where `phase` is a real-time variable (`v1` to `v14`, etc.) or a real-time constant (`zero`, `one`, etc.) that references the desired phase. This enables changing the transmitter phase independently from a pulse.

For example, knowing that the transmitter phase takes a finite time to shift (about 1 µs on a *MERCURYplus/-Vx*, 200 ns for UNITY*INOVA*), "preset" the transmitter phase at the beginning of a delay that precedes a particular pulse. The "normal" pulse sequences use an `rof1` time preceding the pulse to change the transmitter phase, and it is not necessary to "preset" the phase. The phase change will occur at the start of the next event in the pulse sequence.

The other phase control statements are variations of `txphase`:

- To set the decoupler phase, use `decphase(phase)`. The `decphase` statement is syntactically and functionally equivalent to `txphase`. `decphase` is useful for a decoupler pulse in all cases where `txphase` is useful for a transmitter pulse.
- To set the quadrature phase of the second decoupler rf or third decoupler rf, use `dec2phase(phase)` or `dec3phase(phase)`, respectively.

The hardware WALTZ decoupling lines are XORed with the decoupler phase control. The performance of the WALTZ decoupling should not be affected by the decoupler phase setting.

When using pulse sequences with implicit acquisition, the decoupler phase is controlled by the relevant shapelib file used, e.g., WALTZ16. Set to 0 automatically (within the `test4acq` procedure in the module `hwlooping.c` in `/vnmr/psg`), so under most circumstances no problems are seen. But if you are using explicit acquisition or if you are trying to perform WALTZ decoupling during a period other than acquisition, you must use a `decphase(zero)` statement in the pulse sequence before the relevant time period.

Setting Small-Angle Phase Shifts

Setting the small-angle phase of rf pulses is implemented by three different methods:

- Fixed 90° settings
- Direct synthesis hardware control
- Phase-pulse phase shifting

The statements related to these methods are summarized in Table 9.

Table 9. Phase Shift Statements

`dcplrphase(multiplier)`	Set small-angle phase of first decoupler
`dcplr2phase(multiplier)`	Set small-angle phase of second decoupler
`dcplr3phase(multiplier)`	Set small-angle phase of third decoupler
`decstepsize(base)`	Set step size of first decoupler
`dec2stepsize(base)`	Set step size of second decoupler
`dec3stepsize(base)`	Set step size of third decoupler
`obsstepsize(base)`	Set step size of observe transmitter
`phaseshift*`	Set phase-pulse technique, rf type A or B
`stepsize(base,device)`	Set small-angle phase step size
`xmtrphase(multiplier)`	Set small-angle phase of observe transmitter, rf type C
`* phaseshift(base,multiplier,device)`	

Fixed 90° Settings

The first method is the hardwired 90° (or quadrature) phase setting. Both the observe and the decoupler transmitters invoke phases of 0°, 90°, 180°, and 270° instantaneously using the `obspulse`, `pulse`, `rgpulse`, `simpulse`, `decpulse`, `decrgpulse`, `dec2rgpulse`, `dec3rgpulse`, `dec4rgpulse`, `txphase`, `decphase`, `dec2phase`, `dec3phase`, and `dec4phase` statements.

Small-Angle Phase Shifts

A second method of small-angle phase selection is implemented only on spectrometers with direct synthesis. The hardware sets transmitter phase in the following increments:

- UNITY*INOVA* systems: 0.25º
- on *MERCURYplus/-Vx* systems: 1.41°

independently of the phase of the receiver. This method is an absolute technique (e.g., if a phase of 60° is invoked twice, the second phase selection does nothing).

The `obsstepsize(base)` statement sets the step size of the small-angle phase increment to `base` for the observe transmitter. Similarly, `decstepsize(base)`, `dec2stepsize(base)`, and `dec3stepsize(base)` set the step size of the small-angle phase increment to `base` for the first decoupler, second decoupler, and third decoupler, respectively (assuming that system is equipped with appropriate hardware). The `base` argument is a real number or variable.

The `base` phase shift selected is active only for the `xmtrphase` statement if the transmitter is the requested device, only for the `dcplrphase` statement if the decoupler is the requested device, only for the `dcplr2phase` statement if the second decoupler is the requested device, or only for the `dcplr3phase` if the third decoupler is the required device, that is, every transmitter has its own "base" phase shift. Phase information into `pulse`, `rgpulse`, `decpulse`, `decrgpulse`, `dec2rgpulse`, `dec3rgpulse`, and `simpulse` is still expressed in units of 90°.

The statements `xmtrphase(multiplier)`, `dcplrphase(multiplier)`, `dcplr2phase(multiplier)`, and `dcplr3phase(multiplier)` set the phase of transmitter, first decoupler, second decoupler, or third decoupler, respectively, in units set by `stepsize`. If `stepsize` has not been used, the default step size is 90°. The argument `multiplier` is a small-angle phaseshift multiplier. The small-angle phaseshift is a product of the multiplier and the preset `stepsize` for the rf device (observe transmitter, first decoupler, second decoupler, or third decoupler). `multiplier` must be a real-time variable.

The `decstepsize`, `dec2stepsize`, `dec3stepsize`, and `obsstepsize` statements are similar to the `stepsize` statement but have the channel selection fixed. Each of the following pairs of statements are functionally the same:

- `obsstepsize(base)` and `stepsize(base,OBSch)`.
- `decstepsize(base)` and `stepsize(base,DECch)`.
- `dec2stepsize(base)` and `stepsize(base,DEC2ch)`.
- `dec3stepsize(base)` and `stepsize(base,DEC3ch)`.

On systems with Output boards only, if the product of the `base` and `multiplier` is greater than 90°, the sub-90° part is set by the `xmtrphase`, `dcplrphase`, `dcplr2phase`, or `dcplr3phase` statements. Carryovers that are multiples of 90° are automatically saved and added in at the time of the next 90° phase selection (e.g., at the time of the next `pulse` or `decpulse`). This is true even if `stepsize` has not been used and `base` is at its default value of 90°. The following example may help you to understand this question of "carryovers":

```
obsstepsize(60.0);   /* set 60° step size for obs. xmtr*/
initval(6.0,v1); modn(ct,v1,v2);    /* v2=012345012345 */
xmtrphase(v2);           /* phase=0,60,120,180,240,300 */
                   /* small-angle part=0,60,30,0,60,30 */
                      /* carry-over=0,0,90,180,180,270 */

mod4(ct,v3);pulse(pw,v3); /* specified phase=0,90,180,270 */
                          /* 90° phase shift actually used */
                          /* = 0,90,270,450,180,360 */
                          /* = specified + carry-over */
```

If `xmtrphase`, `dcplrphase`, `dcplr2phase`, or `dcplr3phase` is used to set the phase for some pulses in a pulse sequence, it is often necessary to use `xmtrphase(zero)`, `dcplrphase(zero)`, `dcplr2phase(zero)`, or `dcplr3phase(zero)` preceding other pulses to ensure that the phase specified by a previous `xmtrphase`, `dcplrphase`, `dcplr2phase`, or `dcplr3phase` does not carry over into an unwanted `pulse` or `decpulse` statement.

Phases specified in `txphase`, `pulse`, `rgpulse`, `decphase`, `decpulse`, `decrgpulse`, `dec2phase`, `dec2rgpulse`, `dec3rgpulse`, and `dec4rgpulse` statements change the 90° portion of the phase shift only. This feature provides a separation between the small-angle phase shift and the 90° phase shifts and facilitates programming phase cycles or additional coherence transfer selective phase cycling "on top of" small-angle phase shifts.

Be sure to distinguish `xmtrphase` from `txphase`. `txphase` is optional and needed if the gating time RG1 is set to zero in pulse statements; `xmtrphase` is needed any time the transmitter phase shift is to be set to a value not a multiple of 90°. The same distinction can be made between `dcplrphase` and `decphase`, `dcplr2phase` and `dec2phase`, and `dcplr3phase` and `dec3phase`.

Controlling the Offset Frequency

Statements for frequency control are `decoffset`, `dec2offset`, `dec3offset`, `dec4offset`, `obsoffset`, `offset`, and `ioffset`. Table 10 summarizes these statements.

The main statement to set the offset frequency of the observe transmitter (parameter `tof`), first decoupler (`dof`), second decoupler (`dof2`), or third decoupler (`dof3`) is the statement `offset(frequency,device)`, where `frequency` is the new value of the

Table 10. Frequency Control Statements

`decoffset(frequency)`	Change offset frequency of first decoupler
`dec2offset(frequency)`	Change offset frequency of second decoupler
`dec3offset(frequency)`	Change offset frequency of third decoupler
`dec4offset(frequency)`	Change offset frequency of fourth decoupler
`obsoffset(frequency)`	Change offset frequency of observe transmitter
`offset(frequency,device)`	Change offset frequency of transmitter or decoupler
`ioffset(frequency,device,string)`	Change offset frequency with IPA

appropriate parameter and `device` is `OBSch` (observe transmitter), *DECch* (first decoupler), *DEC2ch* (second decoupler), or DEC3ch (third decoupler). However, for clarity, use `obsoffset`, `decoffset`, etc. in actual coding. For example, use `offset(to2,OBSch)` to set the observe transmitter offset frequency. DEC2ch can be used only on systems with three rf channels. Likewise, *DEC3ch* is used only on systems with four rf channels.

- For systems with rf type D, the frequency shift time is 14.95 µs (latching with or without over-range). No 100-µs delay is inserted into the sequence by the `offset` statement. Offset frequencies are not returned automatically to their "normal" values before acquisition; this must be done explicitly, as in the example below.
- The frequency shift time is 4 µs for UNITY*INOVA* systems.
- The setup time is 86.4 µs and the shift time is 1 µs for *MERCURYplus/-Vx* systems.

Other frequency control statements are variations of `offset`:

- To set the offset frequency of the observe transmitter the same as `offset` but generate interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered, use `ioffset(frequency,device,string)`, where `string` is used as a label for the slider in `acqi`. If `go` is entered instead, the IPA information is not generated. For details on IPA, see "Using Interactive Parameter Adjustment," page 98. IPA is not available on *MERCURYplus/-Vx* systems.
- To set the offset frequency of the observe transmitter (parameter `tof`), use `obsoffset(frequency)`, which functions the same as `offset(frequency,OBSch)`.
- To set the offset frequency of the first decoupler (parameter `dof`), use `decoffset(frequency)`, which functions the same as `offset(frequency,DECch)`.
- To set the offset frequency of the second decoupler (parameter `dof2`), use `dec2offset(frequency)`, which functions the same as `offset(frequency,DEC2ch)`.
- To set the offset frequency of the third decoupler (parameter `dof3`), use `dec3offset(frequency)`, which functions the same as `offset(frequency,DEC3ch)`.
- To set the offset frequency of the fourth decoupler used as the fifth channel (parameter `dof4`), use `dec4offset(frequency)`, which functions the same as `offset(frequency,DEC4ch)`.

Controlling Observe and Decoupler Transmitter Power

Statements to control power by adjusting the coarse attenuators on linear amplifier systems are `power`, `obspower`, `decpower`, `dec2power`, `dec3power`, and `dec4power`.

Statements to control fine power are `pwrf`, `pwrm`, `rlpwrm`, `obspwrf`, `decpwrf`, `dec2pwrf`, and `dec3pwrf`.Statements to control decoupler power level switching are `declvlon`, `declvloff`, and `decpwr`. Table 11 summarizes these statements.

Table 11. Power Control Statements

`declvloff()`	Return first decoupler back to "normal" power
`declvlon()`	Turn on first decoupler to full power
`decpower(value)`	Change first decoupler power, linear amplifier
`dec2power(value)`	Change second decoupler power, linear amplifier
`dec3power(value)`	Change third decoupler power, linear amplifier
`dec4power(value)`	Change deuterium decoupler power, linear amplifier
`decpwr(level)`	Set decoupler high-power level, class C amplifier
`decpwrf(value)`	Set first decoupler fine power
`dec2pwrf(value)`	Set second decoupler fine power
`dec3pwrf(value)`	Set third decoupler fine power
`obspower(value)`	Change observe transmitter power, linear amplifier
`obspwrf(value)`	Set observe transmitter fine power
`power(value,device)`	Change transmitter or decoupler power, linear amplifier
`pwrf(value,device)`	Change transmitter or decoupler fine power
`pwrm(value,device)`	Change transmitter or decoupler linear mod. power
`rlpwrm(rlvalue,device)`	Set transmitter or decoupler linear mod. power

Coarse Attenuator Control

UNITY*INOVA* systems with linear amplifiers use the lower-level statement `power(value,device)` to change transmitter or decoupler power by adjusting the coarse attenuators from 0 (minimum power) to 63 (maximum power) on channels with a 63-dB attenuator, or from –16 (minimum power) to 63 (maximum power) on channels with a 79-dB attenuator.

- `Value` must be stored in a real-time variable such as `v2` for this form of control; the actual value cannot be placed directly in the `power` statement. This allows the attenuators to be changed in real-time or from pulse to pulse.
- `device` is `OBSch` to change the transmitter power, DECch to change the first decoupler power, DEC2ch to change the second decoupler power, or DEC3ch to change the third decoupler power (e.g., `power(v2,OBSch)`).

To avoid using a real-time variable, the fixed-channel statements `obspower(value)`, `decpower(value)`, `dec2power(value)`, and `dec3power(value)` should be used in place of the `power` statement, for example, `obspower(63.0)`. For all of these statements, `value` is either a real number or a variable. These statements are typically used in most sequences.

These `power` and associated fixed-channel statements allow configurations such as the use of the transmitter at a low power level for presaturation followed by a higher power for uniform excitation. The phase of the transmitter is specified as being constant to within 5° over the whole range of transmitter power. Therefore, pulsing at low power with a certain phase and later at high power with the same phase, the two phases are the "same" to within 5° (at any one power level, the phase is constant to considerably better than 0.5°).The time of the power change is specified in Table 33.

While no psg delay is associated with the coarse power control, the device itself takes about 2 microseconds to stabilize at the new value. This will happen in parallel with the next psg event in the program. This stabilization time is inconsequential except for back-to-back power statements.

On systems with an Output board only, the `power` and associated statements are preceded internally by a 0.2 µs delay by default (see the `apovrride` pulse statement for more details).

CAUTION: **Use caution when setting values of `power`, `obspower`, `decpower`, `dec2power`, and `dec3power` greater than 49 (about 2 watts). Performing continuous decoupling or long pulses at power levels greater than this can result in damage to the probe. Set a safety maximum for the `tpwr`, `dpwr`, `dpwr2`, and `dpwr3` parameters in te Utilities->System Settings window or use global variable `maxattnech1`, `maxattnech2`, ... to have psg (the go command) check for power values in excess of defined limits.**

Fine-Power Control

To change the fine power of a transmitter or decoupler by adjusting the optional linear fine attenuators, use `pwrf(value,device)` or `pwrm(value,device)`. The `value` argument is real-time variable, which means it cannot be placed directly in the `pwrf or pwrm` statement, and can range from 0 to 4095 (60 dB on UNITY*INOVA*, about 6 dB on other systems). The `device` is `OBSch` (for the observe transmitter), or *DECch* (first decoupler), (on UNITY*INOVA* only), `device` can also be *DEC2ch* (second decoupler), or *DEC3ch* (third decoupler). *MERCURYplus/-Vx* systems do not support `pwrf` and `pwrm` with real-time parameters but support all other parameters.

The fixed-channel statements `obspwrf(value)`, `decpwrf(value)`, `dec2pwrf(value)`, and `dec3pwrf`, or `rlpwrm(value,device)` to avoid arguments using real-time variables and are the preferred usage. These statements change transmitter or decoupler power on systems with linear amplifiers and `value` is either a real number or a variable and is stored in a C variable of type double.

The `ipwrf(value,device,string)` and `ipwrm(value,device,string)` statement changes interactively the transmitter or decoupler fine power or linear modulators by adjusting the optional fine attenuators. The `value` and `device` arguments are the same as `pwrf`. `string` can be any string; the first six letters are used in `acqi`. This statement will generate interactive parameter adjustment (IPA) information only when the command `gf` or `go('acqi')` is typed. When the command `go` is typed, this statement is ignored by the pulse sequence. Use the `pwrf` pulse statement for this purpose. Do not execute `pwrf` and `ipwrf` in the same pulse sequence, as they cancel each other's effect.

On systems with an Output board only, a 0.2 µs delay internally precedes the AP (analog port) bus statements `power`, `obspower`, `decpower`, and `dec2power`. The `apovrride()` statement prevents this 0.2 µs delay from being inserted prior to the next (and only the next) occurrence of one of the these AP bus statements.

Decoupler Power-Level Switching

On UNITY*INOVA* systems with class C or linear amplifiers, `declvlon()` and `declvloff()` switch the decoupler power level between the power level set by the high-power parameter(s) to the *full* output of the decoupler. The statement `declvlon()` gives full power on the decoupler channel; `declvloff` switches the decoupler to the power level set by the appropriate parameters defined by the amplifier type: `dhp` for class C amplifiers or `dpwr` for a linear amplifiers. If `dhp='n'`, these statements do not have any effect on systems with class C amplifiers, but still function for systems with linear amplifiers.

If declvlon is used, make sure declvloff is used prior to time periods in which normal, controllable power levels are desired, for example, prior to acquisition. Full decoupler power should only be used for decoupler pulses or for solids applications.

MERCURYplus/-Vx systems do not use declvlon or declvloff.

Status and Gating

Statements to control decoupler and homospoil status are status and setstatus. Explicit transmitter and receiver gating control statements are xmtroff, xmtron, decoff, decon, dec2off, dec2on, dec3off, dec3on, rcvroff, and rcvron. Statements for amplifier blanking and unblanking are obsblank, obsunblank, decblank, decunblank, dec2blank, dec2unblank, dec3blank, dec3unblank, blankingoff, and blankingon. Finally, statements for user-dedicated lines are sp#off and sp#on (#=1, 2, or 3). Table 12 summarizes these statements.

Table 12. Gating Control Statements

blankingoff()	Unblank amplifier channels and turn amplifiers on
blankingon()	Blank amplifier channels and turn amplifiers off
decblank()	Blank amplifier associated with the 1st decoupler
dec2blank()	Blank amplifier associated with the 2nd decoupler
dec3blank()	Blank amplifier associated with the 3rd decoupler
decoff()	Turn off first decoupler
dec2off()	Turn off second decoupler
dec3off()	Turn off third decoupler
decon()	Turn on first decoupler
dec2on()	Turn on second decoupler
dec3on()	Turn on third decoupler
decunblank()	Unblank amplifier associated with the 1st decoupler
dec2unblank()	Unblank amplifier associated with the 2nd decoupler
dec3unblank()	Unblank amplifier associated with the 3rd decoupler
dhpflag=TRUE|FALSE	Switch decoupling between high- and low-power levels
initparms_sis()	Initialize parameters for spectroscopy imaging sequences
obsblank()	Blank amplifier associated with observe transmitter
obsunblank()	Explicitly enables the amplifier for the observe transmitter
rcvroff()	Turn off receiver gate and amplifier blanking gate
rcvron()	Turn on receiver gate and amplifier blanking gate
recoff()	Turn off receiver gate only
recon()	Turn on receiver gate only
setstatus*	Set status of observe transmitter or decoupler transmitter
status(state)	Change status of decoupler and homospoil
statusdelay(state,time)	Execute status statement with given delay time
xmtroff()	Turn off observe transmitter
xmtron()	Turn on observe transmitter
* setstatus(channel,on,mode,sync,mod_freq)	

Gating States

Use status(state) to control decoupler and homospoil gating in a pulse sequence, where state is A to Z (e.g., status(A) or status(B)). Parameters controlled by status are dm (first decoupler mode), dmm (first decoupler modulation mode), and hs (homospoil). For systems with a third or fourth rf channel, `dm2` and `dm3` (second and third decoupler modes) and `dmm2` and `dmm3` (second and third decoupler modulation mode) are also under `status` control. For systems with a deuterium decoupler channel as the fourth decoupler, `dm4` and `dmm4` are under status control.

Each of these parameters can have multiple states: `status(A)` sets each parameter to the state described by the first letter of its value; `status(B)` uses the second letter, etc. If a pulse sequence has more `status` statements than there are status modes for a particular parameter, control reverts to the last letter of the parameter value. Thus, if `dm='ny'`, `status(C)` will look for the third letter, find none, and then use the second letter (`y`) and turn the decoupler on.

Use `setstatus(channel,on,mode,sync,mod_freq)` to control decoupler gating as well as decoupler modulation modes (GARP, CW, WALTZ, etc.). `channel` is `OBSch`, DECch, DEC2ch, or DEC3ch, `on` is `TRUE` or `FALSE`, `mode` is a decoupler mode (`'c'`, `'g'`, `'p'`, etc.), `sync` is `TRUE` or `FALSE`, and `mod_freq` is the modulation frequency (e.g., `setstatus(DECch,TRUE,'w',FALSE,dmf)`. The `setstatus` statement is not available on the *MERCURYplus/-Vx*.

`setstatus` provides a way to set transmitters independent of the parameters, one channel at a time. For example, `setstatus(OBSch,TRUE,'g',TRUE,obs_mf)`, turns the observe transmitter (`OBSch`) on (`TRUE`), using GARP modulation (`'g'`) in synchronized mode (`TRUE`) with a modulation frequency of `obs_mf`. (The `obs_mf` parameter will need to be calculated from a parameter set with an appropriate `getval` statement.)

Note: Be sure to set the power to a safe level before calling `setstatus`.

Timing for `setstatus` is the same as for `status` except that only one channel needs to be taken into account. To ensure that the timing is constant for the status, use the `statusdelay` statement (e.g., `statusdelay(A,2.0e-5)`)

Homospoil gating is treated somewhat differently than decoupler gating. If a particular homospoil code letter is `'y'`, delays coded as `hsdelay` that occur when the `status` corresponds to that code letter will begin with a homospoil pulse, the duration of which is determined by the parameter `hst`. Thus if `hs='ny'`, all `hsdelay` delays that occur during `status(B)` will begin with a homospoil pulse. The final status always occurs during acquisition, at which time a homospoil pulse is not permitted. Thus, if a particular pulse sequence uses `status(A)`, `status(B)`, and `status(C)`, `dm` and other decoupler parameters may have up to three letters, but `hs` will only have two, since `hs='y'` during `status(C)` would be meaningless and is ignored.

Transmitter Gating

On all systems, transmitter gating is handled as follows:

- Explicit transmitter gating in the pulse sequence is provided by `xmtroff()` and `xmtron()`. Transmitter gating is handled automatically by `obspulse`, `pulse`, `rgpulse`, `simpulse`, `sim3pulse`, `shaped_pulse`, `simshaped_pulse`, `sim3shaped_pulse`, and `spinlock`. The `obsprgon` statement should generally be enabled with an explicit `xmtron` statement, followed by `xmtroff`.
- Explicit gating of the first decoupler in the pulse sequence is provided by `decoff()` and `decon()`. First decoupler gating is handled automatically by `decpulse`, `decrgpulse`, `declvlon`, `declvloff`, `simpulse`, `sim3pulse`, `decshaped_pulse`, `simshaped_pulse`, `sim3shaped_pulse`, and `decspinlock`. The `decprgon` function should generally be enabled with explicit `decon` statement and followed by a `decoff` call.

- Explicit gating of the second decoupler in the pulse sequence is provided by `dec2off` and `dec2on`. Second decoupler gating is handled automatically by `dec2pulse`, `dec2rgpulse`, `sim3pulse`, `dec2shaped_pulse`, `sim3shaped_pulse`, and `dec2spinlock`. The `dec2prgon` function should generally be enabled with an explicit `dec2con` statement, followed by `dec2off`.
- Likewise, explicit gating of the third decoupler in the pulse sequence is provided by `dec3off` and `dec3on`. Third decoupler gating is handled automatically by `dec3pulse`, `dec3rgpulse`, `dec3shaped_pulse`, and `dec3spinlock`. The `dec3prgon` function should generally be enabled with an explicit `dec3con` statement, followed by `dec3off`.

Receiver Gating

Explicit receiver gating in the pulse sequence is provided by the `rcvroff()`, `rcvron()`, `recoff()`, and `recon()` statements. These statements control the receiver gates except when pulsing the observe channel (in which case the receiver is off) or during acquisition (in which case the receiver is on). The `recoff` and `recon` statements (available only on UNITY*INOVA* systems) affect the receiver gate only and do not affect the amplifier blanking gate, which is the role of `rcvroff` and `rcvron`.

- The receiver is on only during acquisition, except for certain imaging pulse sequences on UNITY*INOVA*, that have explicit acquires (such as SEMS, MEMS, and FLASH), and for the `initparms_sis()` statement that defaults the receiver gate to on.
- On *MERCURYplus/-Vx*, receiver gating is tied to the amplifier blanking and is normally controlled automatically by the pulse statements `rgpulse`, `pulse`, `obspulse`, `decrgpulse`, `decpulse`, and `dec2rgpulse`.

Amplifier Channel Blanking and Unblanking

Amplifier channel blanking and unblanking methods depend on the system.

- The receiver and amplifiers are not linked on UNITY*INOVA*. To explicitly blank and unblank amplifiers, the following statements are provided:

  For the amplifier associated with the observe transmitter: `obsblank()` and `obsunblank()`.

  For the amplifiers associated with the first, second, and third decouplers: `decblank()` and `decunblank()`, `dec2blank()` and `dec2unblank()`, and `dec3blank()` and `dec3unblank()`, respectively.

  These statements replace `blankon` and `blankoff`, no longer in VnmrJ.
- On *MERCURYplus/-Vx*, the receiver and amplifier are linked. At the end of each pulse statement, the receiver is automatically turned back on and the amplifier blanked. Immediately prior to data acquisition, the receiver is implicitly turned back on.

Interfacing to External User Devices

The `sp#on` and `sp#off` statements are used for interfacing with external user devices.

User-Dedicated Spare Lines

One or more user-dedicated spare lines are available for high-speed device control:

- UNITY*INOVA* consoles have five spare lines in the Breakout panel on the rear of the left cabinet. Each spare line is a BNC connector. The `sp#on()` and `sp#off()` statements control specified SPARE lines (#= spare line 1, 2, 3, 4, or 5).

User AP (Analog Port) Lines

UNITY*INOVA* consoles have two 24-pin user AP connectors, J8212 and J8213, in the Breakout panel on the rear of the left cabinet. Each connector has 16 user-controllable lines coinciding with two 8-bit AP bus registers. All four of the AP bus registers are writeable but only one register is readable.

Table 13 shows the mapping of the user AP lines. On both connectors, lines 17 to 25 are ground lines.

Table 13. Mapping of User AP Lines

Register	*Connector*	*Lines*	*Function*
0	J8213	9 to 16	output
1	J8213	1 to 8	output
2	J8212	9 to 16	output
3	J8212	1 to 8	input/output

User AP lines allow the synchronous access by users to external services while running a pulse sequence. The statements `setuserap(value,reg)`, `vsetuserap(rtvar,reg)`, and `readuserap(rtvar)` provide access to these lines.

The `setuserap` and `vsetuserap` statements enable writing 8-bit information to one of four registers. Each write takes one AP bus cycle, which is 0.5 µs for the UNITY*INOVA*. The only difference between `setuserap` and `vsetuserap` is that `vsetuserap` uses a real-time variable to set the value.

The `readuserap` statement lets you read 8-bit information from the register into a real-time variable. You can then act on this information using real-time math and real-time control statements while the pulse sequence is running; however, because the system has to wait for the data to be read before it can continue parsing and stuffing the FIFO, a significant amount of overhead is involved in servicing the read and refilling the FIFO. The `readuserap` statement takes 500 µs to execute. The `readuserap` statement puts in a 500 µs delay immediately after reading the user AP lines in order for the parser to parse and stuff more words into the FIFO before it underflows. However, this time may not be long enough and you may want to pad this time with a delay immediately following the `readuserap` statement to avoid FIFO underflow. Depending on the actions in the pulse sequence, your delay may need to be a number of milliseconds. If there is an error in the read, a warning message is sent to the host and a –1 is returned to the real-time variable.

2.4 Pulse Sequence Statements: Phase and Sequence Control

A series of internal variables, named `v1`, `v2`, ..., `v14`, are provided to perform calculations during "real-time" (while the pulse sequence is executing). All real-time variables are pointers to particular memory locations in the controller memory. A real-time variable does not change, rather the value in the memory location to which that real-time variable points is changed.

For example, when we speak of `v1` being set equal to 1, what we really mean is that the value in the memory location pointed to by the real-time variable `v1` is 1. The actual value of `v1`, a pointer, is not changed. The two ideas are interchangeable as long as we recognize exactly what is happening at the level of the controller memory.

These internal, real-time variables can be used for a number of purposes, but the two most important are control of the pulse sequence execution (for looping and conditional execution, for example) and calculation of phases. For each pulse in the sequence, the phase is calculated dynamically (at the start of each transient) rather than entirely at the start of this experiment. This allows phase cycles to attain essentially unlimited length, because only one number must be calculated for each phase during each transient. By contrast, attempting to calculate in advance a phase cycle with a cycle of 256 transients and different phases for each of 5 different pulses would require storing 256×5 or 1280 different phases.

Real-Time Variables and Constants

The following variables and constants can be used for real-time calculations:

`v1` to `v14`	Real-time variables are used for calculations of loops, phases, etc. They are at the complete disposal of the user. The variables point to 16-bit integers, which can hold values of –32768 to +32767.
`ct`	Completed transient counter, which points to a *32-bit integer* that is incremented after each transient, starting with a value of 0 prior to the first experiment. This pattern (0,1,2,3,4, ...) is the basis for most calculations. Steady-state transients, invoked by the `ss` parameter, do not change `ct`.
`bsctr`	Block size counter, which points to a *16-bit integer* that is decremented from `bs` to 1 during each block of transients. After completing the last transient in the block, `bsctr` is set back to a value of `bs`. Thus if `bs=8`, `bsctr` has successive values of 8,7,6,5,4,3,2,1,8,7, ...
`oph`	Real-time variable that controls the phase of the receiver in 90° increments (0=0°, 1=90°, 2=180°, and 3=270°). Prior to the execution of the pulse sequence itself, `oph` is set to 0 if parameter `cp` is set to `'n'`, or to the successive values `0,1,2,3,0,1,2,3`,... if `cp` is set to `'y'`. The value of `oph` can be changed explicitly in the pulse sequence by any of the real-time math statements described in the next section (`assign`, `add`, etc.) and is also changed by the `setreceiver` statement.
`zero`, `one`, `two`, `three`	Pointers to constants set to select constant phases of 0°, 90°, 180°, and 270°. They *cannot* be replaced by numbers 0, 1, 2, and 3.
`ssval`, `ssctr`, `bsval`	Real-time variables described in “Manipulating Acquisition Variables,” page 80.
`id2`,`id3`,`id4`	Pointers (or indexes) to constants identifying the current increment in multidimensional experiments. `id2` is the current `d2` increment. Its value ranges from 0 to the size of the `d2` array minus 1, which is typically `0` to (`ni-1`). `id3` corresponds to current index of the `d3` array in a 3D experiment. Its range is 0 to (`ni2-1`). `id4` corresponds to the current index of the `d4` array. Its range is 0 to (`ni3-1`). Only *MERCURYplus/-Vx* support id2.

Calculating in Real-Time Using Integer Mathematics

A series of special integer mathematical statements are provided that are fast enough to execute in real-time: `add`, `assign`, `dbl`, `decr`, `divn`, `hlv`, `incr`, `mod2`, `mod4`, `modn`, `mult`, and `sub`. These statements are summarized in Table 14.

Table 14. Integer Mathematics Statements

`add(vi,vj,vk)`	Add integer values: set vk equal to vi + vj
`assign(vi,vj)`	Assign integer values: set `vj` equal to `vi`
`dbl(vi,vj)`	Double an integer value: set `vj` equal to 2•`vi`
`decr(vi)`	Decrement an integer value: set `vi` equal to `vi` –1
`divn(vi,vj,vk)`	Divide integer values: set `vk` equal to `vi` div `vj`
`hlv(vi,vj)`	Find half the value of an integer: set `vj` to integer part of 0.5•`vi`
`incr(vi)`	Increment an integer value: set `vi` equal to `vi` + 1
`mod2(vi,vj)`	Find integer value modulo 2: set `vj` equal to `vi` modulo 2
`mod4(vi,vj)`	Find integer value modulo 4: set `vj` equal to `vi` modulo 4
`modn(vi,vj,vk)`	Find integer value modulo n: set `vk` equal to `vi` modulo `vj`
`mult(vi,vj,vk)`	Multiply integer values: set `vk` equal to `vi`•`vj`
`sub(vi,vj,vk)`	Subtract integer values: set `vk` equal to `vi` – `vj`

Remember that integer mathematics does not include fractions. If a fraction appears in a result, the value is truncated; thus, one-half of 3 is 1, not 1.5.

Integer statements also use the *modulo*, which is the number that remains after the modulo number is divided into the original number. For example, the value of 8 modulo 2 (often abbreviated "8 mod 2") is found by dividing 2 into 8, giving an answer of 4 with a remainder of 0, so 8 mod 2 is 0. Similarly, 9 mod 2 is 1, since 2 into 9 gives 4 with a remainder of 1. The modulus of a negative number is not defined in VnmrJ software and should not be used.

Each statement performs one calculation at a time. For example, `hlv(ct,v1)` takes half the current value of `ct` and places it in the variable `v1`. Before each transient, `ct` has a given value (e.g., 7), and after this calculation, `v1` has a certain value (e.g., 3 if `ct` was 7).

To visualize the action of a statement over the course of a number of transients, pulse sequences typically document this action explicitly as part of their comments. The comment `v1=0,0,1,1,` .... (or `v1=001122`...) means that `v1` assumes a value of 0 during the first transient, 0 during the second, 1 during the third, etc.

The following series of examples illustrates the action of integer mathematics statements and how comments are typically used:

```
hlv(ct,v1);        /* v1=0011223344... */
dbl(v1,v1);        /* v1=0022446688... */
mod4(v1,v1);       /* v1=0022002200... */

mod2(ct,v2);       /* v2=010101...     */
dbl(v2,v3);        /* v3=020202...     */

                   /* v1=00112233...   */
hlv(v1,v2);        /* v2=00001111....  */
dbl(v1,v1);        /* v1=00224466....  */
add(v1,v2,v3);     /* v3=00225577....  */
mod4(v3,oph);      /* oph=00221133...,receiver phase cycle */
```

Note that the same variable can be used as the input and output of a particular statement (e.g., `dbl(v1,v1)` is fine so it is not necessary to use `dbl(v1,v2))`. Note also that although the `mod4` statement is used in several cases, it is never necessary to include it, even if appropriate, because an implicit modulo 4 is always performed on all phases (except when setting small-angle phase shifts).

The division provided by the `divn` statement is integer division, thus remainders are ignored. `vj` in each case must be a real-time variable and not a real number (like 6.0) or even an integer constant (like 6). To perform, for example, a modulo 6 operation, something like the following is required:

```
initval(6.0,v1);
modn(v2,v1,v7);    /* v7 is v2 modulo 6 */
```

Controlling a Sequence Using Real-Time Variables

In addition to being used for phase calculations, real-time variables can also be used for pulse sequence control. Table 15 lists pulse sequence control statements.

Table 15. Pulse Sequence Control Statements

`elsenz(vi)`	Execute succeeding statements if argument is nonzero
`endif(vi)`	End ifzero statement
`endloop(index)`	End loop
`ifzero(vi)`	Execute succeeding statements if argument is zero
`initval(realnumber,vi)`	Initialize a real-time variable to specified value
`loop(count,index)`	Start loop

By placing pulse sequence statements between a `loop(count,index)` statement and an `endloop(index)` statement, the enclosed statements can be executed repeatedly. The `count` argument used with `loop` is a real-time variable that specifies the number of times to execute the enclosed statements. `count` can be any positive number, including zero. `index` is a real-time variable used as a temporary counter to keep track of the number of times through the enclosed statements and must not be altered by any of the statements. An example of using `loop` and `endloop` is the following:

```
mod4(ct,v5);        /* times through loop: v5=01230123... */
loop(v5,v3);        /* v3 is a dummy to keep track of count */
  delay(d3);        /* variable delay depending on the ct */
endloop(v3);
```

Statements within the pulse sequence can be executed conditionally by being enclosed within `ifzero(vi)`, `elsenz(vi)`, and `endif(vi)` statements. `vi` is a real-time variable used as a test variable, to be tested for either being zero or non-zero. The `elsenz` statement may be omitted if it is not desired. It is also not necessary for any statements to appear between the `ifzero` and the `elsenz` or the `elsenz` and the `endif` statements. The following code is an example of a conditional construction:

```
mod2(ct,v1);            /* v1=010101... */
ifzero(v1);             /* test if v1 is zero */
  pulse(pw,v2);         /* execute these statements */
  delay(d3);            /* if v1 is zero */
elsenz(v1);             /* test if v1 is non-zero */
  pulse(2.0*pw,v2);     /* execute these statements */
  delay(d3/2.0);        /* if v1 is non-zero */
endif(v1);
```

If numbers other than those easily accessible in integer math (such as `ct`, `oph`, `three`) are needed, any variable can be initialized to a value with the `initval(number,vi)` statement (e.g., `initval(4.0,v9)`. The real number input is rounded off and placed in the variable `vi`. This statement, unlike the statements such as `add` and `sub` described above, is executed once and *only once* at the start of a non-arrayed 1D experiment or at the start of each increment in a 2D experiment or an arrayed 1D experiment, not at the start of each transient.

Real-Time vs. Run-Time—When Do Things Happen?

It may help to explain the pulse sequence execution process in more detail. When an experiment begins, the `go` program is executed. This program looks up the various parameters, finds the name of the current pulse sequence, and looks in `seqlib` for a file of that name. The file in `seqlib` is a compiled C program, which was compiled with the `seqgen` command. This program, which is run by the `go` program, combines the parameters supplied to it by `go` together with a series of instructions that form the pulse sequence.

The output of the pulse sequence program in `seqlib` is table of numbers, known as the *code table* (generally referred to as *Acodes* or *Acquisition codes*), which contains instructions for executing a pulse sequence in a special language. The pulse sequence program sends a message to the acquisition computer to begin operation, informing it where the code table is stored. This code table is downloaded into the acquisition computer and processed by an interpreter, which is executing in the acquisition computer and which controls operation during acquisition. If after entering `go` or `su`, etc., the message that PSG aborted abnormally appears, run the `psg` macro to help identify the problem.

A pulse sequence can intermix statements involving C, such as `d2=1.0/(2.0*J)`, with special statements, such as `hlv(ct,v2)`. These two statements are fundamentally different kinds of operations. Entering `go` causes the evaluation of all higher-level expressions once for each increment. Thus in `d2=1.0/(2.0*J)`, the value of `J` is looked up, `d2` is calculated as one divided by `2*J`, and the value of `d2` is fixed. Statements in this category are called run-time, since they are executed when `go` is run. The `hlv` statement, however, is executed every transient. Before each transient, the system examines the current value of `ct`, performs the integer `hlv` operation, and sets the variable `v2` (used for phases, etc.) to that value. On successive transients, `v2` has values of 0,0,1,1,2,2, etc. Statements like these are called *real-time*, because they execute during the real-time operation of the pulse sequence.

Run-time statements are statements that are evaluated and executed in the host computer by the pulse sequence program in `seqlib` when `go` is entered. Real-time statements are statements that are repeatedly (every transient) executed by the code program run in a specific controller. Therefore, it is not possible to include a statement like `d2=1.0+0.33*ct`. The variable `ct` is a real-time variable (it is actually an integer pointer variable), while "C-type" mathematics are a run-time operation. Only the special real-time statements included in this section can be executed on a transient-by-transient basis.

Manipulating Acquisition Variables

Certain acquisition parameters, such as `ss` (steady-state pulses) and `bs` (block size), cannot be changed in a pulse sequence with a simple C statement. The reason is that by the time the `pulsesequence` function is executed, the values of these variables are already stored in a region of the host computer memory that will subsequently be part of the "low-core" portion of the acquisition code in the acquisition computer. These memory locations can be accessed and modified, however, by using real-time math functions with the appropriate real-time variables.

The value of `ss` in low core is associated with real-time variables `ssval` and `ssctr`:

- ssval is never modified by the acquisition computer unless specifically instructed by statements within the pulse sequence.
- ssctr is automatically initialized to ssval.

For the first increment *only*, if ssval is greater than zero, or else before every increment in an arrayed 1D or 2D experiment, ssctr is decremented after each steady-state transient until it reaches 0. When ssctr is 0, all subsequent transients are collected as data.

The value of bs in low core is associated with real-time variables bsval and bsctr:

- bsval is never modified by the acquisition computer unless specifically instructed by statements within the pulse sequence.
- bsctr is automatically initialized to bsval after each block of transients has been completed.

During the acquisition of a block of transients, bsctr is decremented after each transient. If bsval is non-zero, a zero value for bsctr signals that the block of transients is complete.

The ability within a pulse sequence to modify the values of these low core acquisition variables can be used to add various capabilities to pulse sequences. As an example, the following pulse sequence illustrates the cycling of pulse and receiver phases during steady-state pulses:

```
#include <standard.h>
pulsesequence()
{
   /* Implement steady-state phase cycling */
   sub(ct,ssctr,v10);
   initval(16.0,v9);
   add(v10,v9,v10);
   /* Phase calculation statements follow,
      using v10 in place of ct as the starting point */
   /* Actual pulse sequence goes here */
}
```

Intertransient and Interincrement Delays

When running arrayed or multidimensional experiments (using ni, ni2, etc.), certain operations are done preceding and following the pulse sequence for every array element and every transient. These overhead operations take up time must be accounted for when running a pulse sequence. This might be especially important if the repetition time of a pulse sequence has to be maintained across every element and every scan during an arrayed or multidimensional experiment.

These overhead times between increments (array elements) and transients are deterministic (i.e., both known and constant); however, the time between increments, which we will call x, is longer than the time between transients, which we will call y. Also, the time between increments will change depending on the number of rf channels.

To maintain a constant repetition time, a parameter called d0 (for d-zero) can be created so that x=y+d0. Because the interincrement overhead time will differ with different system configurations—and to keep the d0 delay consistent across systems—if d0 is set greater than the overhead delay, the inter-FID delay x is padded such that y+d0=x+(d0-(x-y)). In other words, d0 is used to set a standard delay so the interincrement delay and the intertransient delay are the same when executing transient scans within an array element. The delay is inserted at the beginning of each scan of a FID after the first scan has completed. The d0 delay can be set by the user or computed by PSG (if d0 is set to 'n'). When d0 does not exist, no delay is inserted.

Another factor to consider when keeping a consistent timing in the pulse sequence is the status statement. The timing of this statement varies depending on the number of channels and the type of decoupler modulation. To keep this timing constant, the pulse sequence statement statusdelay allows the user to set a constant delay time for changing the status. For this to work, the delay time has to be longer than the time it takes to set the status. For timing and more information, see the description of statusdelay in Chapter 3.

The overhead operations preceding every transient are resetting the DTM (data-to-memory) control information. The overhead operations following every transient are error detection for number of points and data overflow; detection for blocksize, end of scan, and stop acquisition; and resetting the decoupler status. d0 does not take these delays into account.

The overhead operations preceding every array element are initializing the rf channel settings (frequency, power, etc.), initializing the high-speed (HS) lines, initializing the DTM, and if arrayed, setting the receiver gain. d0 does not take into account arraying of decoupler status shims, VT, or spinning speed.

Controlling Pulse Sequence Graphical Display

The dps_off, dps_on, dps_skip, and dps_show statements, summarized in Table 16, can be inserted into a pulse sequence to control the graphical display of the pulse sequence statements by the dps command:

- Insert dps_off() into the sequence to turn off dps display of statements. All pulse sequences following dps_off will not be shown.
- Insert dps_on() into the sequence to turn on dps display of statements. All pulse sequences following dps_on will be shown.
- Insert dps_skip() into the sequence to skip dps display of the next statement. The next pulse sequence statement will not be displayed.
- Insert dps_show(options) statements into the pulse sequence to draw pulses for dps display. The pulses will appear in the graphical display of the sequence.

  Many options to dps_show are available. These options enable drawing a line to represent a delay, drawing a pulse picture and displaying the channel name below the picture, drawing shaped pulses with labels, drawing observe and decoupler pulses at the same time, and much more. Refer to Chapter 3, "Pulse Sequence Statement Reference," for a full description of dps_show, including examples.

Table 16. Statements for Controlling Graphical Display of a Sequence

dps_off()	Turn off graphical display of statements
dps_on()	Turn on graphical display of statements
dps_show(options)*	Draw delay or pulses in a sequence for graphical display
dps_skip()	Skip graphical display of next statement

* dps_show has many options. See Chapter 3, "Pulse Sequence Statement Reference," for the syntax and examples of use.

2.5 Real-Time AP Tables

Real-time acquisition phase (AP) tables can be created under pulse sequence control. These tables can store phase cycles, an array of attenuator values, etc. In the pulse sequence, the tables are associated with variables `t1`, `t2`, ... `t60`.

The following pulse sequence statements accept the table variables `t1` to `t60` at any place where a simple AP variable, such as `v1`, can be used:

`pulse`	`rgpulse`	`decpulse`
`decrgpulse`	`dec2rgpulse`	`dec3rgpulse`
`simpulse`	`txphase`	`decphase`
`dec2phase`	`dec3phase`	`xmtrphase`
`dcplrphase`	`dcplr2phase`	`dcplr3phase`
`phaseshift`	`spinlock`	`decspinlock`
`dec2spinlock`	`dec3spinlock`	`shaped_pulse`
`decshaped_pulse`	`dec2shaped_pulse`	`dec3shaped_pulse`
`simshaped_pulse`	`sim3shaped_pulse`	`power`
`pwrf`		

For example, the statement `rgpulse(pw,t1,rof1,rof2)` performs an observe transmitter pulse whose phase is specified by a particular statement in the real-time AP table `t1`, whereas `rgpulse(pw,v1,rof1,rof2)` performs the same pulse whose phase is specified by the real-time variable `v1`. The real-time math functions `add()`, `assign()`, etc. listed in Table 14 cannot be used with tables `t1-t60`. The appropriate functions to use are given in Table 17.

Statements using a table can occur anywhere in a pulse sequence except in the statements enclosed by an `ifzero-endif` pair.

Loading AP Table Statements from Linux Text Files

Table statements can be loaded from an external Linux text file with the `loadtable` statement or can be set directly within the pulse sequence with the `settable` statement. The values stored must be integral and must lie within the 16-bit integer range of –32768 to 32767.

The AP table file must be placed in the user's private directory `tablib`, which might be, for example, `/home/vnmr1/vnmrsys/tablib`, or in the system directory for table files, `/vnmr/tablib`. The software looks first in the user's personal `tablib` directory for a table of the specified name, then in the system directory. The format for the table file is quite flexible, comments are allowed, and several special notations are available.

Table Names and Statements

Entries in the table file are referred to as *table names.* Each table name must come from the set `t1` to `t60` (e.g., `t14` is a table name). A table name may be used only once within the table file. If a table name is used twice within the table file, an error message is displayed and pulse sequence generation (PSG) aborts.

Each table statement must be written as an integer number and separated from the next statement by some form of "white" space, such as a blank space, tab, or carriage return.

The table name is separated from the table statements by an = or a += sign (the += sign is explained on page 84), and there must be a space between the table name and either of these two signs. For example, if a table file contains the table name `t1` with statements 0, 1, 2, 3, 2, 3, 0, 1, it would be written as `t1 = 0 1 2 3 2 3 0 1`.

The index into a table can range from 0 to 1 less than the number of statements in the table. Note that an index of 0 will access the *first* statement in the table. Unless the autoincrement attribute (described on page 84) is imparted to the table, the index into the table is given by `ct`, the completed transient counter.

If the number of transients exceeds the length of the table, access to the table begins again at the beginning of the table. Thus, given a table of length *n* with statements numbered 0 through *n*–1 (this numbering is strictly a way to think about the numbering and does not imply the statements are actually numbered), then when the transient number is `ct`, the number of the statement of the table that will be used is `ct` mod `n` (remember that `ct` starts at 0 on the first transient, since `ct` represents the number of *completed* transients).

AP Table Notation

Special notation is available within the table file to simplify entering the table statements and to impart specific attributes to any table within that file:

`(...)#` Indicates the table segment within the parentheses is to be replicated in its entirety # times (where # ranges from 1 to 64) before preceding to any succeeding statements or segments. Do not include any space after ")". For example: `t1=(0 1 2)3  /* t1 table=012012012 */`.

`[...]#` Indicates *each* statement in the table segment within square brackets is to be replicated # times (where # ranges from 1 to 64) before going to the *next* statement in that segment. Do not include any space after "]". For example:`t1=[0 1 2]3  /* t1 table=000111222 */`.

`{...}#` Imparts the "divn-return" attribute to the table and indicates that the actual index into the table is to be the index divided by the number # (where # ranges from 1 to 64). # is called the *divn factor* and can be explicitly set within a sequence for any table (see `setdivnfactor`). This attribute provides a #-fold level of table compaction to the acquisition processor. The { } notation *must* enclose *all* of the table statements for a given table. This notation should not be used if this table will be subject to table operations such as `ttadd` (see page 86)—in this case use `[ ]#`, which is equivalent except for table compression. In entering the `{ }#` notation, do not include any space after "}".

`+=` Indicates that the index into the table starts at 0 for each new FID in an array or 2D experiment, is incremented after *each* access of the table and is therefore independent of `ct`. This is the *autoincrement* attribute, which can delimit the table name from the table statements. It can be explicitly set within a pulse sequence for any table (see `setautoincrement`).

The `(...)#` and `[...]#` notations are expanded by PSG at run-time and, therefore, offer no degree of table compaction to the acquisition processor. Nesting of `(...)` and `[...]` expressions is not allowed.The autoincrement `+=` attribute can be used in conjunction with the divn-return attribute and with the `(...)` and `[...]` notations.

Multiple `{...}` expressions within one table are not allowed, but `(...)` and `[...]` expressions can be placed within a `{...}` expression.

The following examples illustrate combining the notation:

```
t2 = [0 1 2 3]4 (0 0 2 2)4
      /* t2 table = 00001111222233330022002200220022 */
t3 = {0 1 (0 2)2 0 2 [3 1]4}4
     /* t3 table = 0102020233331111 with divn-factor = 4;
     i.e., 00001111000022220000222200002222 ... */
t4 += {0 1 2 3}8
     /* t4 table with autoincrement and divn-factor = 8
     i.e., 00000000111111112222222233333333 with index
     incremented at each reference to table, not at each ct */
```

Handling AP Tables

Table 17 lists statements for handling AP tables.

Table 17. Statements for Handling AP Tables

`getelem(tablename,APindes,APdest)`	Retrieve an element from a AP table
`loadtable(file)`	Load AP table elements from table text file
`setautoincrement(tablename)`	Set autoincrement attribute for a table
`setdivnfactor(tablename,divnfactor)`	Set divn-return attribute and divn-factor
`setreceiver(tablename)`	Associate rcvr. phase cycle with AP table
`settable`*	Store array of integers in real-time AP table
`tsadd(tablename,scalarval,moduloval)`	Add an integer to AP table elements
`tsdiv(tablename,scalarval,moduloval)`	Divide a table into a second table
`tsmult(tablename,scalarval,moduloval)`	Multiply an integer with AP table elements
`tssub(tablename,scalarval,moduloval)`	Subtract an integer from AP table elements
`ttadd`*	Add a table to a second table
`ttdiv`*	Divide a table into a second table
`ttmult`*	Multiply a table by a second table
`ttsub`*	Subtract a table from a second table

```
* settable(tablename,numelements,intarray)
  ttadd(tablenamedest,tablenamemod,moduloval)
  ttdiv(tablenamedest,tablenamemod,moduloval)
  ttmult(tablenamedest,tablenamemod,moduloval)
  ttdiv(tablenamedest,tablenamemod,moduloval)
```

The `loadtable(file)` statement loads AP table statements from table text file. `file` specifies the name of the table file (a UNIX text file) in the user's personal `tablib` directory or in the VnmrJ system `tablib` directory. `loadtable` can be called multiple times within a pulse sequence. Care should be taken to ensure that the same table name is not used more than once by the pulse sequence.

The `settable(tablename,numelements,intarray)` statement stores an array of integers in a real-time AP table. `tablename` specifies the name of the table (`t1` to `t60`). `numelements` specifies the size of the table. `intarray` is a C array that contains the table elements. These elements can range from –32768 to 32767. The user must predefine and predimension this array in the pulse sequence using C language statements prior to calling `settable`.

The `getelem(tablename,APindex,APdest)` statement retrieves an element from a table. `tablename` specifies the name of the Table (`t1` to `t60`). `APindex` is an AP variable (`v1` to `v14`, `oph`, `ct`, `bsctr`, or `ssctr`) that contains the index of the desired table element. Note that the first element of a table has an index of 0. `APdest` is also an AP variable (`v1` to `v14` and `oph`) into which the retrieved table element is placed. For tables for which the autoincrement feature is set, `APindex`, the second argument to `getelem`, is ignored and can be set to any AP variable name; each element in such a table is by definition always accessed sequentially.

The `setautoincrement(tablename)` statement sets the autoincrement attribute for a table. `tablename` specifies the name of the table (`t1` to `t60`). The index into the table is set to 0 at the start of an FID acquisition and is incremented after each access into the table. Tables using the autoincrement feature cannot be accessed within a hardware loop.

The `setdivnfactor(tablename,divnfactor)` statement sets the divn-return attribute and the divn-factor for a table. `tablename` specifies the name of the table (`t1` to `t60`). The actual index into the table is now set to (index/`divnfactor`). `{0 1}2` is therefore translated by the acquisition processor, not by pulse sequence generation (PSG), into `0 0 1 1`. The divn-return attribute results in a divn-factor-fold compression of the AP table at the level of the acquisition processor.

The `setreceiver(tablename)` statement assigns the `ct`th element of the AP table `tablename` to the receiver variable `oph`. If multiple `setreceiver` statements are used in a pulse sequence, or if the value of `oph` is changed by real-time math statements such as `assign`, `add`, etc., the last value of `oph` prior to the acquisition of data determines the value of the receiver phase.

To perform run-time scalar operations of an integer with AP table elements, use the following statements:

```
tsadd(tablename,scalarval,moduloval)
tssub(tablename,scalarval,moduloval)
tsmult(tablename,scalarval,moduloval)
tsdiv(tablename,scalarval,moduloval)
```

where `tablename` specifies the name of the table (`t1` to `t60`) and `scalarval` is added to, subtracted from, multiplied with, or divided into each element of the table. The result of the operation is taken modulo `moduloval` (if `moduloval` is greater than 0). `tsdiv` requires that `scalarval` is not equal to 0; otherwise, an error is displayed and PSG aborts.

To perform run-time vector operations of one AP table with a second table, use the following table-to-table statements:

```
ttadd(tablenamedest,tablenamemod,moduloval)
ttsub(tablenamedest, tablenamemod, moduloval)
ttmult(tablenamedest,tablenamemod,moduloval)
ttdiv(tablenamedest, tablenamemod,moduloval)
```

where `tablenamedest` and `tablenamemod` are the names of tables (`t1` to `t60`). Each element in `tablenamedest` is modified by the corresponding element in `tablenamemod`. The result, stored in `tablenamedest`, is taken modulo `moduloval` (if `moduloval` is greater than 0). The number of elements in `tablenamedest` must be greater than or equal to the number of elements in `tablenamemod`. `ttdiv` requires that no element in `tablenamemod` equal 0.

Examples of Using AP Tables

This section contains a two-pulse sequence and a homonuclear J-resolved experiment as examples of using AP tables.

Two-Pulse Sequence

Listing 3 is the contents of the files `/home/vnmr1/vnmrsys/psglib/t2pul.c` and `/home/vnmr1/vnmrsys/tablib/t2pul` associated with a hypothetical two-pulse sequence T2PUL.

Listing 3. Two-Pulse Sequence t2pul.c with Phase Tables

```
#include <standard.h>

pulsesequence()
{
   loadtable("t2pul");
   status(A);
      hsdelay(d1);
   status(B);
      pulse(p1,t1);
      hsdelay(d2);
   status(C);
      pulse(pw,t2);
      setreceiver(t3);
}
```

```
t1 = 0
   /* 0000 */
t2 = 0 2 1 3
   /* 0213 */
t3 = 0 2 1 3
   /* 0213 */
```

Notice that `t2` and `t3` are identical. The pulse sequence could have used just one phase for both the observe pulse and the receiver, but using two separate phases in this way provides more flexibility for allowing run-time modification of all phases independently (e.g., a cancellation experiment can be run by changing line 2 in the `tablib` file to `t2 = 0` or by changing line 3 to `t3 = 0`).

Homonuclear J-Resolved Experiment

Listing 4 lists files `/home/vnmr1/vnmrsys/psglib/hom2djt.c` and `/home/vnmr1/vnmrsys/tablib/hom2djt` associated with a hypothetical homonuclear J-resolved sequence HOM2DJT.

This sequence uses “conventional” phase cycling, completely different than the pulse cycling in the standard HOM2DJ sequence found in `psglib`. The phase cycling, contained here in `t4`, is added to the phases by the pulse sequence itself with the series of three `ttadd` statements. This can also be done in the table itself, for example, by replacing the `t2` line in the `tablib` file with `t2 = 1 2 3 0 3 0 1 2 2 3 0 1 0 1 2 3`, which is the completely “spelled out” phase cycle for the second pulse.

When using a table to be referenced with a `ttadd` statement, the table *cannot* be compressed by using `t4 = {0 2 1 3}4`. Square brackets, which are exactly equivalent to the curly brackets but without achieving table compression at the level of the acquisition processor must be used.

Using Internal Phase Tables

Another use of tables is to internally declare them and convert them to *t variables*. This has the advantage of giving internal documentation and having independence of external tables

Listing 4. Homonuclear J-Resolved Sequence hom2djt.c with Phase Tables

```
#include <standard.h>
pulsesequence()
{
   loadtable("hom2djt");
   ttadd(t1,t4,4);
   ttadd(t2,t4,4);
   ttadd(t3,t4,4);
   status(A);
      hsdelay(d1);
   status(B);
      pulse(pw,t1);
      delay(d2/2);
      pulse(p1,t2);
      delay(d2/2);
   status(C);
      setreceiver(t3);
}
```

```
t1 = [0]16
  /*0000000000000000 */
t2 = (1 2 3 0)4
  /*1230123012301230 */
t3 = (0 2)8
  /*0202020202020202 */
t4 = [0 2 1 3]4
  /* 0000222211113333 */
```

(which might have been modified). Listing 5 shows code for a generic phase-sensitive 2D experiment that also illustrates the use of `tsadd` and handles the case of `phase=2`.

Listing 5. Example of Internal Phase Tables

```
/*name.c  "name of sequence"
... 2D sequence using State-Haberkorn method for phase-sensitive date in F1 (set
phase=1,2)...
*/
#include<standard.h>

static int phi1[2] = {3,1,3,1},        /*phase for pulse 1 */
            phi2[4]={0,0,2,2},         /*phase for pulse 2 */
              rec[4]={0,2,2,0};        /*receiver phase */

pulsesequence()
{
...                                   /*psg statements */

settable(t1,4,phi1);                  /*set t variables */
settable(t2,4,phi2);
settable(t3,4,rec);
if (phase1=2) tsadd(t1,1,4);          /*for states-haberkorn */
...

rgpulse(pw,t1,rof1,rof1);     /*phase increment for phase=2 */
delay(d2);                    /*2D evolution time */
...                           /*psg statements */

rgpulse(pw,t2,rof1,rof1);
...
setreceiver(t3);
}
```

2.6 Accessing Parameters

- "Categories of Parameters," page 89
- "Looking Up Parameter Values," page 96
- "Using Parameters in a Pulse Sequence," page 96

The `getval` and `getstr` statement look up the value of parameters, providing access to parameters. Table 18 summarizes these statements.

Table 18. Parameter Value Lookup Statements

`getstr(parametername,internalname)`	Look up value of string parameter
`internalname=getval(parametername)`	Look up value of numeric parameter

Parameters are defined by the user in particular experiment files (`exp1`, `exp2`, etc.) in which the operation is occurring. These parameters are not the same as the parameters that are accessible to the pulse sequence during its execution, although they are at least potentially the same.

Categories of Parameters

Parameters can be divided into three categories:

- Parameters used in a pulse sequence exactly as in the parameter set; in other words, the name of the parameter (`d1`, for example) is the same in both places. Thus, a statement like `delay(d1)` is legitimate. Table 19 lists VnmrJ parameter names and corresponding pulse sequence generation (PSG) variable names and types.Table 19 is for quick reference only. For the most current listing, go to `/vnmr/psg/acqparms.h` (unity*INOVA*) or `/vnmr/psg/acqparms2.h` (Mercury*plus/Vx*). Table 20 summarizes VnmrJ parameter names used primarily for imaging. Parameters in this category do not need to be declared as specific types (e.g., `char`) or require `getval` or `getstr`.
- Parameters used in the pulse sequence derived from those in the parameter set.
- Parameters unknown to the pulse sequence. This includes parameters created by the user for a particular pulse sequence (such as `J` or `mix`) as well as a few surprises, such as `at`, the acquisition time (the pulse sequence does not know this). The statements `getval` and `getstr` are provided for this category.

Table 19. Global PSG Parameters

Acquisition			
extern	char	`il[MAXSTR]`	interleaved acquisition parameter,`'y','n'`
extern	double	`inc2D`	t1 dwell time in a 3D/4D experiment
extern	double	`inc3D`	t2 dwell time in a 3D/4D experiment
extern	double	`sw`	spectral width
extern	double	`nf`	Number of FIDs in pulse sequence
extern	double	`np`	Number of data points to acquire (real)
extern	double	`nt`	Number of transients
extern	double	`sfrq`	Observe frequency MHz
extern	double	`dfrq`	Decoupler frequency MHz
extern	double	`dfrq2`	2nd decoupler frequency MHz
extern	double	`dfrq3`	3rd decoupler frequency MHz

Table 19. Global PSG Parameters (continued)

extern	double	dfrq4	4th decoupler frequency MHz
extern	double	bs	Block size
extern	double	tof	Observe transmitter offset
extern	double	dof	Decoupler offset
extern	double	dof2	2nd decoupler offset
extern	double	dof3	3rd decoupler offset
extern	double	dof4	4th decoupler offset
extern	double	gain	Receiver gain value, or 'n' for autogain
extern	double	dlp	Decoupler low power value
extern	double	tpwr	Transmitter pulse power
extern	double	tpwrf	Transmitter fine linear attenuator for pulse
extern	double	dpwr	Decoupler pulse power
extern	double	dpwrf	Decoupler fine linear attenuator for pulse
extern	double	dpwrf2	2nd decoupler fine linear attenuator
extern	double	dpwrf3	3rd decoupler fine linear attenuator
extern	double	dpwrf4	4th decoupler fine linear attenuator
extern	double	dpwr2	2nd decoupler power course attenuator
extern	double	dpwr3	3rd decoupler power course attenuator
extern	double	dpwr4	4th decoupler power course attenuator
extern	double	filter	Pulse amp filter setting
extern	double	xmf	Observe transmitter pulse width
extern	double	dmf	Decoupler modulation frequency
extern	double	dmf2	Decoupler modulation frequency
		dmf3	
		dmf4	
extern	double	fb	Filter bandwidth
extern	double	vttemp	VT temperature setting
extern	double	vtwait	VT temperature time-out setting
extern	double	vtc	VT temperature cooling gas setting
extern	double	cpflag	Phase cycling; 1=no cycling, 0=quad detect
extern	double	dhpflag	Decoupler high power flag
Pulse Widths			
extern	double	pw	Transmitter modulation frequency
extern	double	p1	A pulse width
extern	double	pw90	90° pulse width
extern	double	hst	Time homospoil is active
Delays			
extern	double	alfa	Time after receiver is turned on that acquisition begins
extern	double	beta	Audio filter time constant
extern	double	d1	Delay
extern	double	d2	An auto incremental delay, used in 2D experiments
extern	double	d3	An auto incremental delay, used in 3D experiments
extern	double	d4	An auto incremental delay, used in 4D experiments

Table 19. Global PSG Parameters (continued)

extern	double	pad	Preacquisition delay
extern	double	padactive	Preacquisition delay active parameter flag
extern	double	rof1	Amplifier unblanking delay before pulse
extern	double	rof2	Amplifier blanking delay
2D/3D/4D			
extern	double	totaltime	Total timer events for an experiment duration estimate
extern	int	phase1	Used for 2D acquisition
extern	int	phase2	Used for 3D acquisition
extern	int	phase3	Used for 4D acquisition
extern	int	d2_index	d2 increment (from 0 to ni−1)
extern	int	d3_index	d3 increment (from 0 to ni2−1)
extern	int	d4_index	d4 increment (from 0 to ni3−1)
Programmable Decoupling Sequences			
extern	char	xseq[MAXSTR]	
extern	char	dseq[MAXSTR]	
extern	char	dseq2[MAXSTR]	
extern	char	dseq3[MAXSTR]	
extern	char	dseq4[MAXSTR]	
extern	double	xres	Digit resolution prg dec
extern	double	dres	Digit resolution prg dec
extern	double	dres2	Digit resolution prg dec
extern	double	dres3	Digit resolution prg dec
extern	double	dres4	Digit resolution prg dec
Status Control			
extern	char	xm[MAXSTR]	Transmitter status control
extern	char	xmm[MAXSTR]	Transmitter modulation type control
extern	char	dm[MAXSTR]	1st decoupler status control
extern	char	dmm[MAXSTR]	1st decoupler modulation type control
extern	char	dm2[MAXSTR]	2nd decoupler status control
extern	char	dmm2[MAXSTR]	2nd decoupler modulation type control
extern	char	dm3[MAXSTR]	3rd decoupler status control
extern	char	dmm3[MAXSTR]	3rd decoupler modulation type control
extern	char	dm4[MAXSTR]	4th decoupler status control
extern	char	dmm4[MAXSTR]	4th decoupler modulation type control
extern	char	homo[MAXSTR]	1st decoupler homo mode control
extern	char	homo2[MAXSTR]	2nd decoupler homo mode control
extern	char	homo3[MAXSTR]	3rd decoupler homo mode control
extern	char	homo4[MAXSTR]	4th decoupler homo mode control
extern	int	xmsize	Number of characters in xm
extern	int	xmmsize	Number of characters in xmm
extern	int	dmsize	Number of characters in dm
extern	int	dmmsize	Number of characters in dmm

Table 19. Global PSG Parameters (continued)

extern	int	dm2size	Number of characters in dm2
extern	int	dmm2size	Number of characters in dmm2
extern	int	dm3msize	Number of characters in dm3
extern	int	dmm3msize	Number of characters in dmm3
extern	int	dm4size	Number of characters in dm4
extern	int	dmm4msize	Number of characters in dmm4
extern	int	homosize	Number of characters in homo
extern	int	homo2size	Number of characters in homo2
extern	int	homo3size	Number of characters in homo3
extern	int	homo4size	Number of characters in homo4
extern	int	hssize	Number of characters in hs

Table 20. Imaging and Other Variables

RF Pulses			
extern	double	p2	Pulse length
extern	double	p3	Pulse length
extern	double	p4	Pulse length
extern	double	p5	Pulse length
extern	double	pi	Inversion pulse length
extern	double	psat	Saturation pulse length
extern	double	pmt	Magnetization transfer pulse length
extern	double	pwx	X-nucleus pulse length
extern	double	pwx2	X-nucleus pulse length
extern	double	ps1	Spin-lock pulse length
extern	char	pwpat[MAXSTR]	Pattern for pw, tpwr
extern	char	pw1pat[MAXSTR]	Pattern for p1, tpwr1
extern	char	pw2pat[MAXSTR]	Pattern for p2, tpwr2
extern	char	pw3pat[MAXSTR]	Pattern for pw3, tpwr3
extern	char	pw4pat[MAXSTR]	Pattern for pw4, tpwr4
extern	char	pw5pat[MAXSTR]	Pattern for pw5, tpwr5
extern	char	pipat[MAXSTR]	Pattern for pi, tpwri
extern	char	satpat[MAXSTR]	Pattern for pw, tpwr
extern	char	mtpat[MAXSTR]	Pattern for psat, satpat
extern	char	ps1pat[MAXSTR]	Pattern for spin-lock
extern	double	tpwr1	Transmitter pulse power
extern	double	tpwr2	Transmitter pulse power
extern	double	tpwr3	Transmitter pulse power
extern	double	tpwr4	Transmitter pulse power
extern	double	tpwr5	Transmitter pulse power
extern	double	tpwri	Inversion pulse power
extern	double	satpwr	Saturation pulse power
extern	double	mtpwr	Magnetization transfer pulse power

Table 20. Imaging and Other Variables (continued)

extern	double	pwxlvl	pwx pulse level
extern	double	pwxlvl2	pwx2 power level
extern	double	tpwrs1	Spin-lock power level
RF Decoupler Pulses			
extern	char	decpat[MAXSTR]	Pattern for decoupler pulse
extern	char	decpat1[MAXSTR]	Pattern for decoupler pulse
extern	char	decpat2[MAXSTR]	Pattern for decoupler pulse
extern	char	decpat3[MAXSTR]	Pattern for decoupler pulse
extern	char	decpat4[MAXSTR]	Pattern for decoupler pulse
extern	char	decpat5[MAXSTR]	Pattern for decoupler pulse
extern	char	dpwr1	Decoupler pulse power
extern	char	dpwr4	Decoupler pulse power
extern	char	dpwr5	Decoupler pulse power
Gradients			
extern	double	gro, gro2, gro3	Readout gradient strength
extern	double	gpe, gpe2, gpe3	Phase encode for 2D, 3D, and 4D
extern	double	gss, gss2, gss3	Slice-select gradients
extern	double	gror	Readout focus
extern	double	gssr	Slice-select refocus
extern	double	grof	Readout refocus fraction
extern	double	gssf	Slice-select refocus fraction
extern	double	g0, g1,... g9	Numbered levels
extern	double	gx, gy, gz	X, Y, and Z levels
extern	double	gvox1, gvox2, gvox3	Voxel selection
extern	double	gdiff	Diffusion encode
extern	double	gflow	Flow encode
extern	double	gspoil, gspoil2	Spoiler gradient levels
extern	double	gcrush, gcrush2	Crusher gradient levels
extern	double	gtrim, gtrim2	Trim gradient levels
extern	double	gramp, gramp2	Ramp gradient levels
extern	double	gpemult	Shaped phase encode multiplier
extern	double	gradstepsz	Positive steps in the gradient DAC
extern	double	gradunit	Dimensional conversion factor
extern	double	gmax	Maximum gradient value (G/cm)
extern	double	gxmax	X maximum gradient value (G/cm)
extern	double	gymax	Y maximum gradient value (G/cm)
extern	double	gzmax	Z maximum gradient value (G/cm)
extern	double	gtotlimit	Limit combined gradient values (G/cm)
extern	double	gxlimit	Safety limit for X gradient (G/cm)
extern	double	gylimit	Safety limit for Y gradient (G/cm)
extern	double	gzlimit	Safety limit for Z gradient (G/cm)
extern	double	gxscale	X scaling factor for gmax
extern	double	gyscale	Y scaling factor for gmax

Table 20. Imaging and Other Variables (continued)

extern	double	gzscale	Z scaling factor for gmax
extern	char	gpatup[MAXSTR]	Gradient ramp-up pattern
extern	char	gpatdown[MAXSTR]	Gradient ramp-down pattern
extern	char	gropat[MAXSTR]	Readout gradient pattern
extern	char	gpepat[MAXSTR]	Phase encode gradient pattern
extern	char	gsspat[MAXSTR]	Slice gradient pattern
extern	char	gpat[MAXSTR]	General gradient pattern
extern	char	gpat1[MAXSTR]	General gradient pattern
extern	char	gpat2[MAXSTR]	General gradient pattern
extern	char	gpat3[MAXSTR]	General gradient pattern
extern	char	gpat4[MAXSTR]	General gradient pattern
extern	char	gpat5[MAXSTR]	General gradient pattern
Delays			
extern	double	tr	Repetition time per scan
extern	double	te	Primary echo time
extern	double	ti	Inversion time
extern	double	tm	Mid-delay for STE
extern	double	at	Acquisition time
extern	double	tpe, tpe2, tpe3	Phase encode durations for 2D to 4D
extern	double	tcrush	Crusher gradient duration
extern	double	tdiff	Diffusion encode duration
extern	double	tdelta	Diffusion encode duration
extern	double	tDELTA	Diffusion gradient separation
extern	double	tflow	Flow encode duration
extern	double	tspoil	Spoiler duration
extern	double	hold	Physiological trigger hold off
extern	double	trise	Gradient coil rise time: sec
extern	double	satdly	Saturation time
extern	double	tau	General use delay
extern	double	runtime	User variable for total experiment time
Frequencies			
extern	double	resto	Reference frequency offset
extern	double	wsfrq	Water suppression offset
extern	double	chessfrq	Chemical shift selection offset
extern	double	satfrq	Saturation offset
extern	double	mtfrq	Magnetization transfer offset
Physical Sizes and Positions (for slices, voxels, and FOV)			
extern	double	pro	FOV position in readout
extern	double	ppe, ppe2, ppe3	FOV position in phase encode
extern	double	pos1, pos2, pos3	Voxel position
extern	double	pss[MAXSLICE]	Slice position array
extern	double	lro	Readout FOV

Table 20. Imaging and Other Variables (continued)

extern	double	`lpe`, `lpe2`, `lpe3`	Phase encode FOV
extern	double	`lss`	Dimension of multislice range
extern	double	`vox1`, `vox2`, `vox3`	Voxel size
extern	double	`thk`	Slice or slab thickness
extern	double	`lpe`, `lpe2`, `lpe3`	Phase encode FOV
extern	double	`fovunit`	Dimensional conversion factor
extern	double	`thkunit`	Dimensional conversion factor
Bandwidths			
extern	double	`sw1`, `sw2`, `sw3`	Phase encode bandwidths / spectral widths
Counts and Flags			
extern	double	`nD`	Experiment dimensionality
extern	double	`ns`	Number of slices
extern	double	`ne`	Number of echoes
extern	double	`ni`	Number of standard increments
extern	double	`nv`, `nv2`, `nv3`	Number phase encode views
extern	double	`ssc`	Compressed `ss` transients
extern	double	`ticks`	External trigger counter
extern	char	`ir[MAXSTR]`	Inversion recovery flag
extern	char	`ws[MAXSTR]`	Water suppression flag
extern	char	`mt[MAXSTR]`	Magnetization flag
extern	char	`pilot[MAXSTR]`	Auto gradient balance flag
extern	char	`seqcon[MAXSTR]`	Acquisition loop control flag
extern	char	`petable[MAXSTR]`	Name for phase encode table
extern	char	`acqtype[MAXSTR]`	Example: “full” or “half” echo
extern	char	`exptype[MAXSTR]`	Example: “se” or “fid” in CSI
extern	char	`apptype[MAXSTR]`	Keyword for parameter init, e.g, “imaging”
extern	char	`seqfile[MAXSTR]`	Pulse sequence name
extern	char	`rfspoil[MAXSTR]`	rf spoiling flag
extern	char	`satmode[MAXSTR]`	Presentation mode
extern	char	`verbose[MAXSTR]`	Verbose mode for sequences and psg
Miscellaneous			
extern	double	`rfphase`	rf phase shift
extern	double	`B0`	Static magnetic field level
extern	double	`slcto`	Slice selection offset
extern	double	`delto`	Slice spacing frequency
extern	double	`tox`	Transmitter offset
extern	double	`toy`	Transmitter offset
extern	double	`toz`	Transmitter offset
extern	double	`griserate`	Gradient rise rate

Looking Up Parameter Values

The statement `internalname=getval(parametername)` allows the pulse sequence to look up the value of any numeric parameter that it otherwise does not know (`parametername`) and introduce it into the pulse sequence in the variable `internalname`. `internalname` can be any legitimate C variable name that has been defined as type `double` at the beginning of the pulse sequence (even if it is created as type `integer`). If `parametername` is not found in the current experiment parameter list, `internalname` is set to zero, and PSG produces a warning message. For example,

```
double j;
...
j=getval("j");
```

Or simply `double j=getval(“j”);`

The `getstr(parametername,internalname)` statement is used to look up the value of the string parameter `parametername` in the current experiment parameter list and introduce it into the pulse sequence in the variable `internalname`. `internalname` can be any legitimate C variable name that has been defined as array of type `char` with dimension MAXSTR at the beginning of the pulse sequence. If the string parameter `parametername` is not found in the current experiment parameter list, `internalname` is set to the null string, and PSG produces a warning message. For example:

```
char coil[MAXSTR];
...
getstr("sysgcoil",coil);
```

Using Parameters in a Pulse Sequence

As an example of using parameters in a pulse sequence, create a new pulse sequence with new variable names and have it fully functional from VnmrJ. Usually, the best way to compose a new pulse sequence is to start from a known good pulse sequence and from a known good parameter set. For many pulse sequences, `s2pul.c` in `/vnmr/psglib` and `s2pul.par` in `/vnmr/parlib` are a good place to start.

Create a new pulse sequence similar to `s2pul` but with new variable names and using a shaped pulse as follows:

1. Open a shell window.
2. Enter **`cd ~/vnmrsys/psglib`**.
3. Use a text editor such as `vi` to create the file `newpul.c` shown in Listing 6.
4. Save the file `newpul.c`.
5. Enter **`seqgen newpul`** after `newpul.c` is created.

   The following lines are displayed during pulse sequence generation:

   ```
   Beginning Pulse Sequence Generation Process...
   Adding DPS extensions to Pulse Sequence...
   Lint Check of Sequence...
   Compiling Sequence...
   Link Loading...
   Done! Pulse sequence newpul now ready to use.
   ```
6. To use the pulse sequence in VnmrJ, add new parameters starting from a known good parameter set (e.g. `s2pul.par`) by entering from the VnmrJ command line:

Listing 6. File `newpul.c` for a New Pulse Sequence

```
/* newpul.c - new pulse sequence */
#include <standard.h>

static int ph2[4] = {0,1,2,3};

pulsesequence()
{
  double d1new, d2new, p1new, pwnew;
  char patnew[MAXSTR];
  d1new = getval("d1new");
  d2new = getval("d2new");
  p1new = getval("p1new");
  pwnew= getval("pwnew");
  getstr("patnew",patnew);
  assign(zero,v1);
  settable(t2,4,ph2);
  getelem(t2,ct,v2);

  /* equilibrium period */
  status(A);
  hsdelay(d1new);

  /* --- tau delay --- */
  status(B);
  pulse(p1new,v1);
  hsdelay(d2new);

  /* --- observe period --- */
  status(C);
  shaped_pulse(patnew,pwnew,v2,rof1,rof2);
}
```

```
s2pul
seqfil='newpul'
create('d1new','delay') d1new=1
create('d2new','delay') d2new=.001
create('p1new','pulse') p1new=0
create('pwnew','pulse') pwnew=40
create('patnew','string') patnew='square'
```

7. The parameters need to be saved as `newpul.par` in `parlib` so they can be easily retrieve them the next time the pulse sequence is run. Enter:

   ```
   cd
   cd('vnmrsys/parlib')
   svp('newpul')
   ```

8. Create a macro by entering to access the new parameters and pulse sequence, for example:

   ```
   macrovi('newpul')
   ```

9. In the pop-up editor window, enter the insert mode and add the line:

   ```
   psgset('newpul','array','dg','d1new','d2new','p1new','pwnew','patnew')
   ```

   Save the macro and exit. This macro requires the file `newpul.par` to be present in `parlib`.

Enter newpul in the VnmrJ command line any time the new pulse sequence is needed. Most of the pulse sequences in /vnmr/psglib are set up in a similar fashion, and so are easily accessible.

The newpul.c pulse sequence also contains examples of phase cycling. There are two basic ways to perform arbitrary user-defined phase cycling:

- Use the real-time variables v1-v14, oph, zero, one, two, and three, and perform math integer operations on them using functions in Table 14.
- Use the real-time AP tables t1-t60, which may be assigned either by static variable declarations and using settable(), or by loading in a table from tablib using loadtable() (see Table 17).

An example of using the real-time variable v1 is given in newpul.c used by assign() and pulse(). An example of using real-time AP tables is given using ph2 and t2. We could also replace v2 with t2 in the shaped_pulse() statement in this particular pulse sequence. In some cases, however, it is necessary to perform further integer math operations on the phase cycle, which is easier to perform on real-time variables than on AP tables, so we give the example using getelem() to assign the table t2 to variable v2. For other examples of phase cycling calculations, see the pulse sequences in /vnmr/psglib.

To add 2D parameters to the newpul.c pulse sequence, make the following changes:

- In step 2, change d2new to d2.
- In step 4, enter par2d set2d('newpul') p1new=40.
- In step 7, add par2d set2d('newpul') to the newpul macro after the psgset line.

Also, see the cosyps.c pulse sequence in /vnmr/psglib, section 2.14 "Multidimensional NMR," page 122, and the chapter on Multidimensional NMR in the *NMR Spectroscopy, User Guide* manual.

2.7 Using Interactive Parameter Adjustment

The section "Spectrometer Control," page 60 included statements for interactive parameter adjustment (IPA). Such routines start with the letter i (e.g., idelay, irgpulse). For users who need added flexibility in programming, this section explains IPA and these routines in more detail. IPA is available on all systems except *MERCURYplus/-Vx*.

General Routines

In addition to the statements previously described, PSG has four general routines:

- G_Pulse for generic pulse control
- G_Offset for adjustment of the offset frequency
- G_Delay for generic delay control
- G_Power for fine power control.

Each of these routines is called with an argument list (see page 100) specified with attribute-value pairs, terminated by a mandatory zero. *The terminating zero is mandatory. If the zero is left out, the results are unpredictable and can include a core dump of PSG.*

Each attribute has a default value—a pulse can be specified simply as `G_Pulse(0)`, which would produce a transmitter pulse of size `pw` with `rof1` and `rof2` set the same as the experiment parameters and phase cycled with the parameter `oph`.

The attribute `SLIDER_LABEL` determines whether output is generated for the Acquisition window (opened by the `acqi` command). If no label is specified, no IPA information is generated by the subroutine. The use of the `SLIDER_LABEL` with the same value for delays or pulses allows multiple delays or pulses to be controlled via one slider. This is covered later in this section.

As an example of a pulse sequence using the general routines, Listing 7 shows the source code of `i2pul.c`, which can be compiled and run like S2PUL, but when `go('acqi')` is typed, IPA information is generated in `/vnmr/acqqueue/acqi.IPA`.

Listing 7. Pulse Sequence Listing of File `i2pul.c`

```
/* I2PUL - interactive two-pulse sequence */
#include <standard.h>
static int phasecycle[4]={0,2,1,3};
pulsesequence()
{
   /* equilibrium period */
   settable(t1,4,phasecycle);
   status(A);
   hsdelay(d1);
   /* --- tau delay --- */
   status(B);
   ipulse(p1,zero,"p1");
   /*
   *  This ipulse statement is equivalent to
   *  the following general pulse statement.
   *   G_Pulse(PULSE_WIDTH,    p1,
   *           PULSE_PHASE,   zero,
   *           SLIDER_LABEL,   "p1",
   *           0);
   */
   G_Delay(DELAY_TIME,       d2,
           SLIDER_LABEL,    "d2",
           SLIDER_MAX,       10,
            0);
   /* --- observe period --- */
   status(C);
   ipulse(pw,t1,"pw");
   setreceiver(t1);
}
```

The command `acqi` can be used to adjust the pulses and delays in the sequence. Note that `G_Pulse` covers the statements `obspulse`, `pulse`, `decpulse`, etc.

Macro definitions have been written to cover these:

```
#define obspulse()  G_Pulse(0)
#define decpulse(decpulse,phaseptr)  \
                    G_Pulse (PULSE_DEVICE,     DODEV,    \
                             PULSE_WIDTH,      decpulse, \
                             PULSE_PHASE,      phaseptr, \
                             PULSE_PRE_ROFF,   0.0,      \
```

```
                              PULSE_POST_ROFF,   0.0,       \
                                 0)
```

See the file `/vnmr/psg/macros.h` for a complete list. This file is automatically included when the file `standard.h` is included in a pulse sequence. Note also that the same pulse sequence can be used to execute `go` as well as `go('acqi')`; however, IPA information is only generated when `go('acqi')` is used.

Interactive adjustment of *simultaneous* pulses is *not* supported. A limit of 10 has been set on the number of calls with a label. This limits the number of parameters that can be adjusted within one pulse sequence. Note that a subroutine call within a hardware loop is still only one label.

Parameters are adjusted at the end of a sweep. Since this takes a finite amount of time, steady state may be affected. Of course, changing any parameter value also affects the steady state, so this should be of little or no consequence.

Generic Pulse Routine

The `G_Pulse` generic pulse routine has the following syntax:

```
G_Pulse( PULSE_WIDTH,          pw,
         PULSE_PRE_ROFF,     rof1,
         PULSE_POST_ROFF,    rof2,
         PULSE_DEVICE,      TODEV,
         SLIDER_LABEL,       NULL,
         SLIDER_SCALE,          1,
         SLIDER_MAX,         1000,
         SLIDER_MIN,            0,
         SLIDER_UNITS,       1e-6,
         PULSE_PHASE,         oph,
          0);
```

The following table describes the attributes used with `G_Pulse`:

Attribute	*Type*	*Default*	*Description*
`PULSE_WIDTH`	`double`	`pw`	As specified in parameter set
`PULSE_PRE_ROFF`	`double`	`rof1`	As specified in parameter se.
`PULSE_POST_ROFF`	`double`	`rof2`	As specified in parameter set
`PULSE_DEVICE`	`int`	`TODEV`	`TODEV` for observe channel or `DODEV` for 1st decoupler. Also `DO2DEV` or `DO3DEV` for 2nd/3rd decoupler
`SLIDER_LABEL`	`char *`	`NULL`	Label (1- 6 characters) for `acqi` or `NULL` for no output to `acqi`.
`SLIDER_SCALE`	`int`	`1`	Decimal places (0 to 3) on slider
`SLIDER_MAX`	`int`	`100`	Maximum value on the slider
`SLIDER_MIN`	`int`	`0`	Minimum value on the slider
`SLIDER_UNITS`	`double`	`1e-6`	Pulses are in µs, scale factor
`PULSE_PHASE`	`int`	`oph`	Real-time variable

Examples of using `G_Pulse`:

```
G_Pulse(0);                         /* equals obspulse(); */


G_Pulse(PULSE_WIDTH,   pw,      /* equals pulse(pw,v1); */
```

```
        PULSE_PHASE,   v1,
        0);               /* required terminating zero */
```

Frequency Offset Subroutine

The `G_Offset` routine adjusts the offset frequency. It has the following syntax:

```
G_Offset(OFFSET_DEVICE,    TODEV,
         OFFSET_FREQ,        tof,
         SLIDER_LABEL,      NULL,
         SLIDER_SCALE,         0,
         SLIDER_MAX,        1000,
         SLIDER_MIN,       -1000,
         SLIDER_UNITS,         0,
          0);
```

The following table describes the attributes used with `G_Offset`:

Attribute	*Type*	*Default*	*Description*
`OFFSET_DEVICE`	`int`	none	Device (or rf channel) to receive frequency offset. *This is required! Thus,* `G_Offset(0)` *not allowed.* `TODEV` for transmitter channel or `DODEV` for first decoupler channel. On UNITY*plus*, `DO2DEV` for 2nd decoupler channel, or `DO3DEV` for 3rd decoupler channel.
`OFFSET_FREQ`	`double`	*	Offset frequency for selected channel. Default is offset frequency parameter (`tof`, `dof`, `dof2`, `dof3`) of associated channel.
`SLIDER_LABEL`	`char *`	`NULL`	If no slider label selected, offset cannot be changed in `acqi`. Otherwise, becomes the label (1-6 characters) in `acqi`.
`SLIDER_SCALE`	`int`	`0`	Number of decimal places displayed in `acqi`. Default is 0 because default range is 2000 Hz, so a resolution finer than 1 Hz is not necessary.
`SLIDER_MAX`	`int`	*	Maximum value on the slider. Default is 1000 Hz more than the offset frequency.
`SLIDER_MIN`	`int`	*	Minimum value on the slider. Default is 1000 Hz less than the offset frequency.
`SLIDER_UNITS`	`double`	1.0	Frequencies are in Hz.

* Default value is described in the description column for this attribute.

Examples of using `G_Offset`:

```
G_Offset(OFFSET_DEVICE,  TODEV,  /* equivalent to      */
         OFFSET_FREQ,    tof,    /* offset(tof,TODEV); */
          0);             /* required terminating zero */

G_Offset(OFFSET_DEVICE,  TODEV,   /* basic interactive */
         OFFSET_FREQ,     tof,    /* offset statement */
         SLIDER_LABEL,   "TOF",/* for fine adjustment of */
          0);                 /* transmitter frequency */
```

Generic Delay Routine

The G_Delay generic delay routine has the following syntax:

```
G_Delay(DELAY_TIME,         d1,
        SLIDER_LABEL,     NULL,
        SLIDER_SCALE,        1,
        SLIDER_MAX,         60,
        SLIDER_MIN,          0,
        SLIDER_UNITS,      1.0,
        0);
```

The following table describes the attributes used with G_Delay:

Attribute	*Type*	*Default*	*Description*
DELAY_TIME	double	d1	As specified in parameter set.
SLIDER_LABEL	char *	NULL	Label (1 to 6 characters) for acqi or NULL for no output to acqi.
SLIDER_SCALE	int	1	Decimal places (0 to 3) displayed.
SLIDER_MAX	int	60	Maximum value on the slider.
SLIDER_MIN	int	0	Minimum value on the slider.
SLIDER_UNITS	double	1.0	Delays are in seconds.

Examples of using G_Delay:

```
G_Delay(0);                       /* equals delay(d1); */


G_Delay(DELAY_TIME,   d2,         /* equals delay(d2); */
        0);               /* required terminating zero */
```

IPA allows one slider to control more than one delay or pulse. The maximum number of delays or pulses a slider can control is 32. This multiple control is obtained whenever multiple calls to G_Pulse or G_Delay have the same value for the SLIDER_LABEL attribute.

The first call to G_Pulse in a pulse sequence sets the initial value, the maximum and minimum of the slider, and the scale. Later calls to G_Pulse within that pulse sequence do not alter these. The SLIDER_UNITS attribute are unique to each call to G_Pulse. This allows changing the value seen by a particular event by some multiplication factor. For example, the following two statements create a single slider in the Acquisition window (opened by the acqi command) labeled PW that will control two separate pulses.

```
G_Pulse(PULSE_DEVICE,    TODEV,
        PULSE_WIDTH,        pw,
        SLIDER_LABEL,     "PW",
        SLIDER_SCALE,        1,
        SLIDER_MAX,       1000,
        SLIDER_MIN,          0,
        SLIDER_UNITS,   1.0e-6,
         0);


G_Pulse(PULSE_DEVICE,    TODEV,
        PULSE_WIDTH,    pw*2.0,
        SLIDER_LABEL,     "PW",
        SLIDER_UNITS,   2.0e-6,
         0);
```

The width of the first pulse will initially be pw, as set by the PULSE_WIDTH attribute for the first G_Pulse call. The width of the second pulse will initially be pw*2.0, as set by the PULSE_WIDTH attribute for the second G_Pulse call.

When the slider is changed in acqi, the amount that the actual pulse width changes is determined by the product of the slider change and the respective multiplicative factors specified by the attribute SLIDER_UNITS. For example, if the slider increased by 3 units, the first pulse width would by increased by 3 * 1.0e-6 seconds and the second pulse would be increased by 3 * 2.0e-6 seconds. In this way, the initial 1 to 2 ratio in pulse widths is maintained while the slider is changed.

Fine Power Subroutine

The G_Power subroutine is used on systems with the optional linear fine attenuators. It has the following syntax:

```
G_Power(POWER_VALUE,      tpwrf,
        POWER_DEVICE,     TODEV,
        SLIDER_LABEL,      NULL,
        SLIDER_SCALE,         1,
        SLIDER_MAX,        4095,
        SLIDER_MIN,           0,
        SLIDER_UNITS,       1.0,
         0);
```

The following table describes the attributes used with G_Power:

Attribute	*Type*	*Default*	*Description*
POWER_VALUE	double	tpwrf	As specified in parameter set.
POWER_DEVICE	int	TODEV	TODEV for transmitter channel or DODEV for decoupler channel. On UNITY*plus* also DO2DEV and DO3DEV for 2nd and 3rd decoupler channels.
SLIDER_LABEL	char *	NULL	Label (1 to 6 characters) for acqi or NULL for no output to acqi.
SLIDER_SCALE	int	1	Decimal places (0 to 3) on slider.
SLIDER_MAX	int	4095	Maximum value on the slider.
SLIDER_MIN	int	0	Minimum value on the slider.
SLIDER_UNITS	double	1.0	Power in arbitrary units.

Examples of using G_Power:

```
G_Power(0);

G_Power(POWER_VALUE,     dpwrf,
        POWER_DEVICE,    DODEV,
         0);                /* required terminating zero */
```

2.8 Hardware Looping and Explicit Acquisition

The `loop` and `endloop` statements described previously generate a *soft loop*, which means that they force the acquisition computer to repeatedly place the information contained within the loop into the pulse program buffer (a FIFO). If this loop must run extremely fast, a condition may arise in which the acquisition computer is not able to provide input to the pulse program buffer as fast as the sequence is required to operate, and this technique does not work.

Because of this problem, a different mode of looping known as *hardware looping* is supported in current systems. In this mode, the pulse program buffer provides its own looping, and the speed can be at the maximum possible rate, with the only limitation being the number of events that can occur during each repetition of the loop. Table 21 lists statements related to hardware looping.

Table 21. Hardware Looping Related Statements

`acquire(num_points,sampling_interval`	Explicitly acquire data
`clearapdatatable()`	Zero data in acquisition processor memory
`endhardloop()`	End hardware loop
`starthardloop(num_repetitions)`	Start hardware loop

Controlling Hardware Looping

Use the `starthardloop(numrepetitions)` and `endhardloop()` statements start and end a hardware loop. The `numrepetitions` argument to `starthardloop` must be a real-time integer variable, such as `v2`, and *not* a regular integer, a real number, or a variable. The number of repetitions of the hardware loop must be two or more. If the number of repetitions is 1, the hardware looping feature itself is not activated. A hardware loop with a count equal to 0 is not permitted and will generate an error. Depending on the pulse sequence, additional code may be needed to trap for this condition and skip the `starthardloop` and `endhardloop` statements if the count is 0.

Only instructions that require no further intervention by the acquisition computer (pulses, delays, acquires, and other scattered instructions) are allowed in a hard loop. Most notably, no real-time math statements are allowed, thereby precluding any phase cycle calculations. Also, no AP table with the `autoincrement` feature set can be used within a hard loop. The number of events included in the hard loop, including the total number of data points if acquisition is performed, must be as follows:

> 2048 or less for the *MERCURYplus/-Vx* STM/Output board, or Data Acquisition Controller board.

In all cases, the number of events must be greater than 1. No nesting of hard loops is allowed.

For *MERCURYplus/-Vx* STM/Output boards, Data Acquisition Controller boards, There are no timing restrictions between multiple, back-to-back hard loops. There is one subtle restriction placed on the actual duration of a hard loop if back-to-back hard loops are encountered: the duration of the *i*th hard loop must be N(*i*+1) * 0.4 ms, where N(*i*+1) is the number of events occurring in the (*i*+1)th hard loop.

Number of Events in Hardware Loops

An *event* is a single activation of the timing circuitry. Pulses, delays, phase shifts, etc., set or reset various gate lines to turn on and off pulses, phase shift lines, etc. but activate the timing circuitry in the same way. Timing is accomplished as follows:

- The Data Acquisition Controller board uses one time base of 12.5 ns.

- *MERCURYplus/-Vx* systems use two time bases: 0.1 µs and 1 ms. As many events as needed are used. Delays greater than 96 seconds use a hard loop.

Therefore, larger timer words may produce multiple events. The final point to understand is that some things that look like one event may actually be more. Consider, for example, the statement `rgpulse(pw,v1,rof1,rof2)`. Does this generate a single event? No, it generates at least three (or more depending on the length of the events). That is because we generate first a time of `rof1` with the amplifier unblanked but transmitter off, then a time of `pw` with the transmitter on, and then a time `rof2` with the transmitter off but the amplifier unblanked. Times that are zero generate no events, however. For example, `rgpulse(5.0e-6,v1,0.0,0.0)` generates only a single event.

Although pulses, delays, and data point acquisitions are the most common things to be in a hardware loop, other choices are possible. Table 22 lists the number of events that may be generated by each statement.

On *MERCURYplus/-Vx* systems, any delay (`pulse`, `delay`, `decrgpulse`, etc.) is limited to 96 seconds within a hardware loop. In practice, this is not a restriction.

Explicit Acquisition

Closely related to hardware looping is the *explicit acquisition* feature—the acquisition of one or more pairs of data points explicitly by the pulse sequence. This feature enables interspersing of pulses and data acquisition and allows coding pulse sequences that acquire multiple FIDs during the course of a pulse sequence (such as COCONOSY). It also allows pulse sequences that acquire a single FID one or more points at a time (such as MREV-type sequences).

The `acquire(number_points,sampling_interval)` statement explicitly acquires data points at the specified sampling interval, where the sequence of events is acquire a pair of points for 200 ns, delay for `sampling_interval` less 200 ns, then repeat `number_points/2` times. For example, acquiring an FID would use `acquire(np,1.0/sw)`.

Both arguments to the `acquire` statement must be *real* numbers or variables. The number of complex points to be acquired must be a multiple of 2 for Data Acquisition Controller, and STM/Output boards. Inside a hardware loop, Data Acquisition Controller and STM/Output boards can accept a maximum of 2048 complex points, `number_points` must be a multiple of 2, because only *pairs* of points can be acquired.

NMR spectrometer systems include small overhead delays before and after the `acquire` statement. The pre-`acquire` delay takes into account setting the receiver phase (`oph`) and enabling data overflow detection. Disabling data overflow detection creates a post-`acquire` delay. These overhead delays and associated functions are placed outside the loop when `acquire` statements are within a loop, and before the first `acquire` and after the last `acquire`, when more than one `acquire` statement is used to acquire a FID.

Once an explicit acquisition is invoked, even if for one pair of data points, the standard “implicit” acquisition is turned off, and the user is responsible for acquiring the full number of data points. Failure to acquire the correct number of data points before the end of the pulse sequence generates an error. The total number of data points acquired before the end of the sequence must equal the specified number (`np`). An example of the programming necessary to program a simple explicit acquisition, analogous to the normal implicit acquisition, would look like this:

```
rcvron();
txphase(zero);
```

Table 22. Number of Events for Statements in a Hardware Loop

Statement	UNITY*INOVA*	*MERCURYplus/-Vx*
`acquire` (Data Acq. Controller board)	1 to 2048	—
`acquire` (Pulse Seq. Controller board)	—	—
`acquire` (Acq. Controller board)	—	—
`acquire` (Output board)	—	—
`dcplrphase, dcplr2phase, dcplr3phase`	1	6
`declvlon, declvloff`	1	—
`decphase, dec2phase, dec3phase`	0	0
`decpulse`	0	1 or 2
`decrgpulse, dec2rgpulse, dec3rgpulse`	0	3 to 6
`delay`	1	1 to 5
`hsdelay`	1	1 to 5
`lk_hold, lk_sample`	1	3
`obspulse`	3	3 to 6
`offset`	9	72
`power, obspower, decpower, dec2power, dec3power`	1	3
`pwrf, obspwrf, decpwrf, dec2pwrf, dec3pwrf`	1	—
`pulse,rgpulse`	3	3 to 6
`simpulse`	3 to 5	3 to 15
`sim3pulse`	3 to 7	—
`status`	0 to 5 times number of channels	0 to 12
`txphase`	0	0
`xmtrphase`	1	6

```
decphase(zero);
delay(alfa);
acquire(np,1.0/sw);
```

Although generally not needed, the `clearapdatatable()` statement is available to zero the acquired data table at times other than at the start of the execution of a pulse sequence, when the data table is automatically zeroed.

The limitation that multiple hardloops cannot be nested has consequences for the use of the `acquire` statement inside a hardloop. Depending on its arguments and how it is built into a pulse sequence, the `acquire` statement may internally be done as a hardloop by itself. However, a construct like the following does not work:

```
initval(np/2.0, v14);
starthardloop(v14);
   acquire(2.0, 1.0/sw);
endhardloop();
```

A loop that consists of a single `acquire` call is not permitted, but such constructs are not needed because a single statement can be used instead:

```
acquire(np,1.0/sw);
```

This statement is not equivalent to the first construct because the `acquire` statement will sample more than just two points (i.e., a complex data point) per loop cycle, thus allowing for `np` greater than 2.0 × (maximum number of loop cycles). Note that the loop uses a 16-bit loop counter. Therefore, the maximum number of cycles is 32767 (the largest possible 16-bit number).

On the other hand, a hardloop that contains `acquire` together with other pulse sequence events works fine as long as the number of complex points to be acquired plus the number of extra FIFO words per loop cycle does not exceed the total number of words in the loop FIFO:

```
initval(np/2.0, v14);
loop(v14);
   acquire(2.0, 1.0/sw - (rof1 + pw + rof2));
   rgpulse(pw, v1, rof1, rofr2);
endloop;
```

Explicit hardloops with `acquire` calls are a standard feature in multipulse solids sequences.

Receiver Phase For Explicit Acquisitions

Receiver phase can be changed for explicit acquisitions, the same as for implicit acquisitions, by changing `oph` or by using the `setreceiver` statement. The value of `oph` at the time of the acquisition of the first data point is the value that determines the receiver phase setting for the duration of that particular “scan”—the receiver cannot be changed after acquiring some data points and before acquiring the rest.

Multiple FID Acquisition

Explicit acquisition of data can also be used to acquire more than one FID per pulse sequence (simultaneous COSY-NOESY for example). This can be done for 1D or 2D experiments. The parameter `nf`, for number of FIDs, controls this if it is created and set. To perform such an experiment, enter `create('nf','integer')` to create `nf` and then set `nf` equal to an integer such as 2 and a second new parameter `cf` (current FID).

Once the data have been acquired `cf` (current FID) is used to identify the FID to manipulate. Setting `cf=2`, for example, recognizes the second FID in the COSY-NOESY experiment (and produces a NOESY spectrum after Fourier transformation). Note that this is distinct from the standard array capability and is compatible with the standard arrays. The acquisition is an array of ten experiments, with each consisting of three FIDs that are generated during each pulse sequence. To display the second FID of the seventh experiment, for example, type `cf=2 dfid(7)`.

2.9 Pulse Sequence Synchronization

A pulse sequence is just a set of accurately timed delays that turn the hardware on and off.

External Time Base

An external timebase halts the pulse sequence until the number of external events in the count field have occurred for purposes of synchronization. The source of events or ticks of this external timebase is up to the user. This feature is not available on *MERCURYplus/-Vx* systems.

Controlling Rotor Synchronization

Statements for rotor control on NMR systems with solids rotor synchronization hardware are `rotorperiod`, `rotorsync`, and `xgate`. Table 23 summarizes these statements.

Table 23. Rotor Synchronization Control Statements

`rotorperiod(period)`	Obtain rotor period of high-speed rotor
`rotorsync(rotations)`	Gated pulse sequence delay from MAS rotor position
`xgate(events)`	Gate pulse sequence from an external event

- Use `rotorperiod(period)` to obtain the rotor period, where `period` is a real-time variable into which is the rotor period is placed (e.g., `rotorperiod(v5)`). The period is placed into the referenced variable as an integer in units of 50 ns.
- Use `rotorsync(rotations)` to insert a variable-length delay, where `rotations` is a real-time variable that points to the number of rotations to delay, for example, `rotorsync(v6)`. The delay allows synchronizing the execution of the pulse sequence with a particular orientation of the sample rotor. When the `rotorsync` statement is encountered, the pulse sequence is stopped until the number of rotor rotations has occurred as referenced by the real-time variable given.
- Use `xgate(events)` to halt the pulse sequence from an external event, where `events` is a double variable (e.g., `xgate(2.0)`). When the number of external events has occurred, the pulse sequence continues.

Both `rotorsync` and `xgate` can be used, but there is a very important distinction between the two—`rotorsync` synchronizes to the exact position of the rotor, whereas `xgate` synchronizes to the zero degree position of rotation. For example, if the rotor is at 90°, then for `xgate(1.0)`, the pulse sequence will begin when the rotor is at zero degrees, a rotation of 270°; however, for the equivalent `rotorsync`, the pulse sequence will begin when the rotor is at 90°, or 360° rotation.

2.10 Pulse Shaping

- "Shaped Pulse Calibration," page 115

RF pulse shapes can be executed on one or more rf channels, along with programmed decoupling patterns, and gradient shapes for imaging applications. *MERCURYplus/-V* shapes are Dante style pulses. Shaped decoupling is not possible on *MERCURYplus/-Vx* systems. For pulse shaping programming using Pbox, see the manual *NMR Spectroscopy, User Guide*. All VnmrS system waveforms must have 4µsec resolution.

Pulse control of the waveform generators consists of two separate parts:

- A text file describing the shape of a waveform.
- A pulse sequence statement applying that waveform in an appropriate manner.

The power of rf shape or decoupler pattern is controlled by the standard power and fine power control statements for that rf channel. For example, `obspower` and `obspwrf` will scale the overall power of a shape on the observe channel. *MERCURYplus/-Vx* uses only coarse power.

File Specifications

The macro `sh2pul` sets up a shaped two-pulse (SH2PUL) experiment. This sequence behaves like the standard two-pulse sequence S2PUL except that the normal hard pulses are changed into shaped pulses from the waveform generator.

To find pulse shape definitions, the pulse sequence generation (PSG) software looks in a user's `vnmrsys/shapelib` directory and then in the system's `shapelib`. Each `shapelib` directory contains files specifying the defined shapes for rf pulses, decoupling, and gradient waveforms. To differentiate the files in a `shapelib` directory, each type uses a different suffix, Table 24:

Table 24. Shapelib File Suffix List

Pattern Type	*Suffix*	*Example*
rf pulses	.RF	gauss.RF
decoupling	.DEC	mlev16.DEC
gradient	.GRD	hard.GRD

Each pattern file is a set of element specifications with one element per line. Therefore, a 67 element pattern contains 67 lines. Any blank lines and comments (characters after a # sign on a line) in a specification are ignored.

Shapes can be created by macro, by programs, or by hand. The specifications for each kind of pattern are listed in the following table (if a field is not specified, the default given is used). As an example, a slightly modified excerpt from a file in the system directory `shapelib` is also shown.

RF Patterns

Table 25. RF Patterns

Column	*Description*	*Limits*	*Default*
1	Phase angle (in degrees) Phase limits	0.043° resolution No limit on magnitude	Required
2	Amplitude	0 to scalable max	max
3	Relative duration	0, or 1 to 255	1
4	Transmitter gate	0, 1	1 (gate on)

For example, the first 8 elements (after the comment lines) of the file `sinc.RF`:

```
0.000        0.000       1.000000
0.000        8.000       1.000000
0.000       16.000       1.000000
0.000       24.000       1.000000
0.000       32.000       1.000000
0.000       40.000       1.000000
0.000       48.000       1.000000
0.000       56.000       1.000000
```

In using the `.RF` patterns, the actual values for the amplitude are treated as relative values, not as absolute values. All of the amplitudes in the rf shape file are divided by the largest amplitude in the shape file and then multiplied by `4095.0`. The net result is that shapes with values of the amplitudes between `0` to `10.0`, or between `0` to `4095.0`, or between `0` to `100000.0`, are effectively all the same shape.

To implement `.RF` patterns with absolute values for amplitudes, use a shape element with 0 duration to fix the scaling factor for the shape. Here is a simple example:

A shape with elements

```
0.00   10.0   1.0
0.00  100.0   1.0
0.00   20.0   1.0
```

will result in an actual shape of

```
0.00  4095.0*10.0/100.0   1.0      0.00   409.50   1.0
0.00  4095.0*100.0/100.0  1.0  or  0.00   4095.0   1.0
0.00  4095.0*20.0/100.0   1.0      0.00   819.00   1.0
```

A shape with elements

```
0.00  4095.0   0.0
0.00    10.0   1.0
0.00   100.0   1.0
0.00    20.0   1.0
```

will result in an actual shape of

```
0.00  4095.0*10.0/4095.0   1.0      0.00   10.0   1.0
0.00  4095.0*100.0/4095.0  1.0  or  0.00  100.0   1.0
0.00  4095.0*20.0/4095.0   1.0      0.00   20.0   1.0
```

Decoupler Patterns

Table 26. Decoupler Patterns

Column	*Description*	*Limits*	*Default*
1	Tip angle per element (in degrees) Phase limits	0° to 500°, 1° resolution No limit on magnitude	Required
2	RF phase (in degrees)	0.043° resolution	Required
3	Amplitude	0 to scalable max	max
4	Transmitter gate	0, 1	0 (gate off)

For example, the first 8 elements (after the comment lines) of the file `waltz16.DEC`:

```
270.0       180.0
360.0       0.0
180.0       180.0
270.0       0.0
90.0        180.0
180.0       0.0
360.0       180.0
180.0       0.0
```

In using the gate field in `.DEC` patterns, note the following:

- The waveform controller gate is ORed with the controller gate. This means that any time the controller gate is on, the transmitter is on, irrespective of any waveform generator gate.
- If a decoupler pattern is activated under status control (using `dmm='p'`), an implicit controller gate statement is added. In this situation, any 0s or 1s in the gate field of the `.DEC` pattern are irrelevant because they are overridden (as indicated above).
- If a decoupler pattern is activated by the `decprgon` statement, the unity*INOVA* waveform generator gate is the controlling factor. If this gate is specified as 0s or 1s in the `.DEC` file, that gating will occur. If there is no gate field in the `.DEC` file, the default occurs—the gate is set to 0 and the decoupler is off. An alternate is to follow the `decprgon` statement with some kind of gate statement (e.g., `decon`) to turn on the controller gate (overriding the default of the gate set to 0 from the controller) and to proceed the `decprgoff` statement with a statement to turn the gate off (for example, `decoff`).

Gradient Patterns

Table 27. Gradient Patterns

Column	*Description*	*Limits*	*Default*
1	Output amplitude	–32767 to 32767, 1 unit resolution	Required
2	Relative duration	1 to 255	1

For example, the first 8 elements (after the comment lines) of the file `trap.GRD`:

```
1024       1
2048       1
3072       1
4096       1
5120       1
```

```
6144        1
7168        1
8192        1
```

Performing Shaped Pulses

Statements to perform shaped pulses are listed in Table 28.

Table 28. Shaped Pulse Statements

decshaped_pulse*	Perform shaped pulse on first decoupler
dec2shaped_pulse*	Perform shaped pulse on second decoupler
dec3shaped_pulse*	Perform shaped pulse on third decoupler
shaped_pulse*	Perform shaped pulse on observe transmitter
simshaped_pulse*	Perform simultaneous two-pulse shaped pulse
sim3shaped_pulse*	Perform a simultaneous three-pulse shaped pulse

```
* decshaped_pulse(shape,width,phase,RG1,RG2)
  dec2shaped_pulse(shape,width,phase,RG1,RG2
  dec3shaped_pulse(shape,width,phase,RG1,RG2)
  simshaped_pulse(obsshape,decshape,obswidth,decwidth,
    obsphase,decphase,RG1,RG2)
  sim3shaped_pulse(obsshape,decshape,dec2shape,obswidth,
    decwidth,dec2width,obsphase,decphase,dec2phase,RG1,RG2)
```

Shaped Pulse on Observe Transmitter or Decouplers

Use `shaped_pulse(shape,width,phase,RG1,RG2)` to perform a shaped pulse on the observe transmitter where `shape` is the name of a text file in `shapelib` that stores the rf pattern (leave off the `.RF` file extension), `width` is the duration of the pulse; `phase` is the phase of the pulse (it must be a real-time variable); `RG1` is the delay between unblanking the amplifier and gating on the transmitter (the phase shift occurs at the beginning of this delay); and `RG2` is the delay between gating off the transmitter and blanking the amplifier (e.g., `shaped_pulse("gauss",pw,v1,rof1,rof2)`).

The statements `shaped_pulse`, `decshaped_pulse`, and `dec2shaped_pulse` provide pulse shaping through the linear attenuator and the small-angle phase shifter on the AP bus if a rf channel does not have a waveform generator. AP tables for the attenuation and phase values are created on the fly, and the real-time variables `v12` and `v13` are used to control the execution of the shape. This pulse shaping through the AP bus was exclusively controlled by the statements `apshaped_pulse`, `apshaped_decpulse`, and `apshaped_dec2pulse` on previous versions of VNMR .

For shaped pulses, the minimum pulse length is:

- 0.2 µs on UNITY*INOVA* waveform generator control.

The overhead at the beginning and end of the shaped pulse is:

- UNITY*INOVA*: starts at 0.95 µs falling to 0 at the end.
- Acquisition Controller board systems: starts at 10.75 µs falling to 4.3 µs at the end.
- Output board systems: starts at 10.95 µs falling to 4.5 µs at the end.

If the length is less than 0.2 µs on UNITY*INOVA* the pulse is not executed and there is no overhead.

The `decshaped_pulse`, `dec2shaped_pulse`, and `dec3shaped_pulse` statements allow a shaped pulse to be performed on the first, second, and third decoupler, respectively. The arguments and overhead used for each is the same as `shaped_pulse`, except they apply to the decoupler controlled by the statement.

Simultaneous Two-Pulse Shaped Pulse

`simshaped_pulse(obsshape,decshape,obswidth, decwidth, obsphase,decphase,RG1,RG2)` performs a simultaneous, two-pulse shaped pulse on the observe transmitter and the first decoupler under waveform generator control. `obsshape` is the name of the text file that contains the rf pattern to be executed on the observe transmitter; `decshape` is the name of the text file that contains the rf pattern to be executed on the first decoupler; `obswidth` is the duration of the pulse on the observe transmitter; `decwidth` is the duration of the pulse on the first decoupler; `obsphase` is the phase of the pulse on the observe transmitter (it must be a real-time variable); `decphase` is the phase of the pulse on the first decoupler (it must be a real-time variable); `RG1` is the delay between unblanking the amplifier and gating on the first rf transmitter (all phase shifts occur at the beginning of this delay); and `RG2` is the delay between gating off the final rf transmitter and blanking the amplifier; for example:

```
simshaped_pulse("gauss","hrm180",pw,p1,v2,v5,rof1,rof2)
```

The overhead at the beginning and end of the simultaneous two-pulse shaped pulse is:

- UNITY*INOVA*: starts at 1.45 µs falling to 0 at the end.
- Acquisition Controller board systems: starts at 21.5 µs falling to 8.6 µs at the end.
- Output board systems: starts at 21.7 µs falling to 8.8 µs at the end.

These values hold regardless of the values for `obswidth` and `decwidth`.

If either `obswidth` or `decwidth` is 0.0, no pulse occurs on the corresponding channel. If both `obswidth` and `decwidth` are non-zero and either `obsshape` or `decshape` is set to the null string (`''`), then a pulse occurs on the channel with the null shape name. If either the pulse width is zero or the shape name is the null string, then a waveform generator is not required on that channel.

Simultaneous Three-Pulse Shaped Pulse

The `sim3shaped_pulse` statement performs a simultaneous, three-pulse shaped pulse under waveform control on three independent rf channels. The arguments to `sim3shaped` are the same as defined previously for `simshaped_pulse`, except that `dec2shape` is the name of the text file that contains the rf pattern to be executed on the second decoupler, `dec2width` is the duration of the pulse on the second decoupler, and `dec2phase` is the phase (a real-time variable) of the pulse on the second decoupler (e.g., `sim3shaped_pulse("gauss","hrm180","sinc",pw,p1,v2,v5,v6, rof1,rof2))`.

The overhead at the beginning and end of the simultaneous three-pulse shaped pulse is:

- UNITY*INOVA*: starts at 1.95 µs falling to 0 at the end.
- Acquisition Controller board systems: starts at 32.25 µs falling to 12.9 µs at the end.
- Output board systems: starts at 32.45 µs falling to 13.1 µs at the end.

These values hold regardless of the values for `obswidth`, `decwidth`, and `dec2width`.

Setting one of the pulse lengths to the value 0.0, `sim3shaped_pulse` also performs a simultaneous two-pulse shaped pulse on any combination of three rf channels. (e.g., to perform simultaneous shaped pulses on the first decoupler and second decoupler, but not the observe transmitter, set the `obswidth` argument to 0.0).

If any of the shape names are set to the null string (`''`), a normal rectangular pulse occurs on the channel with the null shape name. If either the pulse width is zero or the shape name is the null string, a waveform generator is not required on that channel.

Programmable Transmitter Control

Statements related to programmable transmitter control are listed in Table 29.

Table 29. Programmable Control Statements

`decprgoff()`	End programmable decoupling on first decoupler
`dec2prgoff()`	End programmable decoupling on second decoupler
`dec3prgoff()`	End programmable decoupling on third decoupler
`decprgon*`	Start programmable decoupling on first decoupler
`dec2prgon*`	Start programmable decoupling on second decoupler
`dec3prgon*`	Start programmable decoupling on third decoupler
`obsprgoff()`	End programmable control of observe transmitter
`obsprgon*`	Start programmable control of observe transmitter

```
* decprgon(name,90_pulselength,tipangle_resoln)
  dec2prgon(name,90_pulselength,tipangle_resoln)
  dec3prgon(name,90_pulselength,tipangle_resoln)
  obsprgon(name,90_pulselength,tipangle_resoln)
```

Programmable Control of Observe Transmitter

Use `obsprgon(name,90_pulselength,tipangle_resoln)` to set programmable phase and amplitude control of the observe transmitter. `name` is the name of the file in `shapelib` that stores the decoupling pattern, `90_pulselength` is the pulse duration for a 90° tip angle, and `tipangle_resoln` is the resolution in tip-angle degrees to which the decoupling pattern is stored in the waveform generator (e.g., `obsprgon("waltz16",pw90,90.0))`.

The `obsprgon` statement returns the number of 50-ns ticks (as an integer value) in one cycle of the decoupling pattern. Explicit gating of the observe transmitter with `xmtron` and `xmtroff` is generally required.

To terminate any programmable phase and amplitude control on the observe transmitter under waveform control, use `obsprgoff()`.

Programmable Control of Decouplers

The `decprgon`, `dec2prgon`, and `dec3prgon` statements set programming decoupling on the first, second, and third decouplers, respectively. The arguments for each statement are the same as `obsprgon`, except they apply to the decoupler controlled by the statement. Each statement returns the number of 50 ns ticks (as an integer value) in one cycle of the decoupling pattern. Similarly, explicit gating of the selected decoupler is generally required, and termination of the control is done by the `decprgoff()`, `dec2prgoff()`, and `dec3prgoff()` statements, respectively.

Arguments to `obsprgon`, `decprgon`, `dec2prgon`, and `dec3prgon` can be variables (which need the appropriate `getval` and `getstr` statements) to permit changes via parameters.

The macro `pwsadj(shape_file,pulse_parameter)` adjusts the pulse interval time so that the pulse interval for the shape specified by `shape_file` (a file from `shapelib`) is an integral multiple of 100 ns. This eliminates a time truncation error in the execution of the shaped pulse by the programmable pulse modulators. `pulse_parameter` is a string containing the adjusted pulse interval time.

Setting Spin Lock Waveform Control

Statements for spin lock control on systems with optional waveform generators are listed in Table 30.

Table 30. Spin Lock Control Statements

`decspinlock*`	Set spin lock waveform control on first decoupler
`dec2spinlock*`	Set spin lock waveform control on second decoupler
`dec3spinlock*`	Set spin lock waveform control on third decoupler
`spinlock*`	Set spin lock waveform control on observe transmitter

```
* decspinlock(name,90_pulselength,tipangle_resoln,phase,ncycles)
  decs2pinlock(name,90_pulselength,tipangle_resoln,phase,ncycles)
  decs3pinlock(name,90_pulselength,tipangle_resoln,phase,ncycles)
  spinlock(name,90_pulselength,tipangle_resoln,phase,ncycles)
```

Spin Lock Waveform Control on Observe Transmitter

To execute a waveform-controlled spin lock on the observe transmitter, use `spinlock(name,90_pulselength,tipangle_resoln,phase,ncycles)`, `name` is the name of the file in `shapelib` that stores the decoupling pattern (leave off the `.DEC` file extension); `90_pulselength` is the pulse duration for a 90° tip angle; `tipangle_resoln` is the resolution in tip-angle degrees to which the decoupling pattern is stored in the waveform generator; `phase` is the phase angle of the spin lock (it must be a real-time variable); and `ncycles` is the number of times that the spin-lock pattern is to be executed (e.g., `spinlock('mlev16',pw90,90.0,v1,ncyc)`).

Both rf gating and the mixing delay are handled within this statement.

Spin Lock Waveform Control on Decouplers

The `decspinlock`, `dec2spinlock`, and `dec3spinlock` set spin lock waveform control on the first, second, and third decouplers, respectively. The arguments are the same as used with spinlock, except that `90_pulselength` is the pulse duration for a 90° tip angle on the decoupler controlled by the statement.

Arguments to `spinlock`, `decspinlock`, `dec2spinlock`, and `dec3spinlock` can be variables (which would need the appropriate `getval` and `getstr` statements) to permit changes via parameters.

Shaped Pulse Calibration

Macros `bandinfo` and `pulseinfo` can be run interactively (without arguments) to give a table with shaped pulse information for calibration. `bandinfo` takes the name of any legal shape and the bandwidth desired for the pulse and gives a table containing the duration of that pulse and a predicted 90° pulse power setting. `pulseinfo` takes the name of the shape and the duration of the pulse and gives the bandwidth of that pulse and a predicted 90° pulse power setting. Both macros can also be called from another macro. For more information, refer to the *Command and Parameter Reference*.

2.11 Shaped Pulses Using Attenuators

- "Controlling Shaped Pulses Using Attenuators," page 117
- "Controlling Attenuation," page 118

UNITY*INOVA* and *MERCURYplus/-Vx* systems are equipped with computer-controlled attenuators (0 dB to 79 dB on UNITY*INOVA*, or 0 dB to 63 dB on *MERCURYplus/-Vx*) on the observe and decouple channels, linear amplifiers, and T/R (transmit/receive) switch preamplifiers that allow low-level transmitter signals to be generated and pass unperturbed into the probe. The combination of these elements means that the capability for performing shaped pulse experiments is inherent in the systems and does not require the more sophisticated waveform generation capability of the optional waveform generators.

Hardware differences must be considered between systems, with and without the waveform generators. The attenuators have more limited dynamic range, slower switching time, and fewer pulse programming steps available. Nonetheless, the capability still allows significant experiments using only attenuators.

Three issues affect all shaped pulses, but particularly attenuator-based pulses:

- *Number of steps* – The more steps used, the closer the shape approximates a continuous shape. At what level does this become overkill? For the most common shape, Gaussian, as few as 19 steps have been shown to be completely acceptable.
- *Dynamic range* – How much dynamic range is required within a shape for proper results. For a Gaussian shape it has been shown that 33 dB is a useful limit; little or no improvement is achieved with more. With a single 63-dB attenuator, then, a Gaussian pulse with 33 dB dynamic range can be superimposed on a level ranging from 0- to 30-dB, more with a 79-dB attenuator.
- *Overall power level of the shape* – A Gaussian pulse has an effective power approximately 8 dB lower than a rectangular pulse with an identical peak power. This means that given a full-power rectangular pulse of, say, 25 kHz, a Gaussian pulse with the same peak power has approximately a 10 kHz strength. Using instead a Gaussian pulse with only 33 dB dynamic range and a peak power 30 dB lower results in a shaped pulse of approximately 312 Hz, which is useful for some applications, like exciting the NH region of a spectrum, but too strong for others.

To increase the dynamic range (and decrease the strength of the shaped pulse) further, we can use one of three approaches:

- Replace the 63-dB attenuator with a 79-dB unit. This adds 16 dB of dynamic range, producing shaped pulses in the range of 50 Hz, suitable for multiplet excitation.
- Add an additional 63-dB attenuator in series with the first. If you use the entire 63 dB of the second attenuator to control the level of the pulse and use the first attenuator only for the shape, you still produce a pulse whose power is (for a Gaussian) 71 dB (63 + 8) below that of the hard pulse. This would produce a 7 Hz pulse, about as weak a pulse as one ever needs (and which could be reduced 30 dB further by only using 33 dB of the first attenuator for the shape). It is possible to use this control to create shaped pulses without a waveform generator.
- Use a time-sharing or "DANTE" approach, applying the shaped pulse in such a way that it is switched on and off with a particular duty cycle during the course of the shape. A 10% duty cycle, for example, reduces the power by a factor of ten.

Both the phase and linear attenuator on each transmitter can be controlled through pulse sequence statements (see `pwrf`, `obspwrf`, `decpwrf`, `dec2pwrf`, `dec3pwrf`, `pwrm`, `rlpwrm`, and `dcplrphase`) so it is possible to create shaped pulses without a waveform generator.

AP Bus Delay Constants

Table 31 lists the most important AP bus delay “constants” (C macros). The list is incomplete, but a complete list can be found at the bottom of the text file /vnmr/psg/apdelay.h.

The constants OFFSET_DELAY and OFFSET_LTCH_DELAY are applicable only to systems that use PTS synthesizers with latching on the input. Although the constants are identical, use only OFFSET_DELAY on these systems.

Table 31. AP Bus Delay Constants

Constant	*Indicates Duration of*
ACQUIRE_START_DELAY*	Overhead at start of acquisition
ACQUIRE_STOP_DELAY*	Overhead at end of acquisition
DECMODFREQ_DELAY	Overhead for setting modulator frequency
GRADIENT_DELAY	rgradient, zgradpulse (two times)
OBLIQUEGRADIENT_DELAY	oblique_gradient (applicable only to imaging)
OFFSET_DELAY**	decoffset, dec2offset, obsoffset, offset
OFFSET_LTCH_DELAY***	decoffset, dec2offset, obsoffset, offset
POWER_DELAY	decpower, dec2power, obspower, power, rlpower, etc.
PRG_OFFSET_DELAY	Time shift of WFG output with obsprgon, etc.
PRG_START_DELAY	decprgon, dec2prgon, obsprgon, etc.
PRG_STOP_DELAY	decprgoff, dec2prgoff, obsprgoff, etc.
PWRF_DELAY	decpwrf, dec2pwrf, obspwrf, pwrf
SAPS_DELAY	dcplrphase, dcplr2phase, dcplr3phase, xmtrphase
SETDECMOD_DELAY	Overhead for setting modulator mode
SPNLCK_START_DELAY	Overhead at start of decspinlock, spinlock, etc.
SPNLCK_STOP_DELAY	Overhead at end of decspinlock, spinlock, etc.
VAGRADIENT_DELAY	vagradpulse (two times)
WFG_OFFSET_DELAY	Time shift of WFG output
WFG_START_DELAY	Overhead at start of decshaped_pulse, shaped_pulse
WFG_STOP_DELAY	Overhead at end of decshaped_pulse, shaped_pulse
WFG2_START_DELAY	Overhead at start of simshaped_pulse, etc.
WFG2_STOP_DELAY	Overhead at end of simshaped_pulse, etc.
WFG3_START_DELAY	Overhead at start of sim3shaped_pulse, etc.
WFG3_STOP_DELAY	Overhead at end of sim3shaped_pulse, etc.

* On UNITY*INOVA* systems; on other systems, this constant is zero (no support for FSQ).
** Use OFFSET_DELAY only on UNITY*INOVA* systems.
*** Only on systems that use PTS synthesizers with latching.

Controlling Shaped Pulses Using Attenuators

The statements power, obspower, decpower, dec2power, dec3power, and (optionally) pwrf, obspwrf, decpwrf, dec2pwrf, dec3pwrf, pwrm, and rlpwrm are used to change the attenuation (and hence the power level) of either the transmitter or decouplers. A pulse sequence in which one of these statements is placed in a loop and repeatedly executed with different values for the amount of attenuation therefore results in a shaped pulse. This can be a C loop or a "soft" loop (using the `loop` statement), but not a "hard" loop. The successive values for the power may be calculated in real-time, read from a table (assuming that only positive numbers are involved), or set up from a static C variable. Although no standard pulse sequences exist that implement this feature, several contributions to the user library provide excellent examples of how to do this.

The statements `shaped_pulse`, `decshaped_pulse`, and `dec2shaped_pulse` provide fine-grained "waveform generator-type" pulse shaping through the AP bus. If an rf channel does not have a waveform generator configured, this is the same type of pulse shaping that statements `apshaped_pulse`, `apshaped_decpulse`, and `apshaped_dec2pulse` provide, and is a simpler implementation.

The `apshaped_pulse`, `apshaped_decpulse`, and `apshaped_dec2pulse` pulse statements use table variables to define the amplitude and phase tables, whereas the standard `shaped_pulse`, `decshaped_pulse`, and `dec2shaped_pulse` statements create and use these tables on the fly. Both types of AP bus waveshaping statements use real-time variables `v12` and `v13` to control shape execution. Table 32 summarizes the statements described in this section.

Table 32. Statements for Pulse Shaping Through the AP Bus

`apshaped_decpulse*`	First decoupler pulse shaping via the AP bus
`apshaped_dec2pulse*`	Second decoupler pulse shaping via the AP bus
`apshaped_pulse*`	Observe transmitter pulse shaping via the AP bus
`decshaped_pulse*`	Perform shaped pulse on first decoupler
`dec2shaped_pulse*`	Perform shaped pulse on second decoupler
`shaped_pulse*`	Perform shaped pulse on observe transmitter

```
* apshaped_decpulse(shape,pulse_width,pulse_phase,
     power_table,phase_table,RG1,RG2)
  apshaped_dec2pulse(shape,pulse_width,pulse_phase,
     power_table,phase_table,RG1,RG2)
  apshaped_pulse(shape,pulse_width,pulse_phase,power_table,
     phase_table,RG1,RG2)
  decshaped_pulse(shape,width,phase,RG1,RG2)
  dec2shaped_pulse(shape,width,phase,RG1,RG2)
  dec3shaped_pulse(shape,width,phase,RG1,RG2)
  shaped_pulse(shape,width,phase,RG1,RG2)
```

MERCURYplus/-Vx systems support the `shaped_pulse` and `decshaped_pulse`. However, shapes are created using DANTE style pulses, not using a waveform generator. Furthermore, the `apshaped_pulse` is supported. However, only power level is controlled, not phase, which makes `gauss.RF` the only usable shape.

Controlling Attenuation

On systems with two attenuators, connect the two existing attenuators in series, leaving one channel without computer-controlled attenuation. This is often acceptable in homonuclear experiments, while in heteronuclear experiments and some homonuclear experiments it may be desirable to insert a simple fixed attenuator in-line in the channel that isn't being shaped.

If you take this approach, the `tpwr` and `dpwr` parameters (or, equivalently, the `power(...,OBSch)` and `power(...,DECch)` pulse sequence statements) control the two attenuators. The simplest approach is to use one of the two attenuators to control the shape, while using the second to set the overall level of the pulse. Assuming that there are also hard pulses in the pulse sequence, you'll also need to remember to write your pulse sequence to return both attenuators to values suitable for the hard pulse.

2.12 Internal Hardware Delays

Many pulse sequence statements result in "hidden" delays. These delays are not intrinsic to pulse sequence generation (PSG) software but are rather internal to the hardware.

Each AP bus instruction is considered a FIFO event and incurs the following delay, which is the time it takes to set the hardware on the AP bus:

- On UNITY*INOVA*, 0.5-µs delay (except PFG, which has a 1.0-µs delay).
- On *MERCURYplus/-Vx*, 1.2 µs delay.

Delays from Changing Attenuation

The pulse sequence statement `power`, which is used to change the level of attenuation produced by a 63-dB rf attenuator in the system, leads to the following values:

- On UNITY*INOVA*, 1 AP bus instruction, 0.5-µs concomitant internal delay (WFG start takes 1 AP bus instructions at 0.5 µs and extra board delay of 0.75 µs, total 1.25 µs).
- On *MERCURYplus/-Vx*, 4 AP bus instructions, 4.8-µs concomitant internal delay.

Table 33 lists all pulse sequence statements that lead to an internal delay and the magnitude of this delay. Similar information to the table is contained in the PSG header file `apdelay.h`, which resides in the VnmrJ system PSG directory.

Table 33. AP Bus Overhead Delays

	Internal Delay (µs)		
Pulse Sequence Statements	UNITY*INOVA*	*MERCURYplus/-Vx*	*Output Board*
`acquire`	1.0 pre 0.5 post	—	—

`xmtrphase`
`dcphase`
`dcplrphase`
`dcplr2phase`
`dcplr3phase`
	0.5	7.2	2.35

`power, obspower`
`decpower`
`dec2power`
`dec3power`
	0.5	4.8	4.5

`pwrf, obspwrf`
`decpwrf`
`dec2pwrf`
`dec3pwrf`
	0.5	—	—

`offset (S=standard L=latching)`	4.0	86.4	15.25 S 21.7 L

Table 33. AP Bus Overhead Delays

Pulse Sequence Statements	Internal Delay (µs) *UNITYINOVA*	*MERCURYplus/-Vx*	*Output Board*

`shaped_pulse`
`decshaped_pulse`
`dec2shaped_pulse`
`dec3shaped_pulse`
	1.25 pre
	0.5 post
		—	15.45

`simshaped_pulse`	*	—	30.50
`sim3shaped_pulse`	**	—	45.55

`obsprgon`
`decprgon`
`dec2prgon`
`dec3prgon`
	1.25	—	10.95

`obsprgoff`
`decprgoff`
`dec2prgoff`
`dec3prgoff`
	0.5	—	4.5

`spinlock`
`decspinlock`
`dec2spinlock`
`dec3spinlock`
	1.25 pre
	0.5 post
		—	15.45

`rgradient and vgradient with gradtype='p'`	4.0	—	Not an option
`rgradient and vgradient with gradtype='w'`	0.5	—	Not an option
`zgradpulse` `gradtype='p'`	delay + 8.0	—	Not an option
`zgradpulse` `gradtype='w'`	delay + 1.0	—	Not an option

`*  simshaped_pulse: 1.75 pre, 0.5 post`
`** sim3shaped_pulse: 2.25 pre, 0.5 post`

On systems with the Output board, Table 33 indicates that the pulse sequence statement `power` incurs a 4.5 µs internal delay, not a 4.3 µs delay as previously stated. Of the 4.5 µs delay, 0.2 µs is to allow any high-speed line, (for example, the transmitter gate control line) that has been turned off in PSG at the end of the preceding delay to actually turn off in hardware before the AP bus instructions have been issued from the FIFO. Otherwise, any such high-speed line would not be turned off in hardware until the end of the series of AP bus instructions. This extra 0.2 µs delay can be avoided with the `apovrride` statement.

Delays from Changing Status

Other delays can be incurred with the `status` and `setstatus` statements. The first occurrence of the `status` statement always incurs the full delay. On subsequent occurrences of `status`, the delay depends on values of the parameters `dmm`, `dmm2`, and `dmm3`. There are three parts that contribute to this delay:

- *Modulation mode* – If the modulation mode changes, 1.0 µs is added to the delay, and the first occurrence of `'s'` in the `dm` string (or `dm2` or `dm3`) adds an extra 1.0 µs. On systems with `apinterface=3`, if and only if the modulation mode changes. Note that the waveform generator (mode `'p'`) needs CW modulation (mode `'c'`).

- *Waveform generator* – Starting a waveform generator adds 1.25 µs. Stopping a waveform generator adds 1 µs on UNITY*INOVA* and 4.3 µsec on other systems. (The modulation mode is to or from `'p'`.) The waveform generator also has an offset or propagation delay, which is discussed on page 121.
- *Modulation frequency* – If the modulation frequency changes, 1 µs is added on UNITY*INOVA* and 6.45 µsec on other systems. Note that for the UNITY*INOVA*, this is different for a shaped pulse. The modulation frequency can change if the statement `setstatus` is called with a modulation frequency different from the parameter corresponding to the transmitter set, or if the modulation mode changes to or from `'g'` and `'r'`. If the change is to `'g'` and `'r'`, the modulation frequency is internally scaled, changing the frequency.

Finally, these delays are added up for each channel, and this becomes the delay incurred for `status` or `setstatus`. For example, if `dm='nnnss'`, `dmm='cpfwp'`, and `dm2='y'`, then `dmm2='cccpc'`, Table 34 summarizes the internal intervals, assuming `status(A)` is the initial state.

Table 34. Example of AP Bus Overhead Delays for `status` Statement

Statement	*Delay (µs)*	*Delay (µs) apinterface=3*	*Reason*
`status(B)`	`0`	`0`	`dmm` from `'c'` to `'p'`, WFG not started because `dm='n'` in B
`status(C)`	`1.0`	`4.3`	`dmm` from `'p'` to `'f'`, no WFG to stop
`status(D)`	`1.0+1.25`	`4.3+10.75`	`dmm` from `'f'` to `'w'`, synchronize, `dmm2` from `'c'` to `'p'`
`status(E)`	`1.75+0.5`	`15.05+4.3`	`dmm` from `'w'` to `'p'` `(='c')` and start WFG, `dmm2` from `'p'` to `'c'`, only stop WFG

To keep the `status` timing constant, use the `statusdelay` statement. This statement allows the user to specify a defined period of time for the `status` statement to execute. For example, if `statusdelay('B',2.0e-5)` is used, as long as the time it takes to execute `status` for state B is less than 20 microseconds, the statement will always take 20 microseconds. If the time to execute state B is greater than 20 microseconds, the statement still executes, but a warning message is generated.

Waveform Generator High-Speed Line Trigger

Along with the AP bus overhead delay, the waveform generator has an offset delay as a result of high-speed line (WFG) propagation delay. This shifts the rf pattern beyond the AP bus delay. Figure 3 illustrates the delay. The time overhead for the AP bus is 1.25 µs (this includes a 0.5-µs AP bus delay and a 0.75-µs board delay). The offset delay is an additional 0.45 µs, for a total delay of 1.70 µs. The WFG also has a post pulse overhead delay.

Note that if the shaped pulse is followed by a delay, say `d3`, then the end of the delay is at `1.7+pshape+0.5+d3`. To obtain the proper offset delay, available in `apdelay.h`. are macros `WFG_OFFSET_DELAY`, `WFG2_OFFSET_DELAY`, and `WFG3_OFFSET_DELAY`.

At the end of data collection, 3.5 ms is inserted to give the acquisition computer time to check lock, temperature, spin, etc. The system has a 0.004-ms delay at the start of a transient to initialize the data collection hardware, and a 2.006-ms delay at the end of a transient for data collection error detection. For systems with gradients, the end of scan delays do not include the times to turn off gradients, which is done at the end of every scan.

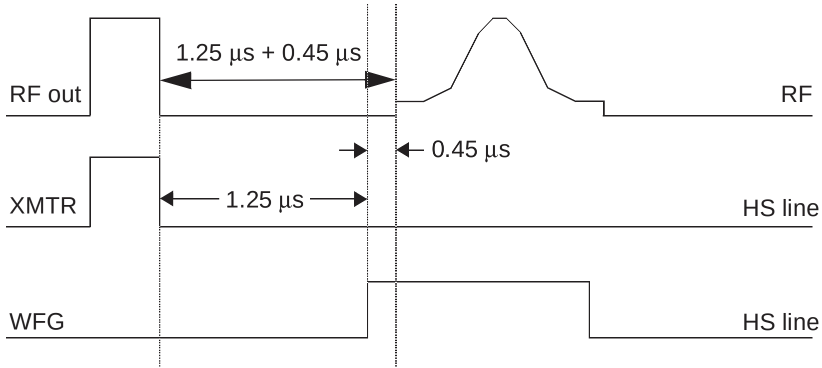


Figure 3. Waveform Generator Offset Delay

2.13 Indirect Detection on Fixed-Frequency Channel

Indirect detection experiments, in which the observe nucleus is ^{1}H and the decouple nucleus is a low-frequency nucleus, usually ^{13}C, are easily done on systems with two broadband channels. Systems with a fixed-frequency decoupler depend on the type of system.

Fixed-Frequency Decoupler

A UNITY*INOVA* system with the label Type of RF set to U+ H1 Only in the CONFIG window, or any *MERCURYplus/-Vx* broadband system, can use the same parameter sets and pulse sequences as a dual-broadband system (e.g., HMQC) as long as the pulse statements in a sequence do not use the channel identifiers `TODEV`, `DODEV`, `DO2DEV`, and `DO3DEV`. This restriction is negligible because statements `obspower`, `decpower`, `dec2power`, and `dec3power` are available that specify an rf channel without requiring the these channel identifiers. Each of these statements require only the power level and can be remapped to different rf channels. The `rfchannel` parameter enables remapping rf channel selection. Refer to the description of `rfchannel` in the *Command and Parameter Reference* for details.

MERCURYplus/-Vx support automatic channel swapping as well.

2.14 Multidimensional NMR

- "Hypercomplex 2D," page 123
- "Real Mode Phased 2D: TPPI," page 124

A standard feature of all pulse sequences is the ability to array acquisition parameters and automatically acquire an array of the corresponding FIDs. For example, arraying the `pw` parameter and viewing the resulting array of spectra is one way to estimate the 90-degree pulse width. This explicit array feature is automatic, whenever a parameter is set to multiple values, such as `pw=5,6,7,8,9,10`.

A separate type of arrayed variable is used for 2D, 3D, and 4D experiments. The distinguishing feature of this type of data set is that the arrayed element has a uniform, automatically calculated increment between values. The `ni` parameter is set to the number of increments desired in the first indirect dimension of a multidimensional data set. The inverse of the parameter `sw1` defines the increment in successive values of the implicitly arrayed delay `d2`. For example, if `ni=8`, an implicit `d2` array with values `d2=0`, `1/sw1`, `2/sw1`, `3/sw1`, `4/sw1`, `5/sw1`, `6/sw1`, `7/sw1` is generated. Eight FIDs, each using the corresponding `d2` delay, will be acquired.

For the second indirect dimension, the analogous parameters are `ni2`, `sw2`, and `d3`. For the third indirect dimension, the analogous parameters are `ni3`, `sw3`, and `d4`.

When creating a new 2D pulse sequence in standard form, the pulse sequence should contain a `d2` delay. To create the appropriate parameters, use the `par2d` macro. It is usually convenient to call `par2d` from within the macro used to set up the pulse sequence and to set the parameters to appropriate values with the `set2d` macro. Examples of 2D pulse sequences are given in the standard software in `/vnmr/psglib` and `/vnmr/maclib`.

When creating a new 3D pulse sequence in standard form, the pulse sequence should contain the delays `d2` and `d3`, and parameters can be created with the `par3d` macro. Similarly, a 4D pulse sequence should contain the delays `d2`, `d3`, and `d4`, with parameters created by the `par4d` macro.

Each indirect dimension of data can be acquired in a phase-sensitive mode. Examples of this include the hypercomplex method and the TPPI method (see the chapter on multidimensional NMR in *NMR Spectroscopy, User Guide* manual for more details).

For each indirect dimension, a *phase* parameter selects the type of acquisition. For the first indirect dimension, the corresponding phase parameter is `phase`. For the second indirect dimension, the parameter is `phase2`. For the third indirect dimension, the parameter is `phase3`. The total number of FIDs in a given multidimensional data set is stored in the parameter `arraydim`. For a 2D experiment, `arraydim` is equal to `ni`*(number of elements of the phase parameter).

When programming the multidimensional pulse sequences, it is convenient to have access to the current increment in a particular indirect dimension, and to know what the phase element is. Table 35 lists these PSG variables (see Table 19 for the full list of Vnmr parameters and their corresponding PSG variable names and types).

Some pulse sequences, such as heteronuclear 2D-J (HET2DJ), can be used “as is” for phase-sensitive 2D NMR; however, the hypercomplex and TPPI experiments require more information compared to “normal” pulse sequences, see below.

Hypercomplex 2D

Hypercomplex 2D (States, Haberkorn, Ruben) requires only that a pulse sequence be run using an arrayed parameter that generates the two required experiments. While this can be any parameter, for consistency we recommend the use of a parameter `phase`, which can be set by the user to 0 (to give a non-phase-sensitive experiment) or to an array (as in `phase=1,2)` to generate the two desired experiments. The parameter `phase` is automatically made available to a pulse sequence as the integer `phase1`. Typical code as part of the pulse sequence might look like this:

```
pulsesequence()
{
   if (phase1==0)
   {                     /* Phase calculation for */
   ...                   /* non-phase-sensitive experiment */
   }
   else if (phase1==1)
```

Table 35. Multidimensional PSG Variables

PSG Variable	*PSG type*	*VnmrJ parameter*	*Description*
d2_index	int	0 to (ni-1)	Current index of the d2 array
id2	real-time	0 to (ni-1)	Current real-time index of the d2 array
inc2D	double	1.0/sw1	Dwell time for first indirect dimension
phase1	int	phase	Acquisition mode for first indirect dimension
d3_index	int	0 to (ni2-1)	Current index of the d3 array
id3	real-time	0 to (ni2-1)	Current real-time index of the d3 array
inc3D	double	1.0/sw2	Dwell time for second indirect dimension
phase2	int	phase2	Acquisition mode for second indirect dimension
d4_index	int	0 to (ni3-1)	Current index of the d4 array
id4	real-time	0 to (ni3-1)	Current real-time index of the d4 array
inc4D	double	1.0/sw3	Dwell time for third indirect dimension
phase3	int	phase3	Acquisition mode for third indirect dimension
ix	int	1 to arraydim	Current element of an arrayed experiment

```
      {                      /* Phase calculation for */
      ...                    /* first of two arrays */
      }
         else if (phase1==2)
         {                   /* Phase calculation for */
         ...                 /* second of two arrays */
         }
   }
```

This code usually can be condensed because the phases are obviously related in the three experiments, and three separate phase calculations are not needed. One possibility is to write down the phase cycle for the entire experiment, interspersing the “real” and “imaginary” experiments, then generate an “effective transient counter” as follows:

```
if (phase==0) assign(ct,v10);       /* v10=01234... */
else
{if (phase==1) dbl(ct,v10);         /* v10=02468... */
  else
    incr(v10);                      /* v10=13579... */
}
```

Now a single phase cycle can be derived from `v10` instead of from `ct`. If `phase1=0`, each element of this phase cycle is selected. If `phase1=1`, only the odd elements are selected (the first, third, fifth, etc. transients for which `ct=0,2,4`,...). If `phase1=2`, the even elements only are selected (`ct` odd).

Real Mode Phased 2D: TPPI

For TPPI experiments, the increment index is typically needed at some point in the phase calculation. The simplest way to obtain the index is to use the built-in real-time constant `id2`. This can be used in a construction such as

```
if (phase1==3)
```

```
add(v11,id2,v11);
```

which adds the increment value (which starts at 0) to the phase contained in `v11`.

2.15 Gradient Control for PFG and Imaging

- "Setting the Gradient Current Amplifier Level," page 126
- "Generating a Gradient Pulse," page 127
- "Controlling Lock Field Correction Circuitry," page 127
- "Programming Microimaging Pulse Sequences," page 127

Varian, Inc. NMR systems support gradient control for applications using the optional pulsed field gradient (PFG) and imaging. The configuration parameter `gradtype`, set by the `config` program, specifies the presence of gradient hardware and its capabilities. The available gradient control statements are listed in Table 36.

Table 36. Gradient Control Statements

`lk_hold()`	Set lock field correction circuitry to hold
`lk_sample()`	Set lock field correction circuitry to sample
`obl_gradient*`	Execute an oblique gradient
`oblique_gradient*`	Execute an oblique gradient
`obl_shapedgradient*`	Execute a shaped oblique gradient
`oblique_shapedgradient*`	Execute a shaped oblique gradient
`pe_gradient*`	Oblique gradient with PE in 1 axis
`pe2_gradient*`	Oblique gradient with PE in 2 axes
`pe3_gradient*`	Oblique gradient with PE in 3 axes
`pe_shapedgradient*`	Oblique shaped gradient with PE in 1 axis
`pe2_shapedgradient*`	Oblique shaped gradient with PE in 2 axes
`pe3_shapedgradient*`	Oblique shaped gradient with PE in 3 axes
`phase_encode_gradient*`	Oblique gradient with PE in 1 axis
`phase_encode3_gradient*`	Oblique gradient with PE in 3 axes
`phase_encode_shapedgradient*`	Oblique shaped gradient with PE in 1 axis
`phase_encode3_shapedgradient*`	Oblique shaped gradient with PE in 3 axes
`rgradient(channel,value)`	Set gradient to specified level
`shapedgradient*`	Shaped gradient pulse
`shaped2Dgradient*`	Arrayed shaped gradient function
`shapedincgradient*`	Dynamic variable gradient function
`shapedvgradient*`	Dynamic variable shaped gradient function
`vgradient*`	Set gradient to level determined by real-time math
`vagradient*`	Variable angle gradient
`vagradpulse*`	Pulse controlled variable angle gradient
`vashapedgradient*`	Variable angle shaped gradient
`vashapedgradpulse*`	Variable angle pulse controlled shaped gradient
`zgradpulse(value,delay)`	Create a gradient pulse on the z channel
`zero_all_gradients*`	Set all gradients to zero

* For the argument list, refer to the statement reference in Chapter 3

MERCURYplus/-Vx systems use `rgradient` and `vagradient`, and the `lk_sample` and `lk_hold` statements.

Table 37 lists delays for shaped gradient statements on systems with gradient waveform generators (`gradtype='w'` or `gradtype='q'`). The times for the three-axis gradient

Table 37. Delays for Obliquing and Shaped Gradient Statements

Pulse Sequence Statements	*Delay (µs)*
`shapedgradient`	0.5
`shapedvgradient`	1.5
`shapedincgradient`	1.5
`incgradient (gradtype='p', gradtype='q')`	4.0
`incgradient (gradtype='w')`	0.5
`obl_gradient, oblique_gradient, pe_gradient,` `phase_encode_gradient (gradtype='p', gradtype='q')`	12.0
`obl_gradient, oblique_gradient, pe_gradient,` `phase_encode_gradient (gradtype='w')`	1.5
`pe2_gradient, phase_encode3_gradient (gradtype='p',` `gradtype='q')`	12.0
`pe2_gradient, phase_encode3_gradient (gradtype='w')`	1.5
`obl_shapedgradient, oblique_shapedgradient`	1.5
`pe_shapedgradient, phase_encode_shapedgradient`	4.5
`pe2_shapedgradient, pe3_shapedgradient,` `phase_encode3_shapedgradient`	4.5

statements (`obl_gradient`, `oblique_gradient`, `pe2_gradient`, `phase_encode3_gradient`, etc.) with `gradtype='w'` or `gradtype='q'` are the overhead times for setting all three gradients. The gradients are always set in sequential `'x'`, `'y'`, `'z'` order.

Some gradient statements use DAC values to set the gradient levels and others use values in gauss/cm. The lower level gradient statements (`gradient`, `rgradient`, zgradpulse, `shapedgradient`, etc.) use DAC values, and the obliquing and variable-angle gradient statements use gauss/cm. The gradient statements associated with DAC values are used in single-axis PFG pulse sequences and microimaging pulse sequences, while the gradient statements associated with gauss/cm are used in imaging pulse sequences and triple-axis PFG pulse sequences.

Setting the Gradient Current Amplifier Level

To set the gradient current amplifier level, use `rgradient(channel,value)`, where `channel` is `'X'`, `'x'`, `'Y'`, `'y'`, `'Z'`, or `'z'` (only `'Z'` or `'z'` is supported on *MERCURYplus/-Vx*) and `value` is a real number for the amplifier level (e.g, `rgradient('z',1327.0)`). For the Performa I PFG module, `value` must be from 2048 to 2047; for Performa II, III, or IV, `value` must be from –32768.0 to 32767.0.

To set the gradient current amplifier level but determine the value instead by real-time math, use `vgradient(channel,intercept,slope,rtval)`, where `channel` is used the same as in `rgradient`, and amplifier level is determined by `intercept` + `slope` * `rtval` (e.g., `vgradient('z',-5000.0,2500.0,v10)`. This statement not available on the Performa I PFG module.

Generating a Gradient Pulse

To create a gradient pulse on the z channel with given amplitude and duration, use `zgradpulse(value,delay)`, where `value` is used the same as in `rgradient` and `delay` is any delay parameter (e.g., `zgradpulse(1234.0,d2)`).

`shapedgradient(pattern,width,amp,channel,loops,wait)` generates a shaped gradient, where `pattern` is a file in `shapelib`, `width` is the pulse length, `amp` is a value that scales the amplitude of the pulse, `channel` is the same as used with `rgradient`, `loops` is the number of times (1 to 255) to loop the waveform, and `wait` is WAIT or NOWAIT for whether or not a delay is inserted to wait until the gradient is completed before executing the next statement.

Example:

```
shapedvgradient("hsine",d3,amplitude,igpe,
v5,gphase,v1,NOWAIT,1);
```

This statement is only available on the Perform II, III, or IV PFG module.

Controlling Lock Field Correction Circuitry

On Varian, Inc. NMR systems, `lk_sample()` and `lk_hold()` are provided to control the lock field correction circuitry. If during the course of a pulse sequence the lock signal is disturbed—for instance, with a gradient pulse or pulses at the ^{2}H frequency—the lock circuitry might not be able to hold on to the lock. When this is the case, the correction added in the feedback loop that holds the lock can be held constant by calling `lk_hold()`. At some time after the disturbance has passed (how long depends on the type of disturbance), the statement `lk_sample()` should be called to allow the circuitry to correct for disturbances external to the experiment.

Programming Microimaging Pulse Sequences

The procedures for programming microimaging pulse sequences are the same as those used in the programming of spectroscopy sequences, with the exception that additional pulse sequence statements have been added to define the amplitude and timing of the gradient pulses and the shaped rf pulses. For example, in the statement `rgradient(name,value)` to set a gradient, the argument `name` is either X, Y, or Z (or alternatively with the connection through the parameter `orient`, `gread`, `gphase`, or `gslice`) and `value` is the desired gradient strength in DAC units at the time the statement is to be implemented.

The basic imaging sequences included with the VnmrJ software are sequences for which the image data can be acquired, processed, and displayed with essentially the same software tools that are used with 2D spectra. These sequences have been written in a form that provides a great deal of flexibility in adapting them to the different modes of imaging and includes the capabilities of multislice and multiecho imaging. Many of the spectroscopic preparation pulse sequences can be linked to the standard imaging sequences to limit the spin population type that is imaged, to provide greater contrast in the image, or to remove artifacts from the image.

2.16 Programming the Performa XYZ PFG Module

The Performa XYZ pulsed field gradient (PFG) module adds new capabilities to high-resolution liquids experiments on Varian spectrometers. The module applies gradients in B_0 along three distinct axes at different times during the course of the pulse sequence. These gradients can perform many functions, including solvent suppression and coherence pathway selection. This section describes pulse sequence programming of the module.

Creating Gradient Tables

In order for the software to have the necessary information on all three axes to convert between gauss/cm and DAC values, the XYZ PFG probe and amplifier combination can be calibrated using the `creategtable` macro and a gradient table made in `/vnmr/imaging/gradtables`.

The macro first prompts the user to see if the gradient axes are set to the same gradient strength (horizontal-bore imaging system) or if the axes have different gradient strengths (vertical-bore PFG gradients). Next, the user is prompted for a name for the gradient coil, and that name is then used in the `gcoil` and `sysgcoil` parameters in order to correctly translate between DAC and gauss/cm values. Finally, the macro prompts the user for the boresize of the magnet (51 mm), the gradient rise time (40 µs), and the maximum gradient strength obtainable for each axis. Note that the gradient strengths are not equal and the amplifier does not limit the combined output.

If the parameter `gcoil` does not exist in a parameter set and must be created, set the protection bit that causes the macro `_gcoil` to be executed must be set when the value for `gcoil` is changed. Set the protection bit using either of these procedures:

- Use the macro `updtgcoil`, which will create the `gcoil` parameter if it does not exist.
- Create `gcoil` with the following commands:
```
create('gcoil','string')
setprotect('gcoil','set',9)
```

In an experiment that uses gradient coils, the `sysgcoil` parameter can be set to the coil name specified with the `creategtable` macro and then the `updtgcoil` macro can be run to update the local `gcoil` parameter from the global `sysgcoil` parameter. When the local `gcoil` parameter is updated, the local `gxmax`, `gymax`, `gzmax`, `trise` and `boresize` parameters are also updated. Refer to the *Command and Parameter Reference* and the *VnmrJ Imaging, User Guide* for additional information about `creategtable`.

Pulse Sequence Programming

Table 38 lists the pulse sequence statements related to the XYZ PFG module.The system can be programmed by using the statements `rgradient(channel,value)` and `zgradpulse(value,delay)`. Pulse sequences `g2pul.c` and `profile.c` in `/vnmr/psglib` are examples of using the `gradaxis` parameter and the `rgradient` statement.

To produce a gradient at any angle by the combination of two or more gradients, the `vagradpulse(gradlvl,gradtime,theta,phi)` statement can be used, and to produce three equal and simultaneous gradients, such that an effective gradient is produced at the magic angle, the `magradpulse(gradlvl,gradtime)` statement is available. The statements `vagradpulse` and `magradpulse` are structured so that the software does all of the calculations to produce the effective gradient desired. Both statements take the argument for the gradient level (`gradlvl`) in gauss/cm. This is distinctly different

Table 38. Performa XYZ PFG Module Statements

`magradient(gradlvl)`	Simultaneous gradient at the magic angle
`magradpulse(gradlvl,gradtime)`	Simultaneous gradient pulse at the magic angle
`mashapedgradient*`	Simultaneous shaped gradient at the magic angle
`mashapedgradpulse*`	Simultaneous shaped gradient pulse at the magic angle
`rgradient(axis,value)`	Set gradient to specified level
`vagradpulse*`	Variable angle gradient pulse
`vashapedgradient*`	Variable angle shaped gradient
`vashapedgradpulse*`	Variable angle shaped gradient
`zgradpulse(value,delay)`	Create a gradient pulse on the z channel

```
* mashapedgradient(pattern,gradlvl,gradtime,theta,phi,loops,wait)
  mashapedgradpulse(pattern,gradlvl,gradtime,theta,phi)
  vagradpulse(gradlvl,gradtime,theta,phi)
  vashapedgradient(pattern,gradlvl,gradtime,theta,phi,loops,wait)
  vashapedgradpulse(pattern,gradlvl,gradtime,theta,phi)
```

from the `rgradient` and `zgradpulse` statements, which take the argument for the gradient level (`value`) in DAC.

With these statements, the `gcoil` and `sysgcoil` parameters are required for the software to calculate the correct DAC value for each channel in order to produce the requested effective gradient. After the gradients have each been calibrated and a `gradtable` has been constructed with the `creategtable` macro, as described above, then the `sysgcoil` parameter can be set to that coil name used. The `updtgcoil` macro can then update the local `gcoil` parameter from the global `sysgcoil` parameter.

The `vagradpulse` statement uses the `theta` and `phi` angles to produce an effective gradient at any arbitrary angle. For example, using `vagradpulse` with `theta=54.7` and `phi=0.0`, an effective gradient is produced at the magic angle by the correct combination of the Z gradient and the Y gradient. Whereas, if `theta=54.7` and `phi=90`, an effective gradient is produced at the magic angle by the correct combination of the Z gradient and the X gradient. Variations on the `vagradpulse` statement include the capability of shaping the gradient waveform with the `vashapedgradient` and the `vashapedgradpulse` statements. For more information about these statements, see their descriptions in Chapter 3.

In addition, the `magradpulse` statement produces equal and simultaneous gradients on all three axes in order to produce an effective gradient at the magic angle. Variations on the `magradpulse` statement include the capability of shaping the gradient waveform with the `mashapedgradient` and the `mashapedgradpulse` statements. Again, for more information, refer to Chapter 3.

2.17 Imaging-Related Statements

- "Real-time Gradient Statements," page 131
- "Oblique Gradient Statements," page 131
- "Global List and Position Statements," page 131
- "Looping Statements," page 131
- "Waveform Initialization Statements," page 132

The PSG statements related to imaging, summarized in Table 39, were developed to support oblique imaging using standard units (gauss/cm) to set the gradient values and to

Table 39. Imaging-Related Statements

create_delay_list*	Create table of delays
create_freq_list*	Create table of frequencies
create_offset_list*	Create table of frequency offsets
endmsloop*/endpeloop*	Ends a loop started by the msloop/peloop
getarray*	Retrieves all values of arrayed parameter
getorientation*	Read image plane orientation
incgradient*	Dynamic variable gradient function
init_rfpattern*	Create rf pattern file
init_gradpattern*	Create gradient pattern file
init_vscan*	Initialize real-time variable for vscan
obl_gradient*	Execute an oblique gradient
oblique_gradient*	Execute an oblique gradient
obl_shapedgradient*	Execute a shaped oblique gradient
oblique_shapedgradient*	Execute a shaped oblique gradient
msloop*/peloop*	Provides a sequence-switchable loop
pe_gradient*	Oblique gradient with PE in 1 axis
pe2_gradient*	Oblique gradient with PE in 2 axes
pe3_gradient*	Oblique gradient with PE in 3 axes
pe_shapedgradient*	Oblique shaped gradient with PE in 1 axis
pe2_shapedgradient*	Oblique shaped gradient with PE in 2 axes
pe3_shapedgradient*	Oblique shaped gradient with PE in 3 axes
phase_encode_gradient*	Oblique gradient with PE in 1 axis
phase_encode3_gradient*	Oblique gradient with PE in 3 axes
phase_encode_shapedgradient*	Oblique shaped gradient with PE in 1 axis
phase_encode3_shapedgradient*	Oblique shaped gradient with PE in 3 axes
poffset*/position_offset*	Set frequency based on position
poffset_list*	Set frequency from position list
position_offset_list*	Set frequency from position list
shapedgradient*	Provide shaped gradient pulse
shaped2Dgradient*	Arrayed shaped gradient function
shapedincgradient*	Dynamic variable gradient function
shapedvgradient*	Dynamic variable shaped gradient function
sli*	Set SLI lines
vagradient*	Variable angle gradient
vagradpulse*	Pulse controlled variable angle gradient
vashapedgradient*	Variable angle shaped gradient
vashapedgradpulse*	Variable angle pulse controlled shaped gradient
vdelay*	Select delay from table
vdelay_list*	Get delay value from delay list with real-time index
vfreq*	Select frequency from table
vgradient*	Dynamic variable gradient
voffset*	Select frequency offset from table
vscan*	Dynamic variable scan function
vsli*	Set SLI lines from real-time variable
zero_all_gradients*	Sets all gradients to zero
* For the argument list, refer to the statement reference in Chapter 3	

The `sli` and `vsli` statements are not supported on UNITY*INOVA*. UNITY*INOVA* support for interfacing to an external device is included in the AP User interface.

support the use of real-time variables and loops when constructing imaging sequences. Using real-time variables and loops resulting in "compressed" acquisitions, instead of standard acquisition arrays, reduces the number of acodes sets needed to run the experiment, cutting down significantly on the start-up time of the experiment and removing any inter-FID and intertransient overhead delays. This is not really a problem, because its small overhead delays and `d0` parameter make the inter-FID and intertransient delays consistent, but may make a difference in some applications.All VnmrS system waveforms must have 4μsec resolution.

Real-time Gradient Statements

Real-time gradient statements consist of additions to the standard `gradient` and `shapedgradient` statements, which provide real-time variable control for the gradient amplitudes. Real-time statements include `shapedvgradient`, which provides real-time control on one axis and `incgradient` and `shapedincgradient`, which support real-time control over three axes. The `vgradient` statement also belongs to this group.

Oblique Gradient Statements

To support oblique imaging and the imaging interface, oblique gradient statements include `oblique_gradient`, `phase_encode_gradient`, `pe_gradient` and all of their variations. The inputs to these statements are amplitudes and phases. Amplitudes are expressed in gauss/cm and correspond to the read-out, phase-encode, and slice-select axis in the logical frame. Phase angles correspond to Euler angles `psi`, `phi`, and `theta` and describe the coordinate rotation applied to the input amplitudes. For more information on use, see the manual *VnmrJ Imaging, User Guide*.

Global List and Position Statements

The global list statements support real-time selection of frequencies, offsets, and delays. Global lists are different from AP tables in that the lists are sent down to the acquisition console when the experiment starts up and remain accessible until the experiments completes. The lists can be arrayed parameters (with a protection bit set to prevent an arrayed acquisition) read into the pulse sequence using the `getarray` statement or standard C language arrays calculated within the pulsesequence. The lists are initialized with the statements `create_freq_list`, `create_offset_list`, and `create_delay_list`, and then selected and set using the `vfreq`, `voffset`, and `vdelay_list` statements, which use a real-time parameter as an index into the list.

The position statements set the rf frequency from a given position or an array of positions. These statements are `poffset`, `poffset_list`, `position_offset`, and `position_offset_list`. The position list statements use global lists, which initialize the list and select and set the position in a single statement.

When creating global list parameters, create them as acquisition parameters and set protection bit 8 (value 256) or else PSG tries to array them as standard arrayed acquisitions.

Looping Statements

The looping statements `msloop` and `peloop` define multislice and phase encode loops when creating imaging pulse sequences. The looping statements also allow selection of a standard "arrayed" acquisition or a "compressed" acquisition using the `seqcon` parameter.

Waveform Initialization Statements

The waveform initialization statements `init_rfpattern` and `init_gradpattern` are available to all configurations and allow the user to calculate and create gradient and rf patterns in PSG.

2.18 User-Customized Pulse Sequence Generation

The complete pulse sequence generation (PSG) source code is supplied in the VnmrJ system `psg` directory. This code enables users to create their own `libpsglib.so` PSG directory for link loading with the pulse sequence object file `pulsesequence.o`.

The shell script `setuserpsg` in the system directory creates the directory `vnmrsys/psg` for a user, if it does not already exist, and initializes this user PSG directory with the appropriate object libraries from the system PSG directory. The script `setuserpsg` should only have to be run once by each separate user. `setuserpsg` places the file `libpsglib.a` in the user's `psg` directory.

The shell script `psggen` compiles files in the user PSG object directory and places the files in the user PSG directory. When executed, `seqgen` looks first for the user PSG library `~/vnmrsys/psg` in the user PSG directory, and then in the system library directory `/vnmr/lib`.

Modifying a PSG source file and subsequently recompiling the user PSG object directory is done as follows:

1. Enter **`setuserpsg`** from a shell (done only once).

   Typical output from this command is as follows:

   ```
   Creating user PSG directory...
   Copying User PSG library from system directory...
   ```

2. Copy the desired PSG source file(s) from `$vnmrsystem/psg` to `$vnmruser/psg`.

3. Modify the PSG source files in the user PSG directory.

4. Enter **`psggen`** from a shell or from within `Vnmr`.

   Typical output from this command is as follows:

   ```
   Creating additional source links...
   Compiling PSG Library...
   PSG Library Complete.
   ```

Chapter 3. Pulse Sequence Statement Reference

This chapter is a reference for the statements used in VnmrJ pulse sequence programming.

Top A B C D E G H I L M O P R S T V W X Z

dec3offset	Change offset frequency of third decoupler
dec4offset	Change offset frequency of fourth decoupler
decon	Turn on first decoupler
dec2on	Turn on second decoupler
dec3on	Turn on third decoupler
decphase	Set quadrature phase of first decoupler
dec2phase	Set quadrature phase of second decoupler
dec3phase	Set quadrature phase of third decoupler
dec4phase	Set quadrature phase of fourth decoupler
decpower	Change first decoupler power level, linear amp. systems
dec2power	Change second decoupler power level, linear amp. systems
dec3power	Change third decoupler power level, linear amp. systems
dec4power	Change fourth decoupler power level, linear amp. systems
decprgoff	End programmable decoupling on first decoupler
dec2prgoff	End programmable decoupling on second decoupler
dec3prgoff	End programmable decoupling on third decoupler
decprgon	Start programmable decoupling on first decoupler
dec2prgon	Start programmable decoupling on second decoupler
dec3prgon	Start programmable decoupling on third decoupler
decpulse	Pulse first decoupler transmitter with amplifier gating
decpwr	Set first decoupler high-power level, class C amplifier
decpwrf	Set first decoupler fine power
dec2pwrf	Set second decoupler fine power
dec3pwrf	Set third decoupler fine power
decr	Decrement an integer value
decrgpulse	Pulse first decoupler with amplifier gating
dec2rgpulse	Pulse second decoupler with amplifier gating
dec3rgpulse	Pulse third decoupler with amplifier gating
dec4rgpulse	Pulse fourth decoupler with amplifier gating
decshaped_pulse	Perform shaped pulse on first decoupler
dec2shaped_pulse	Perform shaped pulse on second decoupler
dec3shaped_pulse	Perform shaped pulse on third decoupler
decspinlock	Set spin lock waveform control on first decoupler
dec2spinlock	Set spin lock waveform control on second decoupler
dec3spinlock	Set spin lock waveform control on third decoupler
decstepsize	Set step size for first decoupler
dec2stepsize	Set step size for second decoupler
dec3stepsize	Set step size for third decoupler
decunblank	Unblank amplifier associated with first decoupler
dec2unblank	Unblank amplifier associated with second decoupler
dec3unblank	Unblank amplifier associated with third decoupler
delay	Delay for a specified time
dhpflag	Switch decoupling from low-power to high-power

divn	Divide integer values
dps_off	Turn off graphical display of statements
dps_on	Turn on graphical display of statements
dps_show	Draw delay or pulses in a sequence for graphical display
dps_skip	Skip graphical display of next statement
elsenz	Execute succeeding statements if argument is nonzero
endhardloop	End hardware loop
endif	End execution started by ifzero or elsenz
endloop	End loop
endmsloop	End multislice loop
endpeloop	End phase-encode loop
gate	Device gating (obsolete)
getarray	Get arrayed parameter values
getelem	Retrieve an element from a table
getorientation	Read image plane orientation
getstr	Look up value of string parameter
getval	Look up value of numeric parameter
G_Delay	Generic delay routine
G_Offset	Frequency offset routine
G_Power	Fine power routine
G_Pulse	Generic pulse routine
hdwshiminit	Initialize next delay for hardware shimming
hlv	Find half the value of an integer
hsdelay	Delay specified time with possible homospoil pulse
idecpulse	Pulse first decoupler transmitter with IPA
idecrgpulse	Pulse first decoupler with amplifier gating and IPA
idelay	Delay for a specified time with IPA
ifzero	Execute succeeding statements if argument is zero
incdelay	Set real-time incremental delay
incgradient	Generate dynamic variable gradient pulse
incr	Increment an integer value
init_rfpattern	Create rf pattern file
init_gradpattern	Create gradient pattern file
init_vscan	Initialize real-time variable for vscan statement
initdelay	Initialize incremental delay
initparms_sis	Initialize parameters for spectroscopy imaging sequences
initval	Initialize a real-time variable to specified value
iobspulse	Pulse observe transmitter with IPA
ioffset	Change offset frequency with IPA
ipulse	Pulse observe transmitter with IPA
ipwrf	Change transmitter or decoupler fine power with IPA
ipwrm	Change transmitter or decoupler lin. mod. power with IPA
irgpulse	Pulse observe transmitter with IPA

lk_hold	Set lock correction circuitry to hold correction
lk_sample	Set lock correction circuitry to sample lock signal
loadtable	Load AP table elements from table text file
loop	Start loop
loop_check	Check that number of FIDs is consistent with number of slices, etc.
magradient	Simultaneous gradient at the magic angle
magradpulse	Gradient pulse at the magic angle
mashapedgradient	Simultaneous shaped gradient at the magic angle
mashapedgradpulse	Simultaneous shaped gradient pulse at the magic angle
mod2	Find integer value modulo 2
mod4	Find integer value modulo 4
modn	Find integer value modulo n
msloop	Multislice loop
mult	Multiply integer values
obl_gradient	Execute an oblique gradient
oblique_gradient	Execute an oblique gradient
obl_shapedgradient	Execute a shaped oblique gradient
obl_shaped3gradient	Execute a shaped oblique gradient
oblique_shapedgradient	Execute a shaped oblique gradient
obsblank	Blank amplifier associated with observe transmitter
obsoffset	Change offset frequency of observe transmitter
obspower	Change observe transmitter power level, lin. amp. systems
obsprgoff	End programmable control of observe transmitter
obsprgon	Start programmable control of observe transmitter
obspulse	Pulse observe transmitter with amplifier gating
obspwrf	Set observe transmitter fine power
obsstepsize	Set step size for observe transmitter
obsunblank	Unblank amplifier associated with observe transmitter
offset	Change offset frequency of transmitter or decoupler
pbox_ad180	Generate Hadamard encoded adiabatic 180 deg. shapes using Pbox
pbox_mix	Generate Hadamard encoded mixing shapes using Pbox.
pboxHT_F1	Generate arbitrary shapes in F1 using Pbox
pboxHT_F1e	Generate Hadamard encoded excitation shapes in F1 using Pbox
pboxHT_F1i	Generate Hadamard encoded inversion shapes in F1 using Pbox
pboxHT_F1s	Generate Hadamard encoded sequential inversion shapes
pboxHT_F1r	Generate Hadamard encoded refocusing shapes in F1 using Pbox
pe_gradient	Oblique gradient with phase encode in one axis
pe2_gradient	Oblique gradient with phase encode in two axes
pe3_gradient	Oblique gradient with phase encode in three axes
pe_shapedgradient	Oblique shaped gradient with phase encode in one axis
pe2_shapedgradient	Oblique shaped gradient with phase encode in two axes
pe3_shapedgradient	Oblique shaped gradient with phase encode in three axes
pe3_shaped3gradient	Oblique shaped gradient with phase encode in three axis

peloop	Phase-encode loop
phase_encode_gradient	Oblique gradient with phase encode in one axis
phase_encode3_gradient	Oblique gradient with phase encode in three axes
phase_encode_shapedgradient	Oblique shaped gradient with PE in one axis
phase_encode3_shapedgradient	Oblique shaped gradient with PE in three axes
phaseshift	Set phase-pulse technique, rf type A or B
poffset (Inova system)	Set frequency based on position
poffset_list	Set frequency from position list
position_offset	Set frequency based on position
position_offset_list	Set frequency from position list
power	Change power level
psg_abort	Abort the PSG process
pulse	Pulse observe transmitter with amplifier gating
putCmd	Send a command to VnmrJ form a pulse sequence
pwrf	Change transmitter or decoupler fine power
pwrm	Change transmitter or decoupler linear modulator power
rcvroff	Turn off receiver gate and amplifier blanking gate
rcvron	Turn on receiver gate and amplifier blanking gate
readuserap	Read input from user AP register
recoff	Turn off receiver gate only
recon	Turn on receiver gate only
rgpulse	Pulse observe transmitter with amplifier gating
rgradient	Set gradient to specified level
rlpower	Change power level
rlpwrf	Set transmitter or decoupler fine power (obsolete)
rlpwrm	Set transmitter or decoupler linear modulator power
rotate	Sets the standard oblique rotation angles
rot_angle	Sets user defined oblique rotation angles
rotorperiod	Obtain rotor period of MAS rotor
rotorsync	Gated pulse sequence delay from MAS rotor position
setautoincrement	Set autoincrement attribute for a table
setdivnfactor	Set divn-return attribute and divn-factor for AP table
setreceiver	Associate the receiver phase cycle with a table
setstatus	Set status of observe transmitter or decoupler transmitter
settable	Store an array of integers in a real-time AP table
setuserap	Set user AP register
shapedpulse	Perform shaped pulse on observe transmitter
shaped_pulse	Perform shaped pulse on observe transmitter
shapedgradient	Generate shaped gradient pulse
shaped2Dgradient	Generate arrayed shaped gradient pulse
shapedincgradient	Generate dynamic variable gradient pulse

shapedvgradient	Generate dynamic variable shaped gradient pulse
simpulse	Pulse observe and decouple channels simultaneously
sim3pulse	Pulse simultaneously on 2 or 3 rf channels
sim4pulse	Simultaneous pulse on four channels
simshaped_pulse	Perform simultaneous two-pulse shaped pulse
sim3shaped_pulse	Perform a simultaneous three-pulse shaped pulse
sli	Set SLI lines
sp#off	Turn off specified spare line (Inova #=1 to 5)
sp#on	Turn on specified spare line (Inova #=1 to 5)
spinlock	Control spin lock on observe transmitter
starthardloop	Start hardware loop
status	Change status of decoupler and homospoil
statusdelay	Execute the status statement with a given delay time
stepsize	Set small-angle phase step size,
sub	Subtract integer values
text_error	Send a text error message to VnmrJ
text_message	Send a message to VnmrJ
tsadd	Add an integer to AP table elements
tsdiv	Divide an integer into AP table elements
tsmult	Multiply an integer with AP table elements
tssub	Subtract an integer from AP table elements
ttadd	Add a table to a second table
ttdiv	Divide a table into a second table
ttmult	Multiply a table by a second table
ttsub	Subtract a table from a second table
txphase	Set quadrature phase of observe transmitter
vagradient	Variable angle gradient
vagradpulse	Variable angle gradient pulse
var_active	Checks if the parameter is being used
vashapedgradient	Variable angle shaped gradient
vashapedgradpulse	Variable angle shaped gradient pulse
vdelay	Set delay with fixed timebase and real-time count
vdelay_list	Get delay value from delay list with real-time index
vfreq	Select frequency from table
vgradient	Set gradient to a level determined by real-time math
voffset	Select frequency offset from table
vscan	Provide dynamic variable scan
vsetuserap	Set user AP register using real-time variable
vsli	Set SLI lines from real-time variable
warn_message	Send a warning message to VnmrJ
xgate	Gate pulse sequence from an external event
xmtroff	Turn off observe transmitter
xmtron	Turn on observe transmitter

`xmtrphase`	Set transmitter small-angle phase, rf type C, D
`zero_all_gradients`	Zero all gradients
`zgradpulse`	Create a gradient pulse on the z channel

A

Top A B C D E G H I L M O P R S T V W X Z

abort_message Send an error to VnmrJ and abort the PSG process

Syntax: `abort_message(char *format, ...)`

Description: `abort_message` sends the specified error message to VnmrJ and then aborts the PSG process.

acquire Explicitly acquire data

Applicability: UNITY*INOVA*

For UNITY*INOVA* systems, there are small overhead delays before and after the acquire. The pre-acquire delay takes into account setting the receiver phase with `oph` and enabling data overflow detection. The post-acquire delay is for disabling data overflow detection. When using acquire statements within a hardware loop these overhead delays and the functions associated with them are placed outside the hardware loop. When using multiple acquire statements outside a hardware loop in a pulse sequence setting, the phase and enabling data overflow detection is done before the first acquire statement. Disabling overflow detection is done after the last acquire, so there is no overhead time between acquire statements.

If an `acquire` statement occurs outside a hardware loop, the number of complex points to be acquired must be a multiple of 2 on systems with a Digital Acquisition Controller board, an Acquisition Controller board, or a Pulse Sequence Controller board, or must be a multiple of 32 on systems with a Output board (see page 140 for descriptions of each board).

Inside a hardware loop, systems with a Digital Acquisition Controller board or a Pulse Sequence Controller board can accept a maximum of 2048 complex points, systems with an Acquisition Controller board can accept a maximum of 1024 complex points, and systems with an Output board can accept a maximum of 63 complex points.

The following list identifies the acquisition controller boards used on Varian NMR spectrometer systems:

- *Data Acquisition Controller boards, Part No. 01-902010-00.* Started shipping in mid-1995 with the introduction of the UNITYINOVA system.
- *Pulse Sequence Controller boards, Part No. 00-992560-00.* Started shipping in early 1993 with the introduction of the UNITY*plus* system.
- *Acquisition Controller boards, Part No. 00-969204-00 or 00-990640-00.* Started shipping 00-969204-00 in late 1988 as a replacement for the Output boards. Part No. 00-990640-00 replaced 00-969204-00 in mid-1990.
- *Output boards, Part No. 00-953520-0#, where # is an integer.* Shipped with systems prior to 1988.

Examples: `acquire(np,1.0/sw);`

Related:

`endhardloop`	End hardware loop
`starthardloop`	Start hardware loop

`add` Add integer values

Syntax:
```
add(vi,vj,vk)
codeint vi;     /* real-time variable vi for addend */
codeint vj;     /* real-time variable vj for addend */
codeint vk;     /* real-time variable vk for sum */
```

Description: Sets `vk` equal to the sum of integer values of `vi` and `vj`.

Arguments: `vi`, `vj`, and `vk` are real-time variables (`v1` to `v14`, `oph`, etc.).

Examples: `add(v1,v2,v3);`

Related:

`assign`	Assign integer values
`dbl`	Double an integer value
`decr`	Decrement an integer value
`divn`	Divide integer values
`hlv`	Half the value of an integer
`incr`	Increment an integer value
`mod2`	Find integer value modulo 2
`mod4`	Find integer value modulo 4
`modn`	Find integer value modulo n
`mult`	Multiply integer values
`sub`	Subtract integer values

`apovrride` Override internal software AP bus delay

Applicability: UNITY*INOVA* systems

Applicability: Systems with the 63-step Output board (Part No. 00-953520-0#, where # is an integer). This board shipped prior to 1988.

Syntax: `apovrride()`

Description: Systems with the 63-step Output board can use this statement to prevent a delay of 0.2 µs from being inserted prior to the next (and only the next) occurrence of one of the AP (analog port) bus statements `dcplrphase`, `dcplr2phase`, `dcplr3phase`, `decprgoff`, `dec2prgoff`, `dec3prgoff`, `decprgon`, `dec2prgon`, `dec3prgon`, `decshaped_pulse`, `dec2shaped_pulse`, `dec3shaped_pulse`, `decspinlock`, `dec2spinlock`, `dec3spinlock`, `obsprgoff`, `obsprgon`, `power`, `rlpower`, `shaped_pulse`, `simshaped_pulse`, `sim3shaped_pulse`, `spinlock`, and `xmtrphase`.

`apshaped_decpulse` First decoupler pulse shaping via AP bus

Applicability: UNITY*INOVA* systems and *MERCURYplus/-Vx*. *MERCURYplus/-Vx* only supports shapes with no phase shifts.

Syntax:
```
apshaped_decpulse(shape,pulse_width,pulse_phase,
power_table,phase_table,RG1,RG2)
char *shape;          /* name of .RF shape file */
double pulse_width;   /* pulse width in sec */
codeint pulse_phase;  /* real-time phase of pulse */
codeint power_table;   /* table variable to store power */
codeint phase_table;   /* table variable to store phase */
double RG1;            /* gating time before pulse in sec */
double RG2;            /* gating time after pulse in sec */
```

Description: Provides first decoupler fine-grained "waveform generator-type" pulse shaping through the AP bus. A pulse shape file for the waveform generator (`/vnmr/shapelib/*.RF`) is used. This statement overrides any existing small-angle phase shifting (i.e., a preceding `dcplrphase`) and step size setting on the first decoupler channel. After `apshaped_decpulse`, first decoupler channel small-angle phase shifting is reset to zero and the step size is set to 0.25 degrees.

`apshaped_decpulse` capability is now integrated into the statement `decshaped_pulse`. The `decshaped_pulse` statement calls `apshaped_decpulse` without table variables if a waveform generator is not configured on the decoupler channel. `decshaped_pulse` creates AP tables on the fly for amplitude and phase, and does not use the AP tables allocated for users. It still uses real-time variables `v12` and `v13`.

Arguments: `shape` is a shape file (without the `.RF` extension) in `/vnmr/shapelib` or in `~/vnmrsys/shapelib`. The amplitude and phase fields of the shape file are used. The relative duration field (field 3) should be left at the default value of 1.0 or at least small numbers, and the gate field (field 4) is currently not used because the transmitter is switched on throughout the shape. On *MERCURYplus/-Vx* systems, no phase is changed or set.

`pulse_width` is the total pulse width, in seconds, excluding the amplifier gating delays around the pulse.

`pulse_phase` is the 90° phase shift of the pulse. For small-angle phase shifting, note that `apshaped_decpulse` sets the phase step size to the minimum on the one channel that is used.

`power_table` and `phase_table` are two table variables (`t1` to `t60`) used as intermediate storage addresses for the amplitude and phase tables, respectively. If `apshaped_decpulse` is called more than once, different table names should be used in each call.

`RG1` is the amplifier gating time, in seconds, before the pulse.

`RG2` is the amplifier gating time, in seconds, after the pulse.

Examples:
```
apshaped_decpulse("gauss",pw,v1,rof1,rof2);
```

Related:

`apshaped_dec2pulse`	Second decoupler pulse shaping via the AP bus
`apshaped_pulse`	Observe transmitter pulse shaping via the AP bus
`dcplrphase`	Set small-angle phase of first decoupler,
`decshaped_pulse`	Perform shaped pulse on first decoupler

`apshaped_dec2pulse` Second decoupler pulse shaping via AP bus

Applicability: UNITY*INOVA* systems.

Syntax: `apshaped_dec2pulse(shape,pulse_width,pulse_phase, power_table,phase_table,RG1,RG2)`

```
char *shape;            /* name of .RF shape file */
double pulse_width;     /* pulse width in sec */
codeint pulse_phase;    /* real-time phase of pulse */
codeint power_table;    /* table variable to store power */
codeint phase_table;    /* table variable to store phase */
double RG1;             /* gating time before pulse in sec */
double RG2;             /* gating time after pulse in sec */
```

Description: Provides second decoupler fine-grained "waveform generator-type" pulse shaping through the AP bus. A pulse shape file for the waveform generator (`/vnmr/shapelib/*.RF`) is used. Note that the real-time variables `v12` and `v13` are used by this statement. `apshaped_dec2pulse` overrides any existing small-angle phase shifting (i.e., a preceding `dcplr2phase`) and step size setting on the second decoupler channel.

After `apshaped_dec2pulse`, second decoupler channel small-angle phase shifting is reset to zero and the step size is set to 0.25 degrees.

`apshaped_dec2pulse` capability is now integrated into the statement `dec2shaped_pulse`. The `dec2shaped_pulse` statement calls `apshaped_dec2pulse` without table variables if a waveform generator is not configured on the decoupler channel. `dec2shaped_pulse` creates AP tables on the fly for amplitude and phase, and does not use the AP tables allocated for users.It still uses real-time variables `v12` and `v13`.

Arguments: `shape` is a shape file (without the `.RF` extension) in `/vnmr/shapelib` or in `~/vnmrsys/shapelib`. The amplitude and phase fields of the shape file are used. The relative duration field (field 3) should be left at the default value of 1.0 or at least small numbers, and the gate field (field 4) is currently not used because the transmitter is switched on throughout the shape.

`pulse_width` is the total pulse width, in seconds, excluding the amplifier gating delays around the pulse.

`pulse_phase` is the 90° phase shift of the pulse. For small-angle phase shifting, note that `apshaped_dec2pulse` sets the phase step size to the minimum on the one channel that is used.

`power_table` and `phase_table` are two table variables (`t1` to `t60`) used as intermediate storage addresses for the amplitude and phase tables, respectively. If `apshaped_dec2pulse` is called more than once, different table names should be used in each call.

`RG1` is the amplifier gating time, in seconds, before the pulse.

`RG2` is the amplifier gating time, in seconds, after the pulse.

Examples: `apshaped_dec2pulse("gauss",pw,v1,t10,t11,rof1,rof2);`

Related:

`apshaped_decpulse`	First decoupler pulse shaping via the AP bus
`apshaped_pulse`	Observe transmitter pulse shaping via the AP bus
`dcplr2phase`	Set small-angle phase of 2nd decoupler,
`dec2shaped_pulse`	Perform shaped pulse on second decoupler

`apshaped_pulse` Observe transmitter pulse shaping via AP bus

Applicability: UNITY*INOVA* systems and *MERCURYplus/-Vx*.
MERCURYplus/-Vx only supports shapes with no phase shifts.

Syntax:
```
apshaped_pulse(shape,pulse_width,pulse_phase,
  power_table,phase_table,RG1,RG2)
char *shape;            /* name of .RF shape file */
double pulse_width;     /* pulse width in sec */
codeint pulse_phase;    /* real-time phase of pulse */
codeint power_table;    /* table variable to store power */
codeint phase_table;    /* table variable to store phase */
double RG1;             /* gating time before pulse in sec */
double RG2;             /* gating time after pulse in sec */
```

Description: Provides observe transmitter fine-grained "waveform generator-type" pulse shaping through the AP bus. A pulse shape file for the waveform generator (/vnmr/shapelib/*.RF) is used. This statement overrides any existing small-angle phase shifting (i.e., a preceding xmtrphase) and step size setting on the observe transmitter channel. After apshaped_pulse, observe transmitter channel small-angle phase shifting is reset to zero and the step size is set to 0.25 degrees.

apshaped_pulse capability is now integrated into the shaped_pulse statement. The shaped_pulse statement calls apshaped_pulse without table variables if a waveform generator is not configured on the decoupler channel. shaped_pulse creates AP tables on the fly for amplitude and phase, and does not use the AP tables allocated for users. It still uses real-time variables v12 and v13.

Arguments: pattern is a shape file (without the .RF extension) in /vnmr/shapelib or in ~/vnmrsys/shapelib. The amplitude and phase fields of the shape file are used. The relative duration field (field 3) should be left at the default value of 1.0 or at least small numbers, and the gate field (field 4) is currently not used because the transmitter is switched on throughout the shape. On *MERCURYplus/-Vx* systems, no phase is changed or set.

pulse_width is the total pulse width, in seconds, excluding amplifier gating delays around the pulse.

pulse_phase is the 90° phase shift of the pulse. For small-angle phase shifting, note that apshaped_pulse sets the phase step size to the minimum on the one channel that is used.

power_table and phase_table are two table variables (t1 to t60) used as intermediate storage addresses for the amplitude and phase tables, respectively. If apshaped_pulse is called more than once, different table names should be used in each call.

RG1 is the amplifier gating time, in seconds, before the pulse.

RG2 is the amplifier gating time, in seconds, after the pulse.

Examples:
```
apshaped_pulse("gauss",pw,v1,rof1,rof2);
```

Related:

apshaped_decpulse	First decoupler pulse shaping via the AP bus
apshaped_dec2pulse	Second decoupler pulse shaping via the AP bus
shaped_pulse	Perform shaped pulse on observe transmitter
xmtrphase	Set small-angle phase of observe transmitter, rf C or D

assign — Assign integer values

Syntax:
```
assign(vi,vj)
codeint vi;    /* real-time variable for starting value */
codeint vj;    /* real-time variable for assigned value */
```

Description: Sets vj equal to the integer value vi.

Arguments:	`vi` and `vj` are real-time variables (`v1` to `v14`, `oph`, etc.).	
Examples:	`assign(v3,v2);`	

Related:	add	Add integer values
	dbl	Double an integer value
	decr	Decrement an integer value
	divn	Divide integer values
	hlv	Half the value of an integer
	incr	Increment an integer value
	mod2	Find integer value modulo 2
	mod4	Find integer value modulo 4
	modn	Find integer value modulo n
	mult	Multiply integer values
	sub	Subtract integer values

B

Top A B C D E G H I L M O P R S T V W X Z

blankingoff — Unblank amplifier channels and turn amplifiers on

Applicability: *MERCURYplus/-Vx* systems only.

Syntax: `blankingoff()`

Description: Unblanks, or enables, both amplifier channels.

Related: blankingon — Blank amplifier channels and turn amplifiers off

blankingon — Blank amplifier channels and turn amplifiers off

Applicability: *MERCURYplus/-Vx* systems only.

Syntax: `blankingon()`

Description: Blanks, or disables, both amplifier channels.

Related: blankingoff — Unblank amplifier channels and turn amplifiers on

blankoff — Stop blanking observe or decoupler amplifier (obsolete)

Description: No longer in VnmrJ. The `blankoff` statement is replaced by the statements obsunblank, decunblank, dec2unblank, and dec3unblank.

Related:	decunblank	Unblank amplifier associated with first decoupler
	dec2unblank	Unblank amplifier associated with second decoupler

dec3unblank	Unblank amplifier associated with third decoupler
obsunblank	Unblank amplifier associated with observe transmitter

blankon **Start blanking observe or decoupler amplifier (obsolete)**

Description: No longer in VnmrJ. The `blankon` statement is replaced by the statements `obsblank`, `decblank`, `dec2blank`, and `dec3blank`.

Related:

decblank	Blank amplifier associated with first decoupler
dec2blank	Blank amplifier associated with second decoupler
dec3blank	Blank amplifier associated with third decoupler
obsblank	Blank amplifier associated with observe transmitter

C

Top A B C D E G H I L M O P R S T V W X Z

clearapdatatable **Zero all data in acquisition processor memory**

Applicability: UNITY*INOVA* systems.

Syntax: `clearapdatatable()`

Description: Zeroes the acquired data table at times other than at the start of the execution of a pulse sequence, when the data table is automatically zeroed. This statement is generally not needed.

create_delay_list **Create table of delays**

Applicability: UNITY*INOVA* systems.

Syntax:

```
create_delay_list(list,nvals,list_number)
double *list;       /* pointer to list of delays */
int nvals;          /* number of values in list */
int list_number;    /* number 0-255 for each list */
```

Description: Stores global lists of delays that can be accessed with a real-time variable or table element for dynamic setting in pulse sequences. The lists need to be created in order starting from 0 using the `list_number` argument, or by setting the `list_number` argument to –1, which makes the software allocate and create the next free list and give the list number as a return value. Each list must have a unique and sequential `list_number`. There can be a maximum of 256 lists, depending on the size of the lists. The lists are stored in data memory and compete for space with the acquisition data for each array element.

If a list is created, the return value is the number of the list (0 to 255); if an error occurs, the return value is negative.

`create_delay_list` creates what is called a global list. Global lists are different from AP tables in that the lists are sent down to the acquisition console when the experiment starts up and are accessible until the experiment completes. In working with arrayed experiments, be careful when using a –1 in the `list_number` argument because a list will be created for *each* array element. In this case, a list parameter can be created as an arrayed parameter with protection bit 8 (256) set. To read in the values of this type of parameter, use the `getarray` statement. To ensure that the list is only created once, check the global array counter variable `ix`, and only call `create_delay_list` to create the list when it equals 1 (as shown in the example).

Arguments: `list` is a pointer to a list of delays.

`nvals` is the number of values in the list.

`list_number` –1 or a unique number from 0 to 255 for each list.

Examples:

```
pulsesequence()
{
   /* Declare static to save between calls */
   static int list1, list2;
   int i, n;
   double delay1[1024], delay2[1024];

   n = 1024;
   if (ix == 1) {
      for (i=0; i<n; i++) {
         ... /* Initialize delay1 & delay2 arrays */
      }
      /* First, list1 is set to 0 */
      list1 = create_delay_list(delay1,n,0);
      /* This is list #1 */
      create_freq_list(freqs,nfreqs,OBSch,1);
      /* This is list #2 */
      create_offset_list(freqs,nfreqs,OBSch,2);
      /* Next, list2 is set to 3 */
      list2 = create_delay_list(delay2,n,-1);
   }
   ...
   vdelay_list(list2,v5);  /* Use v5 from list2 */
   vfreq(1,v2);            /* Use v2 from list #1 */
   voffset(2,v1);          /* Use v1 from list #2 */
   vdelay_list(list1,v1);  /* Use v1 from list1 */
   ...
}
```

Related:

`create_freq_list`	Create table of frequencies
`create_offset_list`	Create table of frequency offsets
`delay`	Delay for a specified time
`getarray`	Retrieves all values of an arrayed parameter
`vdelay`	Select delay from table

`create_freq_list` Create table of frequencies

Applicability: UNITY*INOVA* systems.

Syntax:
```
create_freq_list(list,nvals,device,list_number)
double *list;        /* pointer to list of frequencies */
int nvals;           /* number of values in list */
int device;          /* OBSch, DECch, DEC2ch, or DEC3ch */
int list_number;     /* number 0-255 for each list */
```

Description: Stores global lists of frequencies that can be accessed with a real-time variable or table element for dynamic setting of frequencies. Frequency lists use frequencies in MHz (such as from `sfrq`, `dfrq`). The lists need to be created in order starting from 0 using the `list_number` argument, or by setting the `list_number` argument to –1, which makes the software allocate and create the next free list and give the list number as a return value. Each list must have a unique and sequential `list_number`. There can be a maximum of 256 lists depending on the size of the lists. The lists are stored in data memory and compete for space with the acquisition data for each array element. If a list is created, the return value is the number of the list (0 to 255); if an error occurs, the return value is negative.

`create_freq_list` creates what is called a global list. Global lists are different from AP tables in that the lists are sent down to the acquisition console when the experiment starts up and are accessible until the experiment completes. In working with arrayed experiments, be careful when using a –1 in the `list_number` argument because a list will be created for *each* array element. In this case, a list parameter can be created as an arrayed parameter with protection bit 8 (256) set. To read in the values of this type of parameter, use the `getarray` statement. To ensure that the list is only created once, check the global array counter variable `ix`, and only call `create_freq_list` to create the list when it equals 1. An example is shown in the entry for the `create_delay_list` statement.

Arguments: `list` is a pointer to a list of frequencies.

`nvals` is the number of values in the list.

`device` is OBSch (observe transmitter), DECch (first decoupler), DEC2ch (second decoupler), or DEC3ch (third decoupler).

`list_number` is –1 or a unique number from 0 to 255 for each list created.

Examples: See the example for the `create_delay_list` statement.

Related:

`create_delay_list`	Create table of delays
`create_offset_list`	Create table of frequency offsets
`getarray`	Retrieves all values of an arrayed parameter
`delay`	Delay for a specified time
`vfreq`	Select frequency from table

`create_offset_list` Create table of frequency offsets

Applicability: UNITY*INOVA* systems.

Syntax:
```
create_offset_list(list,nvals,device,list_number)
double *list;      /* pointer to list of frequency offsets */
int nvals;         /* number of values in list */
int device;        /* OBSch, DECch, DEC2ch, or DEC3ch */
int list_number;   /* number 0-255 for each list */
```

Description: Stores global lists of frequencies that can be accessed with a real-time variable or table element for dynamic setting of frequency offsets. Offset lists define lists of frequency offsets in Hz (such as from `tof`, `dof`). Imaging pulse sequences typically use offset lists, not frequency lists. The lists need to be created in order starting from 0 using the `list_number` argument, or by setting the `list_number` argument to –1, which makes the software allocate and create the next free list and give the list number as a return value. Each list must have a unique and sequential `list_number`. There can be a maximum of 256 lists depending on the size of the lists. The lists are stored in data memory and compete for space with the acquisition data for each array element. If a list is created, the return value is the number of the list (0 to 255); if an error occurs, the return value is negative.

`create_offset_list` creates what is called a global list. Global lists are different from AP tables in that the lists are sent down to the acquisition console when the experiment starts up and are accessible until the experiment completes. In working with arrayed experiments, be careful when using a –1 in the `list_number` argument because a list will be created for *each* array element. In this case, a list parameter can be created as an arrayed parameter with protection bit 8 (256) set. To read in the values of this type of parameter, use the `getarray` statement. To ensure that the list is only created once, check the global array counter variable `ix`, and only call `create_offset_list` to create the list when it equals 1. An example is shown in the entry for the `create_delay_list` statement.

Arguments: `list` is a pointer to a list of frequency offsets.

`nvals` is the number of values in the list.

`device` is OBSch (observe transmitter), DECch (first decoupler), DEC2ch (second decoupler), or DEC3ch (third decoupler).

`list_number` is –1 or a unique number from 0 to 255 for each list created.

Examples: See the example for the `create_delay_list` statement.

Related:

`create_delay_list`	Create table of delays
`create_freq_list`	Create table of frequencies
`getarray`	Retrieves all values of an arrayed parameter
`delay`	Delay for a specified time
`voffset`	Select frequency offset from table

D

Top A B C D E G H I L M O P R S T V W X Z

`dbl`	Double an integer value
`dcplrphase`	Set small-angle phase of 1st decoupler,
`dcplr2phase`	Set small-angle phase of 2nd decoupler,
`dcplr3phase`	Set small-angle phase of 3rd decoupler
`decblank`	Blank amplifier associated with first decoupler

dec2blank	Blank amplifier associated with second decoupler
dec3blank	Blank amplifier associated with third decoupler
declvloff	Return first decoupler back to “normal” power
declvlon	Turn on first decoupler to full power
decoff	Turn off first decoupler
dec2off	Turn off second decoupler
dec3off	Turn off third decoupler
decoffset	Change offset frequency of first decoupler
dec2offset	Change offset frequency of second decoupler
dec3offset	Change offset frequency of third decoupler
dec4offset	Change offset frequency of fourth decoupler
decon	Turn on first decoupler
dec2on	Turn on second decoupler
dec3on	Turn on third decoupler
decphase	Set quadrature phase of first decoupler
dec2phase	Set quadrature phase of second decoupler
dec3phase	Set quadrature phase of third decoupler
dec4phase	Set quadrature phase of fourth decoupler
decpower	Change first decoupler power level, linear amp. systems
dec2power	Change second decoupler power level, linear amp. systems
dec3power	Change third decoupler power level, linear amp. systems
dec4power	Change fourth decoupler power level, linear amp. systems
decprgoff	End programmable decoupling on first decoupler
dec2prgoff	End programmable decoupling on second decoupler
dec3prgoff	End programmable decoupling on third decoupler
decprgon	Start programmable decoupling on first decoupler
dec2prgon	Start programmable decoupling on second decoupler
dec3prgon	Start programmable decoupling on third decoupler
decpulse	Pulse first decoupler transmitter with amplifier gating
decpwr	Set first decoupler high-power level, class C amplifier
decpwrf	Set first decoupler fine power
dec2pwrf	Set second decoupler fine power
dec3pwrf	Set third decoupler fine power
decr	Decrement an integer value
decrgpulse	Pulse first decoupler with amplifier gating
dec2rgpulse	Pulse second decoupler with amplifier gating
dec3rgpulse	Pulse third decoupler with amplifier gating
dec4rgpulse	Pulse fourth decoupler with amplifier gating
decshaped_pulse	Perform shaped pulse on first decoupler
dec2shaped_pulse	Perform shaped pulse on second decoupler
dec3shaped_pulse	Perform shaped pulse on third decoupler
decspinlock	Set spin lock waveform control on first decoupler
dec2spinlock	Set spin lock waveform control on second decoupler

dec3spinlock	Set spin lock waveform control on third decoupler
decstepsize	Set step size for first decoupler
dec2stepsize	Set step size for second decoupler
dec3stepsize	Set step size for third decoupler
decunblank	Unblank amplifier associated with first decoupler
dec2unblank	Unblank amplifier associated with second decoupler
dec3unblank	Unblank amplifier associated with third decoupler
delay	Delay for a specified time
dhpflag	Switch decoupling from low-power to high-power
divn	Divide integer values
dps_off	Turn off graphical display of statements
dps_on	Turn on graphical display of statements
dps_show	Draw delay or pulses in a sequence for graphical display
dps_skip	Skip graphical display of next statement

dbl — Double an integer value

Syntax:
```
dbl(vi,vj)
codeint vi;       /* variable for starting value */
codeint vj;       /* variable for twice starting value */
```

Description: Sets `vj` equal to twice the integer value of `vi`.

Arguments: `vi` and `vj` are real-time variables (`v1` to `v14`, `oph`, etc.).

Examples: `dbl(v1,v2);`

Related:

add	Add integer values
assign	Assign integer values
decr	Decrement an integer value
divn	Divide integer values
hlv	Half the value of an integer
incr	Increment an integer value
mod2	Find integer value modulo 2
mod4	Find integer value modulo 4
modn	Find integer value modulo n
mult	Multiply integer values
sub	Subtract integer values

dcplrphase — Set small-angle phase of 1st decoupler

Applicability: UNITY*INOVA* systems using a first decoupler with rf type C or D, and *MERCURYplus/-Vx*.

Syntax:
```
dcplrphase(multiplier)
codeint multiplier;  /* real-time phase step multiplier */
```

Description: Sets first decoupler phase in step size units set by the `stepsize` statement. The small-angle phaseshift is a product of `multiplier` and the step size. If `decstepsize` has not been used, default step size is 90°.

If the product of the step size set by the `decstepsize` statement and `multiplier` is greater than 90°, the sub-90° part is set by `dcplrphase`.

Only on systems with an Output board are carryovers that are multiples of 90° automatically saved and added in at the time of the next 90° phase selection (such as at the time of the next `pulse` or `decpulse`). On systems with a Data Acquisition Controller board, a Pulse Sequence Controller board, or an Acquisition Controller board, this is done by `dcplrphase` (see the description section of the `acquire` statement for further information about these boards).

Unlike `decphase`, `dcplrphase` is needed any time the first decoupler phase shift is to be set to a value not a multiple of 90°. `decphase` sets quadrature phase shift only, which is rarely needed.

Arguments: `multiplier` is a small-angle phaseshift multiplier for the first decoupler. The value must be a real-time variable (`v1` to `v14, oph,` etc.) or real-time constant (`zero`, `one`, etc.).

Examples: `dcplrphase(zero);`

Related:		
	`dcplr2phase`	Set small-angle phase of second decoupler
	`dcplr3phase`	Set small-angle phase of third decoupler
	`decphase`	Set quadrature phase of first decoupler
	`decstepsize`	Set small-angle phase step size
	`xmtrphase`	Set small-angle phase of obs. transmitter

`dcplr2phase` Set small-angle phase of 2nd decoupler

Applicability: UNITY*INOVA* systems using a first decoupler with rf type C or D.

Syntax:
```
dcplr2phase(multiplier)
codeint multiplier;    /* real-time phase step multiplier */
```

Description: Sets second decoupler phase in step size units set by the `dec2stepsize` statement. The small-angle phaseshift is a product of `multiplier` and the step size. If `dec2stepsize` has not been used, the default step size is 90°.

If the product of the step size set by the `stepsize` statement and `multiplier` is greater than 90°, the sub-90° part is set by `dcplr2phase`.

The following apply to UNITY*INOVA* systems with the specified hardware:

Output board:
carryovers that are multiples of 90° are automatically saved and added in at the time of the next 90° phase selection (such as at the time of the next `pulse` or `dec2pulse`).

Data Acquisition Controller board:
a Pulse Sequence Controller board, or an Acquisition Controller board, this is done by `dcplr2phase` (see the description section of the `acquire` statement for further information about these boards).

Unlike `dec2phase`, `dcplr2phase` is needed any time the second decoupler phase shift is to be set to a value that is not a multiple of 90°. `dec2phase` sets quadrature phase shift only, which is rarely need.

Arguments: `multiplier` is a small-angle phaseshift multiplier for the second decoupler. The value must be a real-time variable (`v1` to `v14`, `oph`, etc.) or real-time constant (`zero`, `one`, etc.).

Examples: `dcplr2phase(zero);`

Related:		
	`dcplrphase`	Set small-angle phase of first decoupler,
	`dec2phase`	Set quadrature phase of second decoupler

`dec2stepsize`	Set small-angle phase step size,
`xmtrphase`	Set small-angle phase of obs. transmitter, rf type C

`dcplr3phase` Set small-angle phase of 3rd decoupler

Applicability: UNITY*INOVA* systems using a first decoupler with rf type C or D.

Syntax: `dcplr3phase(multiplier)`

```
codeint multiplier;     /* multiplies phase step */
```

Description: Sets the third decoupler phase in units set by the `dec3stepsize` statement. If `dec3stepsize` has not been used, the default step size is 90°. The small-angle phaseshift is a product of `multiplier` and the preset `stepsize`. The full small-angle phase is set by `dcplr3phase`.

Unlike `dec3phase`, `dcplr3phase` is needed any time the third decoupler phase shift is to be set to a value that is not a multiple of 90°. `dec3phase` sets quadrature phase shift only, which is rarely needed.

Arguments: `multiplier` is a small-angle phaseshift multiplier for the third decoupler. The value must be a real-time variable (`v1` to `v14`, `oph`, etc.) or real-time constant (`zero`, `one`, etc.).

Examples: `dcplr2phase(zero);`

Related:

`dcplrphase`	Set small-angle phase of first decoupler,
`dec3phase`	Set quadrature phase of third decoupler
`dec3stepsize`	Set small-angle phase step size,
`xmtrphase`	Set small-angle phase of obs. transmitter, rf type C

`decblank` Blank amplifier associated with first decoupler

Applicability: UNITY*INOVA* systems.

Syntax: `decblank()`

Description: Disables the amplifier for the first decoupler. This is generally used after a call to `decunblank`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`decunblank`	Unblank amplifier associated with first decoupler
`obsblank`	Blank amplifier associated with observe transmitter
`obsunblank`	Unblank amplifier associated with observe transmitter
`rcvroff`	Turn off receiver
`rcvron`	Turn on receiver

`dec2blank` Blank amplifier associated with second decoupler

Applicability: UNITY*INOVA* systems with linear amplifiers.

Syntax: `dec2blank()`

Description: Disables the amplifier for the second decoupler. This is generally used after a call to `dec2unblank`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`dec2unblank`	Unblank amplifier associated with second decoupler
`rcvroff`	Turn off receiver
`rcvron`	Turn on receiver

dec3blank **Blank amplifier associated with third decoupler**

Applicability: UNITY*INOVA* systems using a third decoupler.

Syntax: `dec3blank()`

Description: Disables the amplifier for the third decoupler. This is generally used after a call to `dec3unblank`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`dec3unblank`	Unblank amplifier associated with third decoupler
`rcvroff`	Turn off receiver
`rcvron`	Turn on receiver

declvloff **Return first decoupler back to "normal" power**

Syntax: `declvloff()`

Description: Switches the decoupler power to the power level set by the appropriate parameters defined by the amplifier type: `dhp` for class C amplifiers or `dpwr` for linear amplifiers. If `dhp='n'`, `declvloff` has no effect on systems with class C amplifiers but still functions for systems with linear amplifiers.

Related:

`declvlon`	Turn on first decoupler to full power
`power`	Change transmitter or decoupler power, lin. amp. sys.
`pwrf`	Change transmitter or decoupler fine power
`rlpower`	Change transmitter or decoupler power, lin. amp. sys.
`rlpwrf`	Set transmitter or decoupler fine power

declvlon **Turn on first decoupler to full power**

Syntax: `declvlon()`

Description: Switches the first decoupler power level between the power level set by the high-power parameter(s) to the *full* output of the decoupler. If `dhp='n'`, `declvloff` has no effect on systems with class C amplifiers but still functions for systems with linear amplifiers.

If `declvlon` is used, make sure declvloff is used prior to time periods in which normal, controllable power levels are desired, such as prior to acquisition. Use full decoupler power only for decoupler pulses or for solids applications.

Related:

`declvloff`	Return first decoupler back to "normal" power
`power`	Change transmitter or decoupler power, lin. amp. sys.
`pwrf`	Change transmitter or decoupler fine power
`rlpower`	Change transmitter or decoupler power, lin. amp. sys.
`rlpwrf`	Set transmitter or decoupler fine power

decoff **Turn off first decoupler**

Syntax: `decoff()`

Description: Explicitly gates off the first decoupler in the pulse sequence. Amplifier blanking state is unchanged. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`decon`	Turn on first decoupler
`dec2off`	Turn off second decoupler
`dec3off`	Turn off third decoupler

`dec2off` Turn off second decoupler

Applicability: Systems with a second decoupler. Amplifier blanking state is unchanged.

Syntax: `dec2off()`

Description: Explicitly gates off the second decoupler in the pulse sequence. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`dec2on`	Turn on second decoupler

`dec3off` Turn off third decoupler

Applicability: UNITY*INOVA* systems with a third decoupler. Amplifier blanking state is unchanged.

Syntax: `dec3off()`

Description: Explicitly gates off the third decoupler in the pulse sequence. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`dec3on`	Turn on third decoupler

`decoffset` Change offset frequency of first decoupler

Syntax:

```
decoffset(frequency)
double frequency;     /* offset in Hz */
```

Description: Changes the offset frequency of the first decoupler (parameter `dof`). It is functionally the same as `offset(frequency,DODEV)`.

Arguments: `frequency` is the offset frequency desired, in hertz.

Examples: `decoffset(do1);`

Related:

`dec2offset`	Change offset frequency of second decoupler
`dec3offset`	Change offset frequency of third decoupler
`obsoffset`	Change offset frequency of observe transmitter
`offset`	Change offset frequency of transmitter or decoupler

`dec2offset` Change offset frequency of second decoupler

Syntax:

```
dec2offset(frequency)
double frequency;      /* offset frequency in Hz */
```

Description: Changes the offset frequency of the second decoupler (parameter `dof2`). It is functionally the same as `offset(frequency,DO2DEV)`.

Arguments: `frequency` is the offset frequency desired, in hertz.

Examples: `dec2offset(do2);`

Related:

`decoffset`	Change offset frequency of first decoupler
`dec3offset`	Change offset frequency of third decoupler
`obsoffset`	Change offset frequency of observe transmitter
`offset`	Change offset frequency of transmitter or decoupler

`dec3offset` Change offset frequency of third decoupler

Syntax:

```
dec3offset(frequency)
double frequency;      /* offset frequency in Hz */
```

Description: Changes the offset frequency of the third decoupler (parameter `dof3`). It is functionally the same as `offset(frequency,DO3DEV)`.

Arguments: `frequency` is the offset frequency desired, in hertz.

Examples: `dec3offset(do3);`

Related:

`decoffset`	Change offset frequency of first decoupler
`dec2offset`	Change offset frequency of second decoupler
`obsoffset`	Change offset frequency of observe transmitter
`offset`	Change offset frequency of transmitter or decoupler

`dec4offset` Change offset frequency of fourth decoupler

Applicability: UNITY*INOVA* system with a deuterium decoupler channel as the fourth decoupler.

Syntax:
```
dec4offset(frequency)
double frequency;     /* offset frequency in Hz */
```

Description: Changes the offset frequency of the fourth decoupler (parameter `dof4`). It is functionally the same as `offset(frequency,DO4DEV)`.

Arguments: `frequency` is the offset frequency desired, in hertz.

Examples: `dec4offset(do4);`

Related:

`decoffset`	Change offset frequency of first decoupler
`dec2offset`	Change offset frequency of second decoupler
`obsoffset`	Change offset frequency of observe transmitter
`offset`	Change offset frequency of transmitter or decoupler
`rftype`	Type of rf generation

`decon` Turn on first decoupler

Syntax: `decon()`

Description: Explicitly gates on the first decoupler in the pulse sequence. First decoupler gating is handled automatically by the statements `declvloff`, `declvlon`, `decpulse`, `decrgpulse`, `decshaped_pulse`, `decspinlock`, `simpulse`, `sim3pulse`, `simshaped_pulse`, `sim3shaped_pulse`.

`decprgon` generally needs to be enabled with an explicit `decon` statement and followed by a `decoff` call. Amplifier blanking state is unchanged. See also: “Amplifier Channel Blanking and Unblanking,” page 75.

Related:

`decoff`	Turn off first decoupler
`dec2on`	Turn on second decoupler
`dec3on`	Turn on third decoupler

`dec2on` Turn on second decoupler

Applicability: UNITY*INOVA* system using a second decoupler.

Syntax: `dec2on()`

Description: Explicitly gates on the second decoupler in the pulse sequence. Second decoupler gating is handled automatically by the statements `dec2rgpulse`, `dec2shaped_pulse`, `dec2spinlock`, `sim3pulse`, and `sim3shaped_pulse`.

dec2prgon generally needs to be enabled with an explicit dec2on statement and followed by a dec2off call. Amplifier blanking state is unchanged. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:	dec2off	Turn off second decoupler

dec3on — Turn on third decoupler

Applicability: UNITY*INOVA* system using a third decoupler.

Syntax: `dec3on()`

Description: Explicitly gates on the third decoupler in the pulse sequence. Third decoupler gating is handled automatically by the statements dec3rgpulse, dec3shaped_pulse, and dec3spinlock

dec3prgon generally needs to be enabled with an explicit dec3on statement and followed by a dec3off call. Amplifier blanking state is unchanged. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:	dec3off	Turn off third decoupler

decphase — Set quadrature phase of first decoupler

Syntax:
```
decphase(phase)
codeint phase;     /* real-time variable for quad. phase */
```

Description: Sets quadrature phase (multiple of 90°) for the first decoupler rf. decphase is syntactically and functionally equivalent to txphase and is useful for a decoupler pulse in all cases where txphase is useful for a transmitter pulse.

Arguments: phase is the quadrature phase for the first decoupler rf. The value must be a real-time variable (v1 to v14, oph, ct, etc.).

Examples: `decphase(v4);`

Related:	dcplrphase	Set small-angle phase of first decoupler,
	dec2phase	Set quadrature phase of second decoupler
	dec3phase	Set quadrature phase of third decoupler
	txphase	Set quadrature phase of observe transmitter

dec2phase — Set quadrature phase of second decoupler

Applicability: UNITY*INOVA* system using a second decoupler.

Syntax:
```
dec2phase(phase)
codeint phase;     /* real-time variable for quad. phase */
```

Description: Sets quadrature phase (multiple of 90°) for the second decoupler rf.

Arguments: phase is the quadrature phase for the second decoupler rf. The value must be a real-time variable (v1 to v14, oph, ct, etc.).

Examples: `dec2phase(v9);`

Related:	dcplr2phase	Set small-angle phase of second decoupler,
	decphase	Set quadrature phase of first decoupler

dec3phase — Set quadrature phase of third decoupler

Applicability: UNITY*INOVA* system using a third decoupler.

Syntax:
```
dec3phase(phase)
codeint phase;    /* real-time variable for quad. phase */
```

Description: Sets quadrature phase (multiple of 90°) for the third decoupler rf.

Arguments: `phase` is the quadrature phase for the third decoupler rf. The value must be a real-time variable (`v1` to `v14`, `oph`, `ct`, etc.).

Examples: `dec3phase(v9);`

Related:

dcplr3phase	Set small-angle phase of third decoupler,
decphase	Set quadrature phase of first decoupler

`dec4phase` Set quadrature phase of fourth decoupler

Applicability: UNITY*INOVA* system with a deuterium decoupler channel as the fourth decoupler.

Syntax:
```
dec4phase(phase)
codeint phase;    /* real-time variable for quad. phase */
```

Description: Sets quadrature phase (multiple of 90°) for the fourth decoupler rf.

Arguments: `phase` is the quadrature phase for the third decoupler rf. The value must be a real-time variable (`v1` to `v14`, `oph`, `ct`, etc.).

Examples: `dec4phase(v9);`

Related:

rftype	Type of rf generation
decphase	Set quadrature phase of first decoupler

`decpower` Change first decoupler power level

Applicability: UNITY*INOVA* systems with linear amplifiers.

Syntax:
```
decpower(power)
double power;     /* new power level for DODEV */
```

Description: Changes the first decoupler power. It is functionally the same as `rlpower(value,DODEV)`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `power` sets the power level by assuming values from –16 (minimum power) to 79 (maximum power) on channels with a 63-dB attenuator, or from –16 (minimum power) to 63 (maximum power) on channels with a 79-dB attenuator.

CAUTION: **Be careful, on systems with linear amplifiers, when using values of decpower greater than 49 (about 2 watts). Performing continuous decoupling or long pulses at power levels greater than this can result in damage to the probe. Use config to set a safety maximum for parameters tpwr, dpwr, dpwr2, and dpwr3.**

Related:

dec2power	Change second decoupler power
dec3power	Change third decoupler power
obspower	Change observe transmitter power
rlpower	Change power level

`dec2power` Change second decoupler power level

Applicability: UNITY*INOVA* system using a second decoupler.

Syntax: `dec2power(power)`

```
double power;     /* new power level for DO2DEV */
```

Description: Changes the second decoupler power. It is functionally the same as `rlpower(value,DO2DEV)`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `power` sets the power level by assuming values from 0 (minimum power) to 63 (maximum power) on channels with a 63-dB attenuator, or from –16 (minimum power) to 63 (maximum power) on channels with a 79-dB attenuator.

Related:

`decpower`	Change first decoupler power
`dec3power`	Change third decoupler power
`obspower`	Change observe transmitter power
`rlpower`	Change power level

`dec3power` Change third decoupler power level

Applicability: UNITY*INOVA* system using a third decoupler.

Syntax:
```
dec3power(power)
double power;     /* new power level for DO3DEV */
```

Description: Changes the third decoupler power. It is functionally the same as `rlpower(value,DO3DEV)`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `power` sets the power level by assuming values from 0 (minimum power) to 63 (maximum power) on channels with a 63-dB attenuator, or from –16 (minimum power) to 63 (maximum power) on channels with a 79-dB attenuator.

Related:

`decpower`	Change first decoupler power
`dec2power`	Change second decoupler power
`obspower`	Change observe transmitter power
`rlpower`	Change power level

`dec4power` Change fourth decoupler power level

Applicability: UNITY*INOVA* system with a deuterium decoupler channel as the fourth decoupler.

Syntax:
```
dec4power(power)
double power;     /* new power level for DO4DEV */
```

Description: Changes the third decoupler power. It is functionally the same as `rlpower(value,DO4DEV)`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `power` sets the power level by assuming values from –16 (minimum power) to 63 (maximum power).

Related:

`decpower`	Change first decoupler power
`dec2power`	Change second decoupler power
`obspower`	Change observe transmitter power
`rlpower`	Change power level
`rftype`	Type of rf generation

`decprgoff` End programmable decoupling on first decoupler

Applicability: UNITY*INOVA* systems with a waveform generator on rf channel for the first decoupler.

Syntax: `decprgoff()`

Description: Terminates any waveform-controlled programmable decoupling on the first decoupler started by the `decprgon` statement. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`decprgon`	Start programmable decoupling on first decoupler
`dec2prgoff`	End programmable decoupling on second decoupler
`dec3prgoff`	End programmable decoupling on third decoupler

`dec2prgoff` End programmable decoupling on second decoupler

Applicability: UNITY*INOVA* systems with a waveform generator on rf channel for the second decoupler.

Syntax: `dec2prgoff()`

Description: Terminates any waveform-generator controlled programmable decoupling on the second decoupler set by the `dec2prgon` statement. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`dec2prgon`	Start programmable decoupling on second decoupler

`dec3prgoff` End programmable decoupling on third decoupler

Applicability: UNITY*INOVA* systems with a waveform generator on rf channel with the third decoupler.

Syntax: `dec3prgoff()`

Description: Terminates any waveform-generator-controlled programmable decoupling on the third decoupler set by the `dec3prgon` statement. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Related:

`dec3prgon`	Start programmable decoupling on third decoupler

`decprgon` Start programmable decoupling on first decoupler

Applicability: UNITY*INOVA* systems with a waveform generator on rf channel for the first decoupler.

Syntax:

```
decprgon(pattern,90_pulselength,tipangle_resoln)
char *pattern;            /* name of .DEC file */
double 90_pulselength;    /* 90-deg pulse length in sec */
double tipangle_resoln;   /* tip-angle resolution */
```

Description: Executes programmable decoupling on the first decoupler under waveform generator control, and returns the number of 12.5-ns ticks (as an integer value) in one cycle of the decoupling pattern. Explicit gating of the first decoupler with `decon` and `decoff` is generally required. Arguments can be variables (which require the appropriate `getval` and `getstr` statements) to permit changes by the parameters (see the second example). See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `pattern` is the name of the text file in the `shapelib` directory that stores the decoupling pattern (leave off the .DEC file extension).

`90_pulselength` is the pulse duration, in seconds, for a 90° tip angle on the first decoupler.

`tipangle_resoln` is the resolution, in tip-angle degrees, of the decoupling pattern stored in the waveform generator.

Examples:
```
decprgon("garp1",1/dmf, 1.0);
decprgon(modtype,pwx90,dres);
ticks = decprgon("waltz16",1/dmf,90.0);
```

Related:

`decprgoff`	End programmable decoupling on first decoupler
`dec2prgon`	Start programmable decoupling on second decoupler
`dec3prgon`	Start programmable decoupling on third decoupler
`obsprgon`	Start programmable control of obs. transmitter

`dec2prgon` Start programmable decoupling on second decoupler

Applicability: UNITY*INOVA* systems with a waveform generator on rf channel for the second decoupler.

Syntax:
```
dec2prgon(pattern,90_pulselength,tipangle_resoln)
char *pattern;           /* name of .DEC text file */
double 90_pulselength;   /* 90∞∞∞-deg pulse length in sec
*/
double tipangle_resoln;  /* tip-angle resolution */
```

Description: Executes programmable decoupling on second decoupler under waveform generator control, and returns the number of 12.5-ns ticks (as an integer value) in one cycle of the decoupling pattern. Explicit gating of the second decoupler with `dec2on` and `dec2off` is generally required. Arguments can be variables (which require the appropriate `getval` and `getstr` statements) to permit changes by the parameters (see the second example). See also: “Amplifier Channel Blanking and Unblanking,” page 75.

Arguments: `pattern` is the name of the text file in the `shapelib` directory that stores the decoupling pattern (leave off the .DEC file extension).

`90_pulselength` is the pulse duration, in seconds, for a 90° tip angle on the second decoupler.

`tipangle_resoln` is the resolution, in tip-angle degrees, to which the decoupling pattern is stored in the waveform.

Examples: (1) `dec2prgon("waltz16",1/dmf2,90.0);`

(2) `dec2prgon(modtype,pwx290,dres2);`
`ticks=dec2prgon("garp1",1/dmf2,1.0);`

Related:

`decprgon`	Start programmable decoupling on first decoupler
`dec3prgoff`	End programmable decoupling on third decoupler
`obsprgon`	Start programmable control of obs. transmitter

`dec3prgon` Start programmable decoupling on third decoupler

Applicability: UNITY*INOVA* systems with a waveform generator on rf channel for the third decoupler.

Syntax:
```
dec3prgon(pattern,90_pulselength,tipangle_resoln)
char *pattern;            /* name of .DEC text file */
double 90_pulselength;    /* 90-deg pulse length in sec */
double tipangle_resoln;   /* tip-angle resolution */
```

Description: Executes programmable decoupling on third decoupler under waveform control. It returns the number of 12.5-ns ticks (as an integer value) in one cycle of the decoupling pattern. Explicit gating of the third decoupler with `dec3on` and `dec3off` is generally required. Arguments can be variables (which require the appropriate `getval` and `getstr` statements) to permit changes by parameters (see second example). See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `pattern` is the name of the text file in the `shapelib` directory that stores the decoupling pattern (leave off the `.DEC` file extension).

`90_pulselength` is the pulse duration, in seconds, for a 90° tip angle on the third decoupler.

`tipangle_resoln` is the resolution, in tip-angle degrees, to which the decoupling pattern is stored in the waveform.

Examples: (1) `dec3prgon("waltz16",1/dmf3,90.0);`

(2) `dec3prgon(modtype,pwx390,dres3);`
`ticks = dec3prgon("garp1",1/dmf3,1.0);`

Related:

`decprgon`	Start programmable decoupling on first decoupler
`dec2prgoff`	End programmable decoupling on second decoupler
`obsprgon`	Start programmable control of obs. transmitter

`decpulse` Pulse first decoupler transmitter with amplifier gating

Syntax:
```
decpulse(width,phase)
double width;     /* width of pulse in sec */
codeint phase;   /* real-time variable for phase of pulse */
```

Description: Pulses the first decoupler at its current power level. The amplifier is gated off during decoupler pulses as it is during observe pulses. The amplifier gating times (see *RG1* and *RG2* for `decrgpulse`) are internally set to zero for this statement. `dmm` should be set to `'c'` during any period of time in which decoupler pulses occur. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `width` is the duration of the pulse, in seconds.

`phase` is the phase of the pulse. The value must be a real-time variable (`v1` to `v14`, etc.) or a real-time constant (`zero`, `one`, etc.).

Examples:
```
decpulse(pp,v3);
decpulse(2.0*pp,zero);
```

Related:

`decrgpulse`	Pulse decoupler transmitter with amplifier gating
`rgpulse`	Pulse observe transmitter with amplifier gating
`simpulse`	Pulse observe, decoupler channels simultaneously
`sim3pulse`	Simultaneous pulse on 2 or 3 rf channels

`decpwr` Set first decoupler high-power level, class C amplifier

Applicability: All systems with class C amplifiers.

Syntax:
```
decpwr(level)
double level;     /* new power level for DODEV channel */
```

Description: Changes the first decoupler high-power level to the value specified. To reset the power back to the "standard" `dhp` level, use `decpwr(dhp)`.

Switching between low power decoupling (`dhp='n'`) and high power decoupling (`dhp=`*x*), as well as switching between different levels of low power decoupling, uses relays whose switching time is about 10 ms and are not provided for in the standard pulse sequence capability. Neither function should prove necessary because extremely low levels of decoupling are provided for in `dhp` mode by using very small (0 to 30) values of `dhp`.

Arguments: `level` specifies the decoupler high-power level, from 0 (lowest) to 255 (full power). These values in this range increase monotonically but are neither linear nor logarithmic

Examples:
```
decpwr(255.0);
decpwr(level1);
```

decpwrf — **Set first decoupler fine power**

Applicability: UNITY*INOVA* systems with fine power control on the first decoupler.

Syntax:
```
decpwrf(power)
double power;      /* new fine power value for DODEV */
```

Description: Changes first decoupler fine power. It is functionally the same as `rlpwrf(value,DECch)`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `power` is the fine power desired.

Examples:
```
decpwrf(4.0);
```

Related:

`dec2pwrf`	Set second decoupler fine power
`dec3pwrf`	Set third decoupler fine power
`obspwrf`	Set observe transmitter fine power
`rlpwrf`	Set transmitter or decoupler fine power

dec2pwrf — **Set second decoupler fine power**

Applicability: UNITY*INOVA* systems with fine power control on the second decoupler.

Syntax:
```
dec2pwrf(power)
double power;      /* new fine power value for DO2DEV */
```

Description: Changes the second decoupler fine power. It is functionally the same as `rlpwrf(value,DEC2ch)`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `power` is the fine power desired.

Examples: dec2pwrf(4.0);

Related:

`decpwrf`	Set first decoupler fine power
`dec3pwrf`	Set third decoupler fine power
`obspwrf`	Set observe transmitter fine power
`rlpwrf`	Set transmitter or decoupler fine power

dec3pwrf — **Set third decoupler fine power**

Applicability: UNITY*INOVA* systems with fine power control on the third decoupler.

Syntax:
```
dec3pwrf(power)
double power;      /* new fine power value for DO3DEV */
```

Description: Changes third decoupler fine power. It is functionally the same as `rlpwrf(value,DEC3ch)`. See also: "Amplifier Channel Blanking and Unblanking," page 75.

Arguments: `power` is the fine power desired.

Examples: `dec3pwrf(4.0);`

Related:

decpwrf	Set first decoupler fine power
dec2pwrf	Set second decoupler fine power
obspwrf	Set observe transmitter fine power
rlpwrf	Set transmitter or decoupler fine power

decr — Decrement an integer value

Syntax:
```
decr(vi)
codeint vi;    /* real-time variable for starting value */
```

Description: Decrements integer value `vi` by 1 (i.e., `vi=vi-1`).

Arguments: `vi` is a real-time variable (`v1` to `v14`, `oph`, etc.).

Examples: `decr(v5);`

Related:

add	Add integer values
assign	Assign integer values
dbl	Double an integer value
divn	Divide integer values
hlv	Half the value of an integer
incr	Increment an integer value
mod2	Find integer value modulo 2
mod4	Find integer value modulo 4
modn	Find integer value modulo n
mult	Multiply integer values
sub	Subtract integer values

decrgpulse — Pulse first decoupler with amplifier gating

Syntax:
```
decrgpulse(width,phase,RG1,RG2)
double width;     /* width of pulse in sec */
codeint phase;    /* real-time variable for phase */
double RG1;       /* gating delay before pulse in sec */
double RG2;       /* gating delay after pulse in sec */
```

Description: Syntactically equivalent to `rgpulse` statement and functionally equivalent to `rgpulse` with two exceptions. First, the first decoupler (instead of the transmitter) is pulsed at its current power level. Second, if `homo='n'`, the slow gate on the first decoupler board is always open and therefore need not be switched open during *RG1*. In contrast, if `homo='y'`, the slow gate on the first decoupler board is normally closed and must therefore be allowed sufficient time during *RG1* to switch open.

For systems with linear amplifiers, *RG1* for a decoupler pulse is important from the standpoint of amplifier stabilization under the following conditions: `tn,dn` equal {^{3}H, ^{1}H, ^{19}F} (high-band nuclei, ^{3}H does not apply to *MERCURYplus/-Vx* systems), or `tn,dn` less than or equal to ^{31}P (low-band nuclei). For these conditions, the “decoupler” amplifier module is placed in *pulse* mode, in which it remains blanked as long as the receiver is on. In this mode, *RG1* must be sufficiently long to allow the amplifier to stabilize after blanking is removed: 5 to 10 µs(2 µs typical for *MERCURYplus/-Vx*) for high-band nuclei and 10 to 20 µs (2 µs typical for *MERCURYplus/-Vx*) for low-band nuclei. Solids require at least 1.5 µs. On 500-MHz systems that use the ENI-5100 class A amplifier for low-band nuclei on the observe channel, *RG1* should be 40–60 µs.

If the `tn` nucleus and the `dn` nucleus are in different bands (e.g., `tn` is ^{1}H and `dn` is ^{13}C), the "decoupler" amplifier module is placed in the *cw* mode, in which it is always unblanked regardless of the state of the receiver. In this mode *RG1* is unimportant with respect to amplifier stabilization prior to the decoupler pulse.

Arguments: `width` is the duration, in seconds, of the decoupler transmitter pulse.

`phase` is the phase of the pulse. It must be a real-time variable (`v1` to `v14`, etc.) or a real-time constant (`zero`, `one`, etc.).

`RG1` is the time, in seconds, before the start of the pulse that the amplifier is gated off.

`RG2` is the time, in seconds, after the end of the pulse that the amplifier is gated on.

Examples:
```
decrgpulse(pp,v3,rof1,rof2);
decrgpulse(pp,zero,1.0e-6,0.2e-6);
```

Related:

`decpulse`	Pulse first decoupler with amplifier gating
`dec2rgpulse`	Pulse second decoupler with amplifier gating
`dec3rgpulse`	Pulse third decoupler with amplifier gating
`idecpulse`	Pulse first decoupler transmitter with IPA
`idecrgpulse`	Pulse first decoupler with amplifier gating and IPA
`irgpulse`	Pulse observe transmitter with IPA
`rgpulse`	Pulse observe transmitter with amplifier gating
`simpulse`	Pulse observe, decoupler channels simultaneously
`sim3pulse`	Simultaneous pulse on 2 or 3 rf channels

dec2rgpulse Pulse second decoupler with amplifier gating

Applicability: UNITY*INOVA* system with a second decoupler.

Syntax:
```
dec2rgpulse(width,phase,RG1,RG2)
double width;        /* width of pulse in sec */
codeint phase;       /* real-time variable for phase */
double RG1;          /* gating delay before pulse in sec */
double RG2;          /* gating delay after pulse in sec */
```

Description: Performs an explicit amplifier-gated pulse on the second decoupler (`DEC2ch`).

Arguments: `width` is the duration, in seconds, of the pulse.

`phase` is the phase of the pulse. It must be a real-time variable (`v1` to `v14`, etc.) or a real-time constant (`zero`, `one`, etc.).

`RG1` is the delay, in seconds, between gating the amplifier on and gating the rf transmitter on (the phaseshift occurs at the beginning of this delay). `RG1` is important for amplifier stabilization under the same conditions as described for `decrgpulse`.

`RG2` is the delay, in seconds, between gating the rf transmitter off and gating the amplifier off. `homo` has no effect on the gating on the second decoupler board. `homo2` controls gating of second decoupler rf.

Examples:
```
dec2rgpulse(p1,v10,rof1,rof2);
```

Related:	decpulse	Pulse first decoupler with amplifier gating
	decrgpulse	Pulse first decoupler with amplifier gating
	idecpulse	Pulse first decoupler with IPA
	rgpulse	Pulse observe transmitter with amplifier gating
	simpulse	Pulse observe, decoupler channels simultaneously
	sim3pulse	Simultaneous pulse on 2 or 3 rf channels

dec3rgpulse Pulse third decoupler with amplifier gating

Applicability: UNITY*INOVA* systems with a third decoupler.

Syntax:
```
dec3rgpulse(width,phase,RG1,RG2)
double width;        /* width of pulse in sec */
codeint phase;       /* real-time variable for phase */
double RG1;          /* gating delay before pulse in sec */
double RG2;          /* gating delay after pulse in sec */
```

Description: Performs an explicit amplifier-gated pulse on the third decoupler (DEC3ch).

Arguments: width is the duration, in seconds, of the pulse.

phase is the phase of the pulse. It must be a real-time variable (v1 to v14, etc.) or a real-time constant (zero, one, etc.).

RG1 is the delay, in seconds, between gating the amplifier on and gating the rf transmitter on (the phaseshift occurs at the beginning of this delay). RG1 is important for amplifier stabilization under the same conditions as described for decrgpulse.

RG2 is the delay, in seconds, between gating the rf transmitter off and gating the amplifier off. homo has no effect on the gating on the third decoupler board. homo3 controls gating of third decoupler rf.

Examples: dec3rgpulse(p1,v10,rof1,rof2);

Related:	decpulse	Pulse first decoupler with amplifier gating
	decrgpulse	Pulse first decoupler with amplifier gating
	rgpulse	Pulse observe transmitter with amplifier gating
	simpulse	Pulse observe, decoupler channels simultaneously
	sim3pulse	Simultaneous pulse on 2 or 3 rf channels

dec4rgpulse Pulse fourth decoupler with amplifier gating

Applicability: UNITY*INOVA* systems with a deuterium decoupler channel as the fourth decoupler.

Syntax:
```
dec4rgpulse(width,phase,RG1,RG2)
double width;        /* width of pulse in sec */
codeint phase;       /* real-time variable for phase */
double RG1;          /* gating delay before pulse in sec */
double RG2;          /* gating delay after pulse in sec */
```

Description: Performs an explicit amplifier-gated pulse on the fourth decoupler (DEC4ch).

Arguments: width is the duration, in seconds, of the pulse.

phase is the phase of the pulse. It must be a real-time variable (v1 to v14, etc.) or a real-time constant (zero, one, etc.).

RG1 is the delay, in seconds, between gating the amplifier on and gating the rf transmitter on (the phaseshift occurs at the beginning of this delay). RG1 is important for amplifier stabilization under the same conditions as described for decrgpulse.

RG2 is the delay, in seconds, between gating the rf transmitter off and gating the amplifier off.

Examples: dec4rgpulse(p1,v10,rof1,rof2);

Related:

decpulse	Pulse first decoupler with amplifier gating
decrgpulse	Pulse first decoupler with amplifier gating
rgpulse	Pulse observe transmitter with amplifier gating
simpulse	Pulse observe, decoupler channels simultaneously
sim3pulse	Simultaneous pulse on 2 or 3 rf channels

decshaped_pulse Perform shaped pulse on first decoupler

Applicability: UNITY*INOVA* systems with waveform generator on rf channel for the first decoupler.

Syntax: decshaped_pulse(pattern,width,phase,RG1,RG2)

```
char *pattern;     /* name of .RF text file */
double width;      /* width of pulse in sec */
codeint phase;     /* real-time variable for phase */
double RG1;        /* gating delay before pulse in sec */
double RG2;        /* gating delay after pulse in sec */
```

Description: Performs a shaped pulse on the first decoupler. If a waveform generator is configured on the channel, it is used; otherwise, the linear attenuator and the small-angle phase shifter are used to effectively perform an apshaped_decpulse statement.

When using the waveform generator, the shapes are downloaded into the waveshaper before the start of an experiment. When decshaped_pulse is called, the shape is addressed and started. The minimum pulse length and stepsize is 50 ns. The overhead at the start and end of the shaped pulse varies:

- UNITY 1 µs (start), 0 (end)
- System with Acquisition Controller board: 10.75 µs (start), 4.3 µs (end)
- System with Output board: 10.95 µs (start), 4.5 µs (end)

INOVA: If the length is less than 50 ns, the pulse is not executed and there is no overhead.

When using the linear attenuator and the small-angle phase shifter to generate a shaped pulse, the decshaped_pulse statement creates AP tables on the fly for amplitude and phase. *It also uses the real-time variables v12 and v13 to control the execution of the shape.* It does not use AP table variables. For timing and more information, see the description of apshaped_decpulse. Note that if using AP tables with shapes that have a large number of points, the FIFO can become overloaded with words generating the pulse shape and FIFO Underflow errors can result.

Arguments: pattern is the name of a text file in the shapelib directory that stores the rf pattern (leave off the .RF file extension).

width is the duration, in seconds, of the pulse.

phase is the phase of the pulse. It must be a real-time variable (v1 to v14, etc.) or a real-time constant (zero, one, etc.)

RG1 is the delay, in seconds, between gating the amplifier on and gating the first decoupler on (the phaseshift occurs at the beginning of this delay).

RG2 is the delay, in seconds, between gating the first decoupler off and gating the amplifier off.

Examples: `decshaped_pulse("sinc",p1,v5,rof1,rof2);`

Related:	dec2shaped_pulse	Perform shaped pulse on second decoupler
	dec3shaped_pulse	Perform shaped pulse on third decoupler
	shaped_pulse	Perform shaped pulse on observe transmitter
	simshaped_pulse	Simultaneous two-pulse shaped pulse
	sim3shaped_pulse	Simultaneous three-pulse shaped pulse

dec2shaped_pulse Perform shaped pulse on second decoupler

Applicability: UNITY*INOVA* systems with waveform generator on rf channel for the second decoupler.

Syntax:
```
dec2shaped_pulse(pattern,width,phase,RG1,RG2)
char *pattern;     /* name of .RF text file */
double width;      /* width of pulse in sec */
codeint phase;     /* real-time variable for phase */
double RG1;        /* gating delay before pulse in sec */
double RG2;        /* gating delay after pulse in sec */
```

Description: Performs a shaped pulse on the second decoupler. If a waveform generator is configured on the channel, it is used; otherwise, the linear attenuator and the small-angle phase shifter are used to effectively perform an apshaped_dec2pulse statement.

When using the waveform generator, the shapes are downloaded into the waveshaper before the start of an experiment. When dec2shaped_pulse is called, the shape is addressed and started. The minimum pulse length and stepsize is 50 ns. The overhead at the start and end of the shaped pulse varies:

- UNITY*INOVA*: 1 µs (start), 0 (end)
- System with Acquisition Controller board: 10.75 µs (start), 4.3 µs (end)
- System with Output board: 10.95 µs (start), 4.5 µs (end)

If the length is less than 50 ns, the pulse is not executed and there is no overhead.

When using the linear attenuator and the small-angle phase shifter to generate a shaped pulse, the dec2shaped_pulse statement creates AP tables on the fly for amplitude and phase. *It also uses the real-time variables v12 and v13 to control the execution of the shape.* It does not use AP table variables. For timing and more information, see the description of apshaped_dec2pulse. Note that if using AP tables with shapes that have a large number of points, the FIFO can become overloaded with words generating the pulse shape and FIFO Underflow errors can result.

Arguments: pattern is the name of a text file in the shapelib directory that stores the rf pattern (leave off the .RF file extension).

width is the duration, in seconds, of the pulse.

phase is the phase of the pulse. It must be a real-time variable (v1 to v14, etc.) or a real-time constant (zero, one, etc.)

RG1 is the delay, in seconds, between gating the amplifier on and gating the second decoupler on (the phaseshift occurs at the beginning of this delay).

RG2 is the delay, in seconds, between gating the second decoupler off and gating the amplifier off.

Examples: `dec2shaped_pulse("gauss",p1,v9,rof1,rof2);`

Related:	decshaped_pulse	Perform shaped pulse on first decoupler
	shaped_pulse	Perform shaped pulse on observe transmitter
	sim3shaped_pulse	Simultaneous three-pulse shaped pulse

dec3shaped_pulse Perform shaped pulse on third decoupler

Applicability: UNITY*INOVA* systems with waveform generator on rf channel for the third decoupler.

Syntax:
```
dec3shaped_pulse(pattern,width,phase,RG1,RG2)
char *pattern;     /* name of .RF text file */
double width;      /* width of pulse in sec */
codeint phase;     /* real-time variable for phase */
double RG1;        /* gating delay before pulse in sec */
double RG2;        /* gating delay after pulse in sec */
```

Description: Performs a shaped pulse on the third decoupler. If a waveform generator is configured on the channel, it is used; otherwise, the linear attenuator and the small-angle phase shifter are used to effectively perform an apshaped_dec3pulse statement.

The shapes are downloaded into the controller before the start of an experiment. When dec3shaped_pulse is called, the shape is addressed and started. The minimum pulse length and stepsize is 50 ns. The overhead at the start and end of the shaped pulse varies:

- UNITY*INOVA*: 1 µs (start), 0 (end)
- System with Acquisition Controller board: 10.75 µs (start), 4.3 µs (end)
- System with Output board: 10.95 µs (start), 4.5 µs (end)

If the length is less than 50 ns, the pulse is not executed and there is no overhead.

When using the linear attenuator and the small-angle phase shifter to generate a shaped pulse, the dec3shaped_pulse statement creates AP tables on the fly for amplitude and phase. *It also uses the real-time variables v12 and v13 to control the execution of the shape.* It does not use AP table variables. For timing and more information, see the description of apshaped_dec3pulse. Note that if using AP tables with shapes that have a large number of points, the FIFO can become overloaded with words generating the pulse shape and FIFO Underflow errors can result.

Arguments: pattern is the name of a text file in the shapelib directory that stores the rf pattern (leave off the .RF file extension).

width is the duration, in seconds, of the pulse.

phase is the phase of the pulse. It must be a real-time variable (v1 to v14, etc.) or a real-time constant (zero, one, etc.).

RG1 is the delay, in seconds, between gating the amplifier on and gating the third decoupler on (the phaseshift occurs at the beginning of this delay).

RG2 is the delay, in seconds, between gating the third decoupler off and gating the amplifier off.

Examples: `dec3shaped_pulse("gauss",p1,v9,rof1,rof2);`

Related:	decshaped_pulse	Perform shaped pulse on first decoupler
	shaped_pulse	Perform shaped pulse on observe transmitter

decspinlock — Set spin lock waveform control on first decoupler

Applicability: UNITYINOVA systems with waveform generator on rf channel for the first decoupler.

Syntax:
```
decspinlock(pattern,90_pulselength,tipangle_resoln,
  phase,ncycles)
char *pattern;            /* name of .DEC text file */
double 90_pulselength;   /* 90∞∞-deg pulse length in sec */
double tipangle_resoln;  /* resolution of tip angle */
codeint phase;           /* phase of spin lock */
int ncylces;             /* number of cycles to execute */
```

Description: Executes a waveform-controlled spin lock on the first decoupler, handling both rf gating and the mixing delay. Arguments can be variables (which require the appropriate getval and getstr statements) to permit changes via parameters (see the second example).

Arguments: pattern is the name of the text file in the shapelib directory that stores the decoupling pattern (leave off the .DEC file extension).

90_pulselength is the pulse duration, in seconds, for a 90° tip angle.

tipangle_resoln is the resolution, in tip-angle degrees, to which the decoupling pattern is stored in the waveform generator.

phase is the phase of the spin lock. It must be a real-time variable (v1 to v14, etc.) or a real-time constant (zero, one, etc.).

ncycles is the number of times the spin-lock pattern is to be executed.

Examples:
```
decspinlock("mlev16",p190,dres,v1,30);
decspinlock(spinlk,pp90,dres,v1,cycles);
```

Related:	dec2spinlock	Set spin lock waveform control on second decoupler
	dec3spinlock	Set spin lock waveform control on third decoupler
	spinlock	Set spin lock waveform control on obs. transmitter

dec2spinlock — Set spin lock waveform control on second decoupler

Applicability: UNITYINOVA systems with waveform generator on rf channel for the second decoupler.

Syntax:
```
dec2spinlock(pattern,90_pulselength,
  tipangle_resoln,phase,ncycles)
char *pattern;           /* name of .DEC text file */
double 90_pulselength;  /* 90-deg pulse length of channel */
double tipangle_resoln; /* resolution of tip angle */
codeint phase;          /* phase of spin lock */
int ncylces;             /* number of cycles to execute */
```

Description: Executes a waveform-controlled spin lock on the second decoupler. Both the rf gating and the mixing delay are handled within this function. Arguments can be variables (which require the appropriate getval and getstr statements) to permit changes via parameters (see the second example).

Arguments: pattern is the name of the text file in the shapelib directory that stores the decoupling pattern (leave off the .DEC file extension).

`90_pulselength` is the pulse duration, in seconds, for a `90°` tip angle.

`tipangle_resoln` is the resolution, in tip-angle degrees, to which the decoupling pattern is stored in the waveform generator.

`phase` is the phase of the spin lock. It must be a real-time variable (`v1` to `v14`, etc.) or a real-time constant (`zero`, `one`, etc.).

`ncycles` is the number of times that the spin-lock pattern is to be executed.

Examples: (1) `dec2spinlock("mlev16",p290,dres2,v1,42);`
(2) `dec2spinlock(lock2,pwx2,dres2,v1,cycles);`

Related:

decspinlock	Set spin lock waveform control on first decoupler
spinlock	Set spin lock waveform control on obs. transmitter

dec3spinlock — Set spin lock waveform control on third decoupler

Applicability: UNITY*INOVA* systems with waveform generator on rf channel for the third decoupler.

Syntax:

```
dec3spinlock(pattern,90_pulselength,
  tipangle_resoln,phase,ncycles)
char *pattern;          /* name of .DEC text file */
double 90_pulselength; /* 90-deg pulse length of channel */
double tipangle_resoln;/* resolution of tip angle */
codeint phase;          /* phase of spin lock */
int ncylces;            /* number of cycles to execute */
```

Description: Executes a waveform-controlled spin lock on the third decoupler. Both the rf gating and the mixing delay are handled within this function. Arguments can be variables (which would need the appropriate `getval` and `getstr` statements) to permit changes via parameters (see the second example).

Arguments: `pattern` is the name of the text file in the `shapelib` directory that stores the decoupling pattern (leave off the `.DEC` file extension).

`90_pulselength` is the pulse duration, in seconds, for a `90°` tip angle.

`tipangle_resoln` is the resolution in tip-angle degrees to which the decoupling pattern is stored in the waveform generator.

`phase` is the phase of the spin lock. It must be a real-time variable (`v1` to `v14`, etc.) or a real-time constant (`zero`, `one`, etc.).

`ncycles` is the number of times that the spin-lock pattern is to be executed.

Examples:

```
dec3spinlock("mlev16",p390,dres3,v1,42);
dec3spinlock(lock2,pwx2,dres3,v1,cycles);
```

Related:

decspinlock	Set spin lock waveform control on first decoupler
spinlock	Set spin lock waveform control on observe transmitter

decstepsize — Set step size for first decoupler

Syntax:

```
decstepsize(step_size)
double step_size;     /* phase step size */
```

Description: Sets the step size of the first decoupler. It is functionally the same as `stepsize(base,DECch)`.

Arguments: `step_size` is the phase step size desired and is a real number or a variable.

Examples: `decstepsize(30.0);`

Related:		
	dec2stepsize	Set step size of second decoupler
	dec3stepsize	Set step size of third decoupler
	obsstepsize	Set step size of observe transmitter
	stepsize	Set small-angle phase step size,

dec2stepsize Set step size for second decoupler

Applicability: UNITY*INOVA* system with a second decoupler.

Syntax:
```
dec2stepsize(step_size)
double step_size;     /* phase step size */
```

Description: Sets the step size of the first decoupler. This statement is functionally the same as `stepsize(base,DEC2ch)`.

Arguments: `step_size` is the phase step size desired and is a real number or a variable.

Examples: `dec2stepsize(30.0);`

Related:		
	decstepsize	Set step size of first decoupler
	dec3stepsize	Set step size of third decoupler
	obsstepsize	Set step size of observe transmitter
	stepsize	Set small-angle phase step size,

dec3stepsize Set step size for third decoupler

Applicability: UNITY*INOVA* system with a third decoupler.

Syntax:
```
dec3stepsize(step_size)
double step_size;     /* phase step size */
```

Description: Sets the step size of the third decoupler. This statement is functionally the same as `stepsize(base,DEC3ch)`.

Arguments: `step_size` is the phase step size desired and is a real number or a variable.

Examples: `dec3stepsize(30.0);`

Related:		
	decstepsize	Set step size of first decoupler
	dec2stepsize	Set step size of second decoupler
	obsstepsize	Set step size of observe transmitter
	stepsize	Set small-angle phase step size,

decunblank Unblank amplifier associated with first decoupler

Applicability: UNITY*INOVA* systems.

Syntax: `decunblank()`

Description: Explicitly enables the amplifier for the first decoupler. This overwrites the implicit blanking and unblanking of the amplifier before and after pulses. `decunblank` is generally followed by a call to `decblank`.

Related:		
	decblank	Blank amplifier associated with first decoupler
	obsblank	Blank amplifier associated with observe transmitter
	obsunblank	Unblank amplifier associated with observe transmitter
	rcvroff	Turn off receiver
	rcvron	Turn on receiver

dec2unblank **Unblank amplifier associated with second decoupler**

Applicability: UNITY*INOVA* systems with a second decoupler.

Syntax: `dec2unblank()`

Description: Explicitly enables the amplifier for the second decoupler. This overwrites the implicit blanking and unblanking of the amplifier before and after pulses. `dec2unblank` is generally followed by a call to `dec2blank`.

Related:	`dec2blank`	Blank amplifier associated with second decoupler
	`rcvroff`	Turn off receiver
	`rcvron`	Turn on receiver

dec3unblank **Unblank amplifier associated with third decoupler**

Applicability: UNITY*INOVA* systems with a third decoupler.

Syntax: `dec3unblank()`

Description: Explicitly enables the amplifier for the third decoupler. This overwrites the implicit blanking and unblanking of the amplifier before and after pulses. `dec3unblank` is generally followed by a call to `dec3blank`.

Related:	`dec3blank`	Blank amplifier associated with third decoupler
	`rcvroff`	Turn off receiver
	`rcvron`	Turn on receiver

delay **Delay for a specified time**

Applicability: UNITY*INOVA* systems with class C amplifiers.

Syntax:
```
delay(time)
double time;      /* delay in sec */
```

Description: Sets a delay for a specified number of seconds.

Arguments: `time` specifies the delay, in seconds (minimum of 50 ns, minimum increment 12.5 ns)

Examples:
```
delay(d1);
delay(d2/2.0);
```

Related:	`dps_show`	Draw delay or pulses in a sequence for graphical display
	`hsdelay`	Delay specified time with possible homospoil pulse
	`incdelay`	Real time incremental delay
	`initdelay`	Initialize incremental delay
	`vdelay`	Delay with fixed timebase and real time count

dhpflag **Switch decoupling from low-power to high-power**

Applicability: All systems with class C amplifiers.

Syntax: `dhpflag`

Description: Switches the system from low-power to high-power decoupling; e.g., `dhpflag=TRUE` (correct use of upper and lower case letters is necessary).

Values: `TRUE;` switches the system to high-power decoupling.

`FALSE;` switches the system to low-power decoupling.

Related:	`status`	Draw delay or pulses in a sequence for graphical display

divn **Divide integer values**

Syntax:
```
divn(vi,vj,vk)
codeint vi;        /* real-time variable for dividend */
codeint vj;        /* real-time variable for divisor */
codeint vk;        /* real-time variable for quotient */
```

Description: Sets the integer value `vk` equal to *vi* divided by `vj`. Any remainder is ignored.

Arguments: `vi` is the dividend, `vj` is the divisor, and `vk` is the quotient. All three are real-time variables (`v1` to `v14`, `oph`, etc.).

Examples: `divn(v2,v3,v4);`

Related:

`add`	Add integer values
`assign`	Assign integer values
`dbl`	Double an integer value
`decr`	Decrement an integer value
`hlv`	Half the value of an integer
`incr`	Increment an integer value
`mod2`	Find integer value modulo 2
`mod4`	Find integer value modulo 4
`modn`	Find integer value modulo n
`mult`	Multiply integer values
`sub`	Subtract integer values

dps_off **Turn off graphical display of statements**

Syntax: `dps_off()`

Examples: Turns off `dps` display of statements. Pulse statements following `dps_off` are not shown in the graphical display.

Related:

`dps_on`	Turn on graphical display of statements
`dps_show`	Draw delay or pulses in a sequence for graphical display
`dps_skip`	Skip graphical display of next statement

dps_on **Turn on graphical display of statements**

Syntax: `dps_on()`

Description: Turns on `dps` display of statements. Pulse statements following `dps_on` are shown in the graphical display.

Related:

`dps_off`	Turn off graphical display of statements
`dps_show`	Draw delay or pulses in a sequence for graphical display
`dps_skip`	Skip graphical display of next statement

dps_show **Draw delay or pulses in a sequence for graphical display**

Syntax: (1) `dps_show("delay",time)`
```
double time;            /* delay in sec */
```

Syntax: (2) `dps_show("pulse",channel,label,width)`
```
char *channel;          /* "obs", "dec", "dec2",or "dec3" */
char *label;            /* text label selected by user */
double width;           /* pulse length in sec */
```

Syntax: (3) `dps_show("shaped_pulse",channel,label,width)`
```
char *channel;          /* "obs", "dec", "dec2",or "dec3" */
```

```
char *label;           /* text label selected by user */
double width;          /* pulse length in sec */
```

Syntax: (4) dps_show("simpulse",label_of_obs,width_of_obs,
  label_of_dec,width_of_dec)

```
char *label_of_obs;    /* text label selected by user */
double width_of_obs;   /* pulse length in sec */
char *label_of_dec;    /* text label selected by user */
double width_of_dec;   /* pulse length in sec */
```

Syntax: (5) dps_show("simshaped_pulse",label_of_obs,
  width_of_obs,label_of_dec,width_of_dec)

```
char *label_of_obs;    /* text label selected by user */
double width_of_obs;   /* pulse length in sec */
char *label_of_dec;    /* text label selected by user */
double width_of_dec;   /* pulse length in sec */
```

Syntax: (6) dps_show("sim3pulse",label_of_obs,width_of_obs,
  label_of_dec,width_of_dec,label_of_dec2,
  width_of_dec2)

```
char *label_of_obs;    /* text label selected by user */
double width_of_obs;   /* pulse length in sec */
char *label_of_dec;    /* text label selected by user */
double width_of_dec;   /* pulse length in sec */
char *label_of_dec2;   /* text label selected by user */
double width_of_dec2;  /* pulse length in sec */
```

Syntax: (7) dps_show("sim3shaped_pulse",label_of_obs,
  width_of_obs,label_of_dec,width_of_dec,
  label_of_dec2,width_of_dec2)

```
char *label_of_obs;    /* text label selected by user */
double width_of_obs;   /* pulse length in sec */
char *label_of_dec;    /* text label selected by user */
double width_of_dec;   /* pulse length in sec */
char *label_of_dec2;   /* text label selected by user */
double width_of_dec2;  /* pulse length in sec */
```

Syntax: (8) dps_show("zgradpulse",value,delay)

```
double value;     /* amplitude of gradient on z channel */
double delay;     /* length of gradient in sec */
```

Syntax: (9) dps_show("rgradient",channel,value)

```
char channel;     /* 'X', 'x', 'Y', 'y', 'Z', or 'z' */
double value;     /* amplitude of gradient amplifier */
```

Syntax: (10) dps_show("vgradient",channel,intercept,
  slope,mult)

```
char channel;     /* gradient channel 'x', 'y' or 'z' */
int intercept;    /* initial gradient level */
int slope;        /* gradient increment */
codeint mult;     /* real-time variable */
```

Syntax: (11) dps_show("shapedgradient",pattern,width,amp,
  channel,loops,wait)

```
char *pattern;    /* name of shape text file */
double width;     /* length of pulse */
double amp;       /* amplitude of pulse */
char channel;     /* gradient channel 'x', 'y', or 'z' */
int loops;        /* number of loops */
int wait;         /* WAIT or NOWAIT */
```

Syntax: (12) dps_show("shaped2Dgradient",pattern,width,amp,
  channel,loops,wait,tag)

```
char *pattern;      /* name of shape text file */
double width;       /* length of pulse */
double amp;         /* amplitude of pulses */
char channel;       /* gradient channel 'x', 'y', or 'z' */
int loops;          /* number of loops */
int wait;           /* WAIT or NOWAIT */
int tag;            /* unique number for gradient element */
```

Description: Draws for `dps` graphical display the pulses, lines, and labels related to the statement (if it exists) given as the first argument.

- Syntax 1 draws a line to represent a delay.
- Syntax 2 draws a pulse picture and display a label underneath the picture.
- Syntax 3 draws the picture of a shaped pulse and displays a label underneath the picture.
- Syntax 4 draws observe and decoupler pulses at the same time.
- Syntax 5 draws a shaped pulse for observe and decoupler channels at the same time.
- Syntax 6 draws observe, decoupler, and second decoupler pulses at the same time.
- Syntax 7 draws a shaped pulse for observe, decoupler, and the second decoupler channels at the same time.
- Syntax 8 draws a pulse on the z channel.
- Syntax 9 draws a pulse on the specified channel.
- Syntax 10 draws a gradient picture.
- Syntax 11 draws a shaped pulse on a specified channel.
- Syntax 12 draws a shaped pulse on a specified channel. For an explanation of the arguments (`delay`, `shapedpulse`, etc.), see the corresponding entry in this reference.

Examples:

```
dps_show("delay",d1);
dps_show("pulse","obs","obspulse",p1);
dps_show("pulse","dec","pw",pw);
dps_show("shaped_pulse","obs","shaped",p1*2);
dps_show("shaped_pulse","dec2","gauss",pw);
dps_show("simpulse","obs_pulse",p1,"dec_pulse",p2);
dps_show("simshaped_pulse","gauss",p1,"gauss",p2);
dps_show("sim3pulse","p1",p1,"p2",p2,"p1*2",p1*2);
dps_show("zgradpulse",123.0,d1);
dps_show("rgradient",'x',1234.0);
dps_show("vgradient",'x',0,2000,v10);
dps_show("shapedgradient","sinc",1000.0,3000.0,   \
  'y',1,NOWAIT);
dps_show("shaped2Dgradient","square",1000.0,   \
  3000.0,'y',0,NOWAIT,1);
```

Related:

`delay`	Delay for a specified time
`dps_off`	Turn off graphical display of statements
`dps_on`	Turn on graphical display of statements
`dps_skip`	Skip graphical display of next statement
`pulse`	Pulse observe transmitter with amplifier gating
`rgradient`	Set gradient to specified level

shaped_pulse	Perform shaped pulse on observe transmitter
shapedgradient	Generate shaped gradient pulse
shaped2Dgradient	Generate arrayed shaped gradient pulse
simpulse	Pulse observe and decouple channels simultaneously
sim3pulse	Pulse simultaneously on 2 or 3 rf channels
simshaped_pulse	Perform simultaneous two-pulse shaped pulse
sim3shaped_pulse	Perform a simultaneous three-pulse shaped pulse
vgradient	Set gradient to a level determined by real-time math
zgradpulse	Create a gradient pulse on the z channel

dps_skip **Skip graphical display of next statement**

Syntax: `dps_skip()`

Description: Skips `dps` display of the next statement. The statement following `dps_skip` is not shown in the graphical display.

Related:

dps_off	Turn off graphical display of statements
dps_on	Turn on graphical display of statements
dps_show	Draw delay or pulses for graphical display of a sequence

E

Top A B C D E G H I L M O P R S T V W X Z

elsenz	Execute succeeding statements if argument is nonzero
endhardloop	End hardware loop
endif	End execution started by ifzero or elsenz
endloop	End loop
endmsloop	End multislice loop
endpeloop	End phase-encode loop

elsenz **Execute succeeding statements if argument is nonzero**

Syntax:
```
elsenz(vi)
codeint vi;    /* real-time variable tested as 0 or not */
```

Description: Placed between the `ifzero` and `endif` statements to execute succeeding statements if `vi` is nonzero. The `elsenz` statement can be omitted if it is not desired. It is also not necessary for any statements to appear between the `ifzero` and the `elsenz`, or between the `elsenz` and the `endif` statements.

Arguments: `vi` is a real-time variable (`v1` to `v14`, `oph`, etc.) tested for either being zero or non-zero.

`n` is the same value (1, 2, or 3) as used in the corresponding `ifzero` statement.

Examples:
```
elsenz(v2);
elsenz(1);
```

Related:	`endif`	End ifzero statement
	`ifzero`	Execute succeeding statements if argument is zero

`endhardloop` End hardware loop

Applicability: UNITY*INOVA* and *MERCURYplus/-Vx* excluding *MERCURYplus/-Vx* with output boards have part numbers 00-953529-0# where # is from 0 to 4.

Syntax: `endhardloop()`

Description: Ends a hardware loop that was started by the `starthardloop` statement.

Related:	`acquire`	Explicitly acquire data
	`starthardloop`	Start hardware loop

`endif` End execution started by ifzero or elsenz

Syntax:
```
endif(vi)
codeint vi;  /* real-time variable to test if 0 or not */
```

Description: Ends conditional execution started by the `ifzero` and `elsenz` statements.

Arguments: `vi` is a real-time variable (`v1` to `v14`, `oph`, etc.) that is tested for either being zero or non-zero.

`n` is the same value (1, 2, or 3) as used in the corresponding `ifzero` statement.

Examples:
```
endif(v4);
endif(2);
```

Related:	`elsenz`	Execute succeeding statements if argument is nonzero
	`ifzero`	Execute succeeding statements if argument is zero

`endloop` End loop

Syntax:
```
endloop(index)
codeint index;  /* real-time variable */
```

Description: Ends a loop that was started by a `loop` statement.

Arguments: `index` is a real-time variable used as a temporary counter to keep track of the number of times through the loop. It must not be altered by any statements within the loop.

`n` is the same value (1, 2, or 3) as used in the corresponding `loop` statement.

Examples:
```
endloop(v2);
endloop(2);
```

Related:	`loop`	Start loop

`endmsloop` End multislice loop

Applicability: UNITY*INOVA* systems.

Syntax:
```
endmsloop(state,apv2)
char state;        /* compressed or standard */
codeint apv2;      /* current counter value */
```

Description: Ends a loop that was started by a `msloop` statement.

Arguments: `state` is either `'c'` to designate the compressed mode, or `'s'` to designate the standard arrayed mode. It should be the same value that was in the `state` argument in the `msloop` loop that it is ending.

`apv2` is a real-time variable that holds the current counter value. This variable should be the same variable that was in the `apv2` counter variable in the `msloop` loop that it is ending.

Examples: `endmsloop(seqcon[1],v12);`

Related:		
	`msloop`	Multislice loop
	`endloop`	End loop
	`endpeloop`	End phase-encode loop

`endpeloop` End phase-encode loop

Applicability: UNITY*INOVA* systems.

Syntax:

```
endpeloop(state,apv2)
char state;          /* compressed or standard */
codeint apv2;        /* current counter value */
```

Description: Ends a loop that was started by a `peloop` statement.

Arguments: `state` is either `'c'` to designate the compressed mode, or `'s'` to designate the standard arrayed mode. It should be the same value that was in the `state` argument in the `peloop` loop that it is ending.

`apv2` is a real-time variable that holds the current counter value. This variable should be the same variable that was in the `apv2` counter variable in the `peloop` loop that it is ending.

Examples: `endpeloop(seqcon[1],v12);`

Related:		
	`peloop`	Phase-encode loop
	`endloop`	End loop
	`endmsloop`	End multi-slice loop

G

Top A B C D E G H I L M O P R S T V W X Z

`gate`	Device gating (obsolete)
`getarray`	Get arrayed parameter values
`getelem`	Retrieve an element from a table
`getorientation`	Read image plane orientation
`getstr`	Look up value of string parameter
`getval`	Look up value of numeric parameter
`G_Delay`	Generic delay routine
`G_Offset`	Frequency offset routine

G_Power	Fine power routine
G_Pulse	Generic pulse routine

gate **Device gating (obsolete)**

Description: Not supported. Replace gate statements as follows:
gate(DECUPLR,TRUE) by a decon() statement.
gate(DECUPLR,FALSE) by a decoff() statement.
gate(DECUPLR2,TRUE) by a dec2on() statement.
gate(DECUPLR2,FALSE) by a dec2off() statement.
gate(RXOFF,TRUE) by a rcvroff() statement.
gate(RXOFF,FALSE) by a rcvron() statement.
gate(TXON,FALSE) by a xmtroff() statement.
gate(TXON,TRUE) by a xmtron() statement.

getarray **Get arrayed parameter values**

Applicability: UNITY*INOVA* systems.

Syntax:
```
number=getarray(parname,array)
char *parname;          /* parameter name */
double array[];         /* starting address of array */
```

Description: Retrieves all values of an arrayed parameter from the parameter set. It performs a sizeof on the array address to check for the maximum number of statements that the array can hold. The number of statements in the arrayed parameter parname is determined and returned by getarray as an integer. This statement is very useful when reading in parameter values for a global list of PSG statements such as poffset_list and position_offset_list.

When creating an acquisition parameter array that will be treated as lists, protection bit 8 (256) is set if the parameter is not to be treated as an arrayed acquisition parameter. An example of the pss parameter when compressing slice select portion of the acquisition is create(pss,real) setprotect(pss,on,256)

Arguments: number is an integer return argument that holds the number of values in parname.

parname is a numeric parameter, either arrayed or single value.

array is the starting address of an array of doubles.

Examples:
```
double upss[256];          /* declare array upss */
int uns;
uns = getarray(upss,upss); /* get values from upss */
poffset_list(upss,gss,uns,v12);
```

Related:

create_delay_list	Create table of delays
create_freq_list	Create table of frequencies
create_offset_list	Create table of offsets
poffset_list	Set frequency from position list
position_offset_list	Set frequency from position list

getelem **Retrieve an element from a table**

Syntax: getelem(table,index,dest)

```
codeint table;      /* table variable */
codeint index;      /* variable for index to element */
codeint dest;       /* variable for destination */
```

Description: Gets an element from a table. The element is identified by an index.

Arguments: `table` specifies the name of the table (`t1` to `t60`).

`index` is a variable (`v1` to `v14`, `oph`, `ct`, `bsctr`, or `ssctr`) that contains the index of the desired table element. Note that the first element of a table has an index of 0. For tables for which the autoincrement feature is set, the `index` argument is ignored and can be set to any variable name; each element in such a table is by definition always accessed sequentially.

`dest` is an variable (`v1` to `v14` and `oph`) into which the retrieved table element is placed.

Examples: `getelem(t25,ct,v1);`

Related:		
	`loadtable`	Load AP table elements from table text file
	`setautoincrement`	Set autoincrement attribute for a table
	`setdivnfactor`	Set divn-return attribute and divn-factor for AP table
	`setreceiver`	Associate the receiver phase cycle with a table
	`settable`	Store an array of integers in a real-time AP table

`getorientation` Read image plane orientation

Applicability: UNITY *INOVA* systems with PFG modules.

Syntax:
```
<error_return => getorientation(&char1,
                        &char2,&char3,search_string)
char *char1,*char2,*char3;  /* program variable pointers */
char *search_string;        /* pointer to search string */
```

Description: Reads in and processes the value of a string parameter used typically for control of magnetic field gradients. The source of the string value is typically a user-created parameter available in the current parameters of the experiment used to initiate acquisition.

Arguments: `error_return` can contain the following values:

- `error_return` is set to zero if `getorientation` was successful in finding the parameter given in `search_string` and reading in the value of that parameter.
- `error_return` is set to –1 if `search_string` was not empty but it did not contain the correct characters.
- `error_return` is set to a value greater than zero if the procedure failed or if the string value is made up of characters other than n, x, y, and z.

`char1`, `char2`, and `char3` are user-created program variables of type char (single characters). The address operator (&) is used with these arguments to pass the address, rather than the values of these variables, to `getorientation`.

`search_string` is a literal string that `getorientation` will search for in the VnmrJ parameter set, i.e., the parameter name. For example, if `search_string="orient"`, the value of parameter `orient` will be accessed. The value of the parameter should not exceed three characters and should only be made up of characters from the set n, x, y, and z.

The message `can't find variable in tree` aborts `getorientation`. This means there is no string associated with search_string or the parameter name cannot be found.

Examples: (1) `pulsesequence()`

```
{
...
char phase,read,slice;
...
getorientation(&read,&phase,&slice,"orient");
...
}
```

(2) `pulsesequence()`

```
{
...
char rd, ph, sl;
int error;
...
error=getorientation(&rd,&ph,&sl,"ort");
...
}
```

Related:

`shapedvgradient`	Dynamic variable shaped gradient function
`rgradient`	Set gradient to specified level
`vgradient`	Dynamic variable gradient function

`getstr` Look up value of string parameter

Syntax:

```
getstr(parameter_name,internal_name)
char *parameter_name;    /* name of parameter */
char *internal_name;     /* parameter value buffer name */
```

Description: Looks up the value of the string parameter `parameter_name` in the current experiment parameter list and introduces it into the pulse sequence in the variable `internal_name`. If `parameter_name` is not found in the current experiment parameter list, `internal_name` is set to the null string and PSG produces a warning message.

Arguments: `parameter_name` is a string parameter.

`internal_name` is any legitimate C variable name defined at the beginning of the pulse sequence as an array of type char with dimension `MAXSTR`.

Examples: `getstr("xpol",xpol);`

Related:

`getval`	Look up value of numeric parameter

`getval` Look up value of numeric parameter

Syntax:

```
internal_name = getval(parameter_name)
char *parameter_name;     /* name of parameter */
```

Description: Looks up the value of the numeric parameter `parameter_name` in the current experiment parameter list and introduces it into the pulse sequence in the variable `internal_name`. If `parameter_name` is not found in the current experiment parameter list, `internal_name` is set to zero and PSG produces a warning message.

Arguments: `parameter_name` is a numeric parameter.

`internal_name` can be any legitimate C variable name that has been defined at the beginning of the pulse sequence as type double.

Examples:
```
J=getval("J");
acqtime=getval("at");
delay(getval("mix"));
```

Related: `getstr` Look up value of string parameter

`G_Delay` **Generic delay routine**

Applicability: UNITY*INOVA* systems.

Syntax:
```
G_Delay(DELAY_TIME,       d1,
        SLIDER_LABEL,    NULL,
        SLIDER_SCALE,       1,
        SLIDER_MAX,        60,
        SLIDER_MIN,         0,
        SLIDER_UNITS,     1.0,
        0);
```

Description: See the section "Generic Pulse Routine," page 100.

`G_Offset` **Frequency offset routine**

Applicability: UNITY*INOVA* systems.

Syntax:
```
G_Offset(OFFSET_DEVICE,  TODEV,
         OFFSET_FREQ,      tof,
         SLIDER_LABEL,    NULL,
         SLIDER_SCALE,       0,
         SLIDER_MAX,      1000,
         SLIDER_MIN,     -1000,
         SLIDER_UNITS,       0,
         0);
```

Description: See the section "Frequency Offset Subroutine," page 101.

`G_Power` **Fine power routine**

Applicability: UNITY*INOVA* systems.

Syntax:
```
G_Power(POWER_VALUE,   tpwrf,
    POWER_DEVICE,  TODEV,
    SLIDER_LABEL,  NULL,
    SLIDER_SCALE,    1,
    SLIDER_MAX,   4095,
    SLIDER_MIN,      0,
    SLIDER_UNITS,  1.0,
    0);
```

Description: See the section "Fine Power Subroutine," page 103.

`G_Pulse` **Generic pulse routine**

Applicability: UNITY*INOVA* systems.

Syntax:
```
G_Pulse(PULSE_WIDTH,        pw,
        PULSE_PRE_ROFF,   rof1,
        PULSE_POST_ROFF,  rof2,
```

```
PULSE_DEVICE,      TODEV,
SLIDER_LABEL,       NULL,
SLIDER_SCALE,          1,
SLIDER_MAX,         1000,
SLIDER_MIN,            0,
SLIDER_UNITS,       1e-6,
PULSE_PHASE,         oph,
0);
```

Description: See “Generic Pulse Routine,” page 100.

H

Top A B C D E G H I L M O P R S T V W X Z

hdwshiminit Initialize next delay for hardware shimming

Applicability: UNITY*INOVA* systems.

Syntax: `hdwshiminit()`

Description: Enables hardware shimming during the following delay or during the following presaturation pulse, defined as a power level change followed by pulse. `hdwshiminit` is not necessary for the first delay or presaturation pulse in a pulse sequence, which is automatically enabled for hardware shimming.

Examples:

```
hdwshiminit();
delay(d2);
   /*hardware shim during d2 if hdwshim='y'*/
hdwshiminit();
obspower(satpwr);
rgpulse(satdly,v5, rof1, rof2);
   /*hardware shim during satdly if hdwshim='p'*/
```

Related: delay Delay for a specified time

hlv Find half the value of an integer

Syntax:

```
hlv(vi,vj)
codeint vi;  /* real-time variable for starting value */
codeint vj;  /* real-time variable for 1/2 starting value */
```

Description: Sets `vj` equal to the integer part of one-half of `vi`.

Arguments: `vi` is the starting value, and `vj` is the integer part of one-half of the starting value. Both arguments much be real-time variables (`v1` to `v14`, `oph`, etc.).

Examples: `hlv(v2,v5);`

Related:	add	Add integer values
	assign	Assign integer values
	dbl	Double an integer value
	decr	Decrement an integer value
	divn	Divide integer values
	incr	Increment an integer value
	mod2	Find integer value modulo 2
	mod4	Find integer value modulo 4
	modn	Find integer value modulo n
	mult	Multiply integer values
	sub	Subtract integer values

hsdelay **Delay specified time with possible homospoil pulse**

Syntax:
```
hsdelay(time)
double time;          /* delay in sec */
```

Description: Sets a delay for a specified number of seconds. If the homospoil parameter hs is set appropriately (see the definition of status), hsdelay inserts a homospoil pulse of length hst sec at the beginning of the delay.

Arguments: time specifies the length of the delay, in seconds.

Examples:
```
hsdelay(d1);
hsdelay(1.5e-3);
```

Related:	delay	Delay for a specified time
	incdelay	Real time incremental delay
	initdelay	Initialize incremental delay
	vdelay	Delay with fixed timebase and real time count

I

Top A B C D E G H I L M O P R S T V W X Z

idecpulse	Pulse first decoupler transmitter with IPA
idecrgpulse	Pulse first decoupler with amplifier gating and IPA
idelay	Delay for a specified time with IPA
ifzero	Execute succeeding statements if argument is zero
incdelay	Set real-time incremental delay
incgradient	Generate dynamic variable gradient pulse
incr	Increment an integer value
indirect	Set indirect detection
init_rfpattern	Create rf pattern file
init_gradpattern	Create gradient pattern file
init_vscan	Initialize real-time variable for vscan statement
initdelay	Initialize incremental delay
initparms_sis	Initialize parameters for spectroscopy imaging sequences

initval	Initialize a real-time variable to specified value
iobspulse	Pulse observe transmitter with IPA
ioffset	Change offset frequency with IPA
ipulse	Pulse observe transmitter with IPA
ipwrf	Change transmitter or decoupler fine power with IPA
ipwrm	Change transmitter or decoupler lin. mod. power with IPA
irgpulse	Pulse observe transmitter with IPA

idecpulse Pulse first decoupler transmitter with IPA

Applicability: UNITY*INOVA* systems

Syntax:
```
idecpulse(width,phase,label)
double width;       /* pulse width in sec */
codeint phase;      /* real-time variable for phase */
char *label;        /* slider label in acqi */
```

Description: Functions the same as the decpulse statement but generates interactive parameter adjustment (IPA) information when gf or go('acqi') is typed. idecpulse is the same as decpulse if go is typed.

Arguments: width is the duration, in seconds, of the pulse.

phase is the phase of the pulse. It must be a real-time variable (v1 to v14, oph, etc.) or a real-time constant (zero, one, etc.).

label is the short character string to be given to the slider when displayed in the Acquisition window (acqi program).

Examples:
```
idecpulse(pp,v1,"decpul");
idecpulse(pp,v2,"pp");
```

Related: decpulse Pulse the decoupler transmitter

idecrgpulse Pulse first decoupler with amplifier gating and IPA

Applicability: UNITY*INOVA* systems

Syntax:
```
idecrgpulse(width,phase,RG1,RG2,label)
double width;      /* pulse width in sec */
codeint phase;     /* real-time variable for phase */
double RG1;        /* gating delay before pulse in sec */
double RG2;        /* gating delay after pulse in sec */
char *label;       /* slider label in acqi */
```

Description: Works similar to the decrgpulse statement but generates interactive parameter adjustment (IPA) information when gf or go('acqi') is typed. idecrgpulse is the same as decrgpulse if go is typed.

Arguments: width is the duration, in seconds, of the decoupler transmitter pulse.

phase sets the decoupler transmitter phase. The value must be a real-time variable.

RG1 is the time, in seconds, that the amplifier is gated on prior to the start of the pulse.

RG2 is the time, in seconds, that the amplifier is gated off after the end of the pulse.

`label` is the short character string to be given to the slider when displayed in the Acquisition window (`acqi` program).

Examples:
```
idecrgpulse(pp,v5,rof1,rof2,"decpul");
idecrgpulse(pp,v4,rof1,rof2,"pp");
```

Related: `decrgpulse` Pulse decoupler transmitter with amplifier gating

`idelay` Delay for a specified time with IPA

Applicability: UNITY*INOVA* systems

Syntax:
```
idelay(time,label)
double time;      /* delay in sec */
char *label;      /* slider label in acqi */
```

Description: Works similar to the `delay` statement but generates interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered. `idelay` is the same as `delay` if `go` is entered.

Arguments: `time` is the length of the delay, in seconds.

`label` is the short character string to be given to the slider when displayed in the Acquisition window (`acqi` program).

Examples:
```
idelay(d1,"delay");
idelay(d1,"d1");
```

Related: `delay` Delay for a specified time

`ifzero` Execute succeeding statements if argument is zero

Syntax:
```
ifzero(vi)
codeint vi;     /* real-time variable to check for zero */
```

Description: Executes succeeding statements if `vi` is zero. If `vi` is non-zero and an `elsenz` statement exits before the next `endif` statement, execution moves to the `elsenz` statement. Conditional execution ends when the `endif` statement is reached. It is not necessary for any statements to appear between the `ifzero` and the `elsenz` or between the `elsenz` and the `endif` statements.

Arguments: `vi` is a real-time variable (`v1` to `v14`, `oph`, etc.) that is tested for being either zero or non-zero.

`n` is the same value (1, 2, or 3) as used in the corresponding `elsenz` or `endif` statements.

Examples:
```
mod2(ct,v1);          /* v1=010101... */
ifzero(v1);           /* test if v1 is zero */
   pulse(pw,v2);      /* execute if v1 is zero */
   delay(d3);         /* execute if v1 is zero */
elsenz(v1);           /* test if v1 is non-zero */
   pulse(2.0*pw,v2);  /* execute if v1 is non-zero */
   delay(d3/2.0);     /* execute if v1 is non-zero */
endif(v1);            /* end conditional execution */
```

Related:

`elsenz`	Execute succeeding statements if argument is nonzero
`endif`	End ifzero statement
`initval`	Initialize real-time variable to specified value

incdelay **Set real-time incremental delay**

Applicability: UNITY*INOVA* systems.

Syntax:
```
incdelay(count,index)
codeint count;    /* real-time variable */
int index;        /* time increment: DELAY1, DELAY2, etc. */
```

Description: Enables real-time incremental delays. Before `incdelay` can be used to set a delay, an associated `initdelay` statement must be executed to initialize the time increment and delay index.

Arguments: `count` is a real-time variable (`ct`, `v1` to `v14`, etc.) that multiplies the `time_increment` (initialized by the `initdelay` statement) to set the delay time.

`index` is `DELAY1`, `DELAY2`, `DELAY3`, `DELAY4`, or `DELAY5`. It identifies which time increment is being multiplied by `count` to equal the delay.

Examples:
```
incdelay(ct,DELAY1);
incdelay(v3,DELAY2);
```

Related:

`delay`	Delay for a specified time
`hsdelay`	Delay with possible homospoil pulse
`initdelay`	Initialize incremental delay
`vdelay`	Delay with fixed timebase and real time count

incgradient **Generate dynamic variable gradient pulse**

Applicability: UNITY*INOVA* systems.

Syntax:
```
incgradient(channel,base,inc1,inc2,inc3,mult1,mult2,mult3)
char channel;                /* gradient 'x', 'y', or 'z' */
int base;                    /* base value */
int inc1,inc2,inc3;          /* increments */
codeint mult1,mult2,mult3;   /* multipliers */
```

Description: Provides a dynamic variable gradient pulse controlled using the AP math functions. It drives the chosen gradient to the level defined by the formula:

`level=base+inc1*mult1+inc2*mult2+inc3*mult3`

with increments `inc1`, `inc2`, `inc3` and multipliers `mult1`, `mult2`, `mult3`.

The range of the gradient level is –32767 to +32767. If the requested level lies outside the legal range, it is clipped at the appropriate boundary value. Note that, while each variable in the `level` formula must fit in a 16-bit integer, partial sums and products in the calculation are done with double-precision 32-bit integers.

The action of the gradient after the use of the `incgradient` statement is controlled by the gradient power supply and optional gradient compensation boards. The gradient level is ramped at the maximum slew rate to the value requested by `incgradient`. This fact becomes a concern when using the `incgradient` statement in a loop with a delay statement to produce a modulated gradient. The delay statement should be sufficiently long so as to allow the gradient to reach the assigned value, that is,

$$\mathrm{delay} \geq \frac{|\mathrm{new\_level} - \mathrm{old\_level}|}{\mathrm{full\_scale}} \times \mathrm{risetime}$$

The following error messages are possible:

- `Bad gradient specified: channel` is caused by the `channel` character evaluating to other than `'x'`, `'y'`, or `'z'`; or by being a string.

- `mult[i] illegal RT variable: multiplier_i` is caused by `mult1`, `mult2`, or `mult3` having a value other than a AP math variable, `v1` to `v14`.

Arguments: `channel` is an expression that evaluates to the character `'x'`, `'y'`, or `'z'`. (do not confuse characters `'x'`, `'y'` and `'z'` with strings `"x"`, `"y"` and `"z"`.)

`base` and `inc1`, `inc2`, `inc3` are the base value and increments used in the formula for determining the gradient level.

`mult1`, `mult2`, `mult3` are the multipliers used in the gradient level formula. These arguments should be math variables, `v1` to `v14`. Note that tables (`t1` to `t60`) are *not* allowed in this statement.

Examples: See the program `inctst.c`

Related:

`getorientation`	Read image plane orientation
`rgradient`	Set gradient to specified level
`shapedgradient`	Provide shaped gradient pulse to gradient channel
`shaped2Dgradient`	Generate arrayed shaped gradient pulse
`shapedvgradient`	Generate dynamic variable shaped gradient pulse
`vgradient`	Generate dynamic variable gradient pulse

`incr` Increment an integer value

Syntax:
```
incr(vi)
codeint vi;       /* real-time variable to increment */
```

Description: Increments by 1 the integer value given by `vi` (i.e, `vi=vi+1`).

Arguments: `vi` is the integer to be incremented, It must be a real-time variable (`v1` to `v14`, `oph`, etc.).

Examples: `incr(v4);`

Related:

`add`	Add integer values
`assign`	Assign integer values
`dbl`	Double an integer value
`decr`	Decrement an integer value
`divn`	Divide integer values
`hlv`	Half the value of an integer
`mod2`	Find integer value modulo 2
`mod4`	Find integer value modulo 4
`modn`	Find integer value modulo n
`mult`	Multiply integer values
`sub`	Subtract integer values

`indirect` Set indirect detection

Applicability: No longer useful to any system using VNMR 5.2 or later.

Syntax: `indirect()`

Description: Starting with VNMR 5.2, if `tn` is `'H1'` and `dn` is not `'H1'`, the software automatically uses the decoupler as the observe channel and the broadband channel as the decoupler channel.

`init_rfpattern` Create rf pattern file

Applicability: UNITY*INOVA* systems.

Syntax:
```
init_rfpattern(pattern,rfpat_struct,nsteps)
char *pattern;              /* name of .RF text file */
RFpattern *rfpat_struct;   /* pointer to struct RFpattern */
int nsteps;                 /* number of steps in pattern */
typedef struct _RFpattern {
     double phase;       /* phase of pattern step */
     double amp;         /* amplitude of pattern step */
     double time:        /* length of pattern step in sec */
} RFpattern
```

Description: Creates and defines rf patterns within a pulse sequence. The patterns can be created by any algorithm as long as each pattern step is correctly put into the `rfpat_struct` argument. The number of steps in the pattern also has to be furnished as an argument. `init_rfpattern` saves the created pattern as a pattern file (with the suffix `.RF` appended to the name) in the user's `shapelib` directory. This statement does not have any return value.

Arguments: `pattern` is the name of the pattern file (without the `.RF` suffix).

`rfpat_struct` is the rf structure that contains the pattern.

`nsteps` is the number of steps in the pattern.

Examples:
```
#include "standard.h"
pulsesequence()
{
int nsteps;
RFpattern pulse1[512], pulse2[512];
Gpattern gshape[512];
...
nsteps = 0;
for (j=0; j<256; j++) {
   pulse1[j].phase = (double)j*0.5;
   pulse1[j].amp = (double)j*2;
   pulse1[j].time = 1.0;
   nsteps = nsteps +1;
}
init_rfpattern(p1pat,pulse1,nsteps);
nsteps = 512;
for (j=0; j<nsteps; j++) {
   gshape[j].amp = 32767.0*sin((double)j/50.0);
   gshape[j].time = 1.0;
}
init_gradpattern("gpat",gshape,nsteps);
...
shaped_pulse(p1pat,p1,v1,rof1,rof1);
...
shapedgradient("gpat",.01, 16000.0, 'z', 1, WAIT);
...
}
```

Related:

`init_gradpattern`	Create gradient pattern file
`pulse`	Pulse observe transmitter with amplifier gating
`shaped_pulse`	Perform shaped pulse on observe transmitter
`shapedgradient`	Provide shaped gradient pulse to gradient channel
`simpulse`	Pulse observe and decouple channels simultaneously
`simshaped_pulse`	Perform simultaneous two-pulse shaped pulse

`init_gradpattern` Create gradient pattern file

Applicability: UNITY*INOVA* systems.

Syntax:
```
init_gradpattern(pattern_name,gradpat_struct,nsteps)
char *pattern;              /* name of .GID pattern file */
Gpattern *gradpat_struct;   /* pointer to struct Gpattern */
int nsteps;                 /* number of steps in pattern */
typedef struct _Gpattern{
    double amp;            /* amplitude of pattern step */
    double time;           /* pattern step length in sec */
} Gpattern
```

Description: Creates and defines gradient patterns within a pulse sequence. The patterns can be created by any algorithm as long as each pattern step is correctly put into the `gradpat_struct` argument. The number of steps in the pattern also has to be furnished as an argument. `init_gradpattern` saves the created pattern as a pattern file (with a `.GRD` suffix is appended to the name) in the user's `shapelib` directory. This statement has no return value.

Arguments: `pattern` is the name of the pattern file (without the `.GRD` suffix).

`gradpat_struct` is the gradient structure that contains the pattern.

`nsteps` is the number of steps in the pattern.

Examples: See the example for the `init_rfpattern` statement.

Related:

`pulse`	Pulse observe transmitter with amplifier gating
`shaped_pulse`	Perform shaped pulse on observe transmitter
`simpulse`	Pulse observe and decouple channels simultaneously
`simshaped_pulse`	Perform simultaneous two-pulse shaped pulse

`initdelay` Initialize incremental delay

Applicability: UNITY*INOVA* systems

Syntax:
```
initdelay(time_increment,index)
double time_increment;     /* time increment in sec */
int index;                 /* time increment: DELAY1, etc. */
```

Description: Initializes a time increment delay and its associated delay index. This statement must be executed before an `incdelay` statement can set an incremental delay. A maximum of five incremental delays (set by the `index` argument) can be defined in one pulse sequence.

Arguments: `time_increment` is the time increment, in seconds, that is multiplied by the `count` argument (set in the `incdelay` statement) for the delay time.

`index` is `DELAY1`, `DELAY2`, `DELAY3`, `DELAY4`, or `DELAY5`, and identifies which time increment is being initialized.

Examples:
```
initdelay(1.0/sw,DELAY1);
initdelay(1.0/sw1,DELAY2);
```

Related:

`delay`	Delay for a specified time
`hsdelay`	Delay with possible homospoil pulse
`incdelay`	Real time incremental delay
`vdelay`	Delay with fixed timebase and real time count

`initparms_sis` Initialize parameters for spectroscopy imaging sequences

Applicability: Imaging systems; however, this statement will be obsoleted in future versions of VnmrJ.

Syntax: `void initparms_sis()`

Description: Sets the default state of the receiver to ON so that the receiver is enabled for explicit acquisitions. The original purpose of `initparms_sis` was to initialize the standard imaging parameters in imaging sequences, but starting with VNMR 5.3, initialization of these parameters has been folded into PSG.

Examples:

```
/* To upgrade older SIS sequences for Vnmr 5.1+: */
/* insert initparms_sis() after the variable */
/* declarations and update 'griserate' variable. */
...
/* EXTERNAL TRIGGER */
double rcvry,hold;
initparms_sis();
griserate = trise/gradstepsz;
/**[3.2] PARAMETER READ IN FROM EXPERIMENT *******/
...
```

`initval` Initialize a real-time variable to specified value

Syntax:

```
initval(number,vi)
double number;     /* value to use for initialization */
codeint vi;        /* variable to be initialized */
```

Description: Initializes a real- time variable with a real number. The real number input is rounded off and placed in the variable `vi`. Unlike `add`, `sub`, etc., `initval` is executed *once and only once* at the start of a non-arrayed 1D experiment or at the start of each increment in an *n*-dimensional or an arrayed experiment, not at the start of each transient; this must be taken into account in pulse sequence programming, as shown in the example.

Arguments: `number` is the real number, from –32768.0 to 32767.0, to be placed in the real-time variable. Entering a value less than –32768.0 (after rounding off) results in using –32768, and entering a value greater than 32767.0 (after rounding off) results in using 32767.

`vi` is the real-time variable (`v1` to `v14`, etc.).to be initialized

Examples: (1) `initval(nt,v8);`

(2)
```
ifzero(ct);
   assign(v8,v7);
elsenz(ct);
   decr(v7);
endif(ct);
```

Related:

`elsenz`	Execute succeeding statements if argument is nonzero
`ifzero`	Execute succeeding statements if argument is zero
`loop`	Start loop

`iobspulse` Pulse observe transmitter with IPA

Applicability: UNITY*INOVA* systems

Syntax:

```
iobspulse(label)
char *label;          /* slider label in acqi */
```

Description: Functions the same as `obspulse` except `iobspulse` generates interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered. If `go` is entered, `iobspulse` is the same as `obspulse`.

Arguments: `label` is the short character string to be given to the slider when displayed in the Acquisition window (`acqi` program).

Examples:
```
iobspulse("pulse");
iobspulse("pw");
```

Related: `obspulse` Pulse observe transmitter with amplifier gating

`ioffset` Change offset frequency with IPA

Applicability: UNITY*INOVA* systems

Syntax:
```
ioffset(frequency,device,label)
double frequency;      /* offset frequency */
int device;            /* OBSch, DECch, DEC2ch, or DEC3ch */
char *label;           /* slider label in acqi */
```

Description: Functions the same as `offset` except that `ioffset` generates interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered. If `go` is entered, `ioffset` is the same as `offset`.

Arguments: `frequency` is the new offset frequency of the device specified.

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

`label` is the short character string to be given to the slider when displayed in the Acquisition window (`acqi` program).

Examples:
```
ioffset(tof,OBSch,"tof");
```

Related: `offset` Change offset frequency of transmitter or decoupler

`ipulse` Pulse observe transmitter with IPA

Applicability: UNITY*INOVA* systems

Syntax:
```
ipulse(width,phase,label)
double width;         /* pulse length in sec */
codeint phase;        /* real-time variable for phrase */
char *label;          /* slider label in acqi */
```

Description: Functions the same as `pulse(width,phase)` statement except that `ipulse` generates interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered. If `go` is entered, `ipulse` is the same as `pulse`.

Arguments: `width` specifies the duration, in seconds, of the pulse.

`phase` sets the phase of the pulse. The value must be a real-time variable (`v1` to `v14`, `oph`, etc.).

`label` is the short character string to be given to the slider when displayed in the Acquisition window (`acqi` program).

Examples:
```
ipulse(pw,v4,"pulse");
ipulse(pw,v5,"pw");
```

Related: `pulse` Pulse observe transmitter with amplifier gating

ipwrf **Change transmitter or decoupler fine power with IPA**

Applicability: UNITY*INOVA* systems

Syntax: `ipwrf(power,device,label)`

```
double power;       /* new fine power level */
int device;         /* OBSch, DECch, DEC2ch, DEC3ch */
char *label;        /* slider label in acqi */
```

Description: Functions the same as `rlpwrf` statement except that `ipwrf` generates interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered. If `go` is entered, `ipwrf` is ignored by the pulse sequence; use `rlpwrf` for this purpose. Do not execute `rlpwrf` and `ipwrf` together because they cancel each other's effect.

Arguments: `power` is the new fine power level. It can range from 0.0 to 4095.0 (60 dBon UNITY*INOVA*, about 6 dB on other systems).

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). For the UNITY*INOVA* only`device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

`label` is the short character string to be given to the slider when displayed in the Acquisition window (`acqi` program).

Examples:

```
ipwrf(powr,OBSch,"fpower");
ipwrf(2000.0,DECch,"dpwrf");
```

Related: `rlpwrf` Set transmitter or decoupler fine power

ipwrm **Change transmitter or decoupler lin. mod. power with IPA**

Applicability: UNITY*INOVA* systems

Syntax: `ipwrm(value,device,label)`

```
double value;     /* new linear modulator power level */
int device;       /* OBSch, DECch, DEC2ch, or DEC3ch */
char *label;      /* slider label in acqi */
```

Description: Functions the same as `rlpwrm` statement except that `ipwrm` generates interactive parameter adjustment (IPA) information when `gf` or `go('acqi')` is entered. If `go` is entered, `ipwrm` is ignored by the pulse sequence; use `rlpwrm` for this purpose. Do not execute `rlpwrm` and `ipwrm` together as they cancel each other's effect.

Arguments: `value` is the new linear modulator power level. It can range from 0.0 to 4095.0(60 dB on UNITY*INOVA*, about 6 dB on other systems).

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). On the UNITY*INOVA* only device can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

`label` is the short character string to be given to the slider when displayed in the Acquisition window (`acqi` program).

Examples:

```
ipwrm(power,OBSch,"fpower");
ipwrm(2000.0,DECch,"dpwrm");
```

Related: `rlpwrm` Set transmitter or decoupler linear modulator power

irgpulse **Pulse observe transmitter with IPA**

Applicability: UNITY*INOVA* systems

Syntax: `irgpulse(width,phase,RG1,RG2,label)`

```
double width;      /* pulse length in sec */
codeint phase;     /* real-time variable for phase */
double RG1;        /* gating delay before pulse in sec */
double RG2;        /* gating delay after pulse in sec */
char *label;       /* slider label in acqi */
```

Description: Functions the same as the rgpulse statement except that irgpulse generates interactive parameter adjustment (IPA) information when gf or go('acqi') is entered. If go is entered, irgpulse is the same as rgpulse.

Arguments: width specifies the duration, in seconds, of the observe transmitter pulse.

phase sets the observe transmitter phase. It must be a real-time variable.

RG1 is the time, in seconds, the amplifier is gated on prior to the start of the pulse.

RG2 is the time, in seconds, the amplifier is gated off after the end of the pulse.

label is the short character string to be given to the slider when displayed in the Acquisition window (acqi program).

Examples:
```
irgpulse(pw,v3,rof1,rof2,"rgpul");
irgpulse(pw,v7,rof1,rof2,"pw");
```

Related: rgpulse Pulse observe transmitter with amplifier gating

L

Top A B C D E G H I L M O P R S T V W X Z

lk_hold	Set lock correction circuitry to hold correction
lk_sample	Set lock correction circuitry to sample lock signal
loadtable	Load table elements from table text file
loop	Start loop
loop_check	Check that number of FIDs is consistent with number of slices, etc.

lk_hold Set lock correction circuitry to hold correction

Syntax: lk_hold()

Description: Makes the lock correction circuitry hold the correction to the z0 constant, thereby ignoring any influence on the lock signal such as gradient or pulses at ^{2}H frequency. The correction remains in effect until the statement lk_sample is called or until the end of an experiment. If an acquisition is aborted, the lock correction circuitry will be reset to sample the lock signal.

lk_sample Set lock correction circuitry to sample lock signal

Syntax: lk_sample()

Description: Makes the lock correction circuitry continuously sample the lock signal and correct z0 with the time constant as set by the parameter `lockacqtc`. The correction remains in effect until the statement `lk_hold` is called.

`loadtable` Load table elements from table text file

Syntax:
```
loadtable(file)
char *file;        /* name of table file */
```

Description: Loads table elements from a table file (a UNIX text file). It can be called multiple times within a pulse sequence but make sure that the same table name is not used more than once within all the table files accessed by the sequence. Table values can be greater than, equal to, or less than zero.

Arguments: `file` is the name of a table file in a user's private `tablib` or in the system `tablib`.

Examples:
```
loadtable("tabletest");
```

Related:

`getelem`	Retrieve an element from a table
`setautoincrement`	Set autoincrement attribute for a table
`setdivnfactor`	Set divn-return attribute and divn-factor for AP table
`setreceiver`	Associate the receiver phase cycle with a table
`settable`	Store an array of integers in a real-time AP table

`loop` Start loop

Syntax:
```
loop(count,index)
codeint count   /* number of times to loop */
codeint index   /* real-time variable to use during loop */
```

Description: Starts a loop to execute statements within the pulse sequence. The loop is ended by the `endloop` statement.

Arguments: `count` is a real-time variable used to specify the number of times through the loop. `count` can be any positive number, including zero.

`index` is a real-time variable used as a temporary counter to keep track of the number of times through the loop. The value must not be altered by any statements within the loop.

`n` is the same value (1, 2, or 3) as used in the corresponding `endloop` statement.

Examples:

(1)
```
initval(5.0,v1);  /* set first loop count */
loop(v1,v10);
dbl(ct,v2);          /* set second loop count */
   loop(v2,v9);
      rgpulse(p1,v1,0.0,0.0);
   endloop(v9);
   delay(d2);
endloop(v10);
```

(2)
```
loop(2,5.0,v9);
```

Related:

`initval`	Initialize real-time variable to specified value
`endloop`	End loop
`msloop`	Multislice loop

`loop_check` **Check that number of FIDs is consistent with number of slices, etc.**

Syntax: `loop_check`

Description: Checks that the number of FIDs in a compressed acquisition (`nf`) is consistent with the number of slices (`ns`), number of echoes (`ne`), number of phase encoding steps in the various dimensions (`nv`, `nv2`, `nv3`), and `seqcon`.

M

Top A B C D E F G H I L M O P R S T V W X Z

`magradient` **Simultaneous gradient at the magic angle**

Applicability: UNITY*INOVA* systems.

Syntax:
```
magradient(gradlvl)
double gradlvl;    /* gradient amplitude in G/cm */
```

Description: Applies a simultaneous gradient on the *x*, *y*, and *z* axes at the magic angle to B_0. Information from a gradient table is used to scale and set values correctly. The gradients are left at the given levels until they are turned off. To turn off the gradients, add another `magradient` statement with `gradlvl` set to zero or insert the statement `zero_all_gradients`.

Arguments: `gradlvl` is the gradient amplitude, in gauss/cm.

Examples:
```
magradient(3.0);
pulse(pw,oph);
delay(0.001 - pw);
zero_all_gradients();
```

Related:

`magradpulse`	Simultaneous gradient pulse at the magic angle
`mashapedgradient`	Simultaneous shaped gradient at the magic angle
`mashapedgradpulse`	Simultaneous shaped gradient pulse at the magic angle
`vagradient`	Variable angle gradient
`vagradpulse`	Variable angle gradient pulse
`vashapedgradient`	Variable angle shaped gradient
`vashapedgradpulse`	Variable angle shaped gradient pulse
`zero_all_gradients`	Zero all gradients

`magradpulse` Gradient pulse at the magic angle

Applicability: UNITY*INOVA* systems.

Syntax:
```
magradpulse(gradlvl,gradtime)
double gradlvl;       /* gradient amplitude in G/cm */
double gradtime;      /* gradient time in sec */
```

Description: Applies a simultaneous gradient pulse on the *x*, *y*, and *z* axes at the magic angle to B_0. Information from a gradient table is used to scale and set values correctly.

`magradpulse` differs from `magradient` in that the gradients are turned off after `gradtime` seconds. Use `magradpulse` if there are no other actions while the gradients are on. `magradient` is used if there are actions to be performed while the gradients are on.

Arguments: `gradlvl` is the gradient pulse amplitude, in gauss/cm.

`gradtime` is the time, in seconds, to apply the gradient.

Examples: `magradpulse(3.0,0.001);`

Related:

`magradient`	Simultaneous gradient at the magic angle
`mashapedgradient`	Simultaneous shaped gradient at the magic angle
`mashapedgradpulse`	Simultaneous shaped gradient pulse at the magic angle
`vagradient`	Variable angle gradient
`vagradpulse`	Variable angle gradient pulse
`vashapedgradient`	Variable angle shaped gradient
`vashapedgradpulse`	Variable angle shaped gradient pulse
`zero_all_gradients`	Zero all gradients

`mashapedgradient` Simultaneous shaped gradient at the magic angle

Applicability: UNITY*INOVA* systems.

Syntax:
```
mashapedgradient(pattern,gradlvl,gradtime,loops,wait)
char *pattern;        /* name of gradient shape text file */
double gradlvl;       /* gradient amplitude in G/cm */
double gradtime;      /* gradient time in seconds */
int loops;            /* number of waveform loops */
int wait;             /* WAIT or NOWAIT*/
```

Description: Applies a simultaneous gradient with shape `pattern` and amplitude `gradlvl` on the *x*, *y*, and *z* axes at the magic angle to B_0. Information is used from a gradient table to scale and set the values correctly. `mashapedgradient` leaves the gradients at the given levels until they are turned off. To turn off the gradients, add another `mashapedgradient` statement with `gradlvl` set to zero or include the `zero_all_gradients` statement.

`mashapedgradpulse` differs from `mashapedgradient` in that the gradients are turned off after `gradtime` seconds. `mashapedgradient` is used if there are actions to be performed while the gradients are on. `mashapedgradpulse` is best when there are no other actions required while the gradients are on.

Arguments: `pattern` is the name of a text file describing the shape of the gradient. The text file is located in `$vnmrsystem/shapelib` or in the user directory `$vnmruser/shapelib`.

`gradlvl` is the gradient amplitude, in gauss/cm.

`gradtime` is the gradient application time, in seconds.

`loops` is a value from 0 to 255 to loop the selected waveform. Gradient waveforms do not use this field, and `loops` is set to 0.

`wait` is a keyword, either `WAIT` or `NOWAIT`, that selects whether or not a delay is inserted to wait until the gradient is completed before executing the next statement.

Examples:
```
mashapedgradient("ramp_hold",3.0,trise,0,NOWAIT);
pulse(pw,oph);
delay(0.001-pw-2*trise);
mashapedgradient("ramp_down",3.0,trise,0,NOWAIT);
```

Related:

`magradient`	Simultaneous gradient at the magic angle
`magradpulse`	Simultaneous gradient pulse at the magic angle
`mashapedgradpulse`	Simultaneous shaped gradient pulse at the magic angle
`vagradient`	Variable angle gradient
`vagradpulse`	Variable angle gradient pulse
`vashapedgradient`	Variable angle shaped gradient
`vashapedgradpulse`	Variable angle shaped gradient pulse
`zero_all_gradients`	Zero all gradients

`mashapedgradpulse` — Simultaneous shaped gradient pulse at the magic angle

Applicability: UNITY*INOVA* systems.

Syntax:
```
mashapedgradpulse(pattern,gradlvl,gradtime,theta,ph)
char *pattern;        /* name of gradient shape text file */
double gradlvl;       /* gradient amplitude in G/cm */
double gradtime;      /* gradient time in sec */
```

Description: Applies a simultaneous gradient with shape `pattern` and amplitude `gradlvl` on the *x*, *y*, and *z* axes at the magic angle to B_0. `mashapedgradpulse` assumes that the gradient pattern zeroes the gradients at its end and so it does not explicitly zero the gradients. Information from a gradient table is used to scale and set values correctly.

`mashapedgradpulse` is used if there are no other actions required when the gradients are on. `mashapedgradient` is used if there are actions to be performed while the gradients are on.

Arguments: `pattern` is the name of a text file describing the shape of the gradient. The text file is located in `$vnmrsystem/shapelib` or in the user directory `$vnmruser/shapelib`.

`gradlvl` is the gradient amplitude, in gauss/cm.

`gradtime` is the gradient application time, in seconds.

Examples:
```
mashapedgradpulse("hsine",3.0, 0.001);
```

Related:

`magradient`	Simultaneous gradient at the magic angle
`magradpulse`	Simultaneous gradient pulse at the magic angle
`mashapedgradient`	Simultaneous shaped gradient at the magic angle
`vagradient`	Variable angle gradient
`vagradpulse`	Variable angle gradient pulse
`vashapedgradient`	Variable angle shaped gradient
`vashapedgradpulse`	Variable angle shaped gradient pulse
`zero_all_gradients`	Zero all gradients

mod2 — Find integer value modulo 2

Syntax:
```
mod2(vi,vj)
codeint vi;      /* variable for starting value */
codeint vj;      /* variable for result */
```

Description: Sets the value of `vj` equal to `vi` modulo 2.

Arguments: `vi` is the starting integer value and `vj` is the value of `vi` modulo 2 (the remainder after `vi` is divided by 2). Both arguments must be real-time variables (`v1` to `v14`, etc.).

Examples: `mod2(v3,v5);`

Related:

add	Add integer values
assign	Assign integer values
dbl	Double an integer value
decr	Decrement an integer value
divn	Divide integer values
hlv	Half the value of an integer
incr	Increment an integer value
mod4	Find integer value modulo 4
modn	Find integer value modulo n
mult	Multiply integer values
sub	Subtract integer values

mod4 — Find integer value modulo 4

Syntax:
```
mod4(vi,vj)
codeint vi;       /* variable for starting value */
codeint vj;       /* variable for result */
```

Description: Sets the value of `vj` equal to `vi` modulo 4.

Arguments: `vi` is the starting integer value and `vj` is the value of `vi` modulo 4 (the remainder after `vi` is divided by 4). Both arguments must be real-time variables (`v1` to `v14`, etc.).

Examples: `mod4(v3,v5);`

modn — Find integer value modulo *n*

Syntax:
```
modn(vi,vj,vk)
codeint vi;     /* real-time variable for starting value */
codeint vj;     /* real-time variable for modulo number */
codeint vk;     /* real-time variable for result */
```

Description: Sets the value of `vk` equal to `vi` modulo `vj`.

Arguments: `vi` is the starting integer value, `vj` is the modulo value, and `vk` is `vi` modulo `vj` (the remainder after `vi` is divided by `vj`). All arguments must be real-time variables (`v1` to `v14`, etc.).

Examples: `modn(v3,v5,v4);`

msloop — Multislice loop

Applicability: UNITY*INOVA* systems.

Syntax:
```
msloop(state,max_count,apv1,apv2)
char state;           /* compressed or standard */
double max_count;     /* initializes apv1 */
```

```
codeint apv1;          /* maximum count */
codeint apv2;          /* current counter value */
```

Description: Provides a sequence-switchable loop that can use real-time variables in what is known as a compressed loop or it can use the standard arrayed features of PSG. In imaging sequences, `msloop` uses the second character of the `seqcon` string parameter (`seqcon[1]`) for the `state` argument. `msloop` is used in conjunction with `endmsloop`.

Arguments: `state` is either `'c'` to designate the compressed mode, or `'s'` to designate the standard arrayed mode.

`max_count` initializes `apv1`. If `state` is `'c'`, this value should equal the number of slices. If `state` is `'s'`, this value should be 1.0.

`apv1` is real-time variable that holds the maximum count.

`apv2` is a real-time variable that holds the current counter value. If `state` is `'c'`, `apv2` counts from `0` to `max_count-1`. If `state` is `'s'`, `apv2` is set to zero.

Examples:

```
msloop(seqcon[1],ns,v11,v12);
   ...
   poffset_list(pss,gss,ns,v12);
   ...
   acquire(np,1.0/sw);
   ...
endmsloop(seqcon[1],v12);
```

Related:

endmsloop	End multislice loop
loop	Start loop
peloop	Phase-encode loop

mult — Multiply integer values

Syntax:

```
mult(vi,vj,vk)
codeint vi;   /* real-time variable for first factor */
codeint vj;   /* real-time variable for second factor */
codeint vk;   /* real-time variable for product */
```

Description: Sets the value of `vk` equal to the product of the integer values `vi` and `vj`.

Arguments: `vi` is an integer value, `vj` is another integer value, and `vk` is the product of `vi` and `vj`. All arguments must be real-time variables (`v1` to `v14` etc.).

Examples: `mult(v3,v5,v4);`

Related:

add	Add integer values
assign	Assign integer values
dbl	Double an integer value
decr	Decrement an integer value
divn	Divide integer values
hlv	Half the value of an integer
incr	Increment an integer value
mod2	Find integer value modulo 2
mod4	Find integer value modulo 4
modn	Find integer value modulo n
sub	Subtract integer values

O

Top A B C D E G H I L M O P R S T V W X Z

obl_gradient Execute an oblique gradient

Applicability: UNITY*INOVA* systems.

Syntax:
```
obl_gradient(level1,level2,level3)
double level1,level2,level3;  /* gradient values in G/cm */
```

Description: Defines an oblique gradient with respect to the magnet reference frame. This statement is basically the same as the statement oblique_gradient except that obl_gradient uses the parameters psi, phi, and theta in the parameter set rather than setting them directly. It has no return value.

The pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: level1, level2, level3 are gradient values, in gauss/cm.

Examples:
```
obl_gradient(0.0,0.0,gss);
obl_gradient(gro,0.0,0.0);
```

oblique_gradient Execute an oblique gradient

Applicability: UNITY*INOVA* systems.

Syntax:
```
oblique_gradient(level1,level2,level3,psi,phi,theta)
double level1,level2,level3;  /* gradient values in G/cm */
```

```
double psi,phi,theta;         /* Euler angles in degrees */
```

Description: Defines an oblique gradient with respect to the magnet reference frame. It has no return value. The gradient amplitudes (`level1,level2,level3`) are put through a coordinate transformation matrix using `psi`, `phi`, and `theta` to determine the actual *x*, *y*, and *z* gradient levels. These are then converted into DAC values and set with their corresponding `gradient` statements. For more coordinate system information, refer to the manual *VnmrJ Imaging, User Guide*.

The pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `level1`, `level2`, `level3` are gradient values, in gauss/cm.

`psi` is an Euler angle, in degrees, with a range of –90 to +90.

`phi` is an Euler angle, in degrees, with the range of –180 to +180.

`theta` is an Euler angle, in degrees, with the range –90 to +90.

Examples: `oblique_gradient(gvox1,0,0,vpsi,vphi,vtheta);`

`obl_shapedgradient` Execute a shaped oblique gradient

Applicability: UNITY*INOVA* systems.

Syntax: UNITY*INOVA* Systems

```
obl_shapedgradient(pat1,pat2,pat3,
                    width,lvl1,lvl2,lvl3,loops,wait)
char *pat1,*pat2,*pat3;   /* names of gradient shapes */
double width;             /* gradient length in sec */
double lvl1,lvl2,lvl3;    /* gradient values in G/cm */
int loops;                /* times to loop waveform */
int wait;                 /* WAIT or NOWAIT */
```

Description: Defines a shaped oblique gradient with respect to the magnet reference frame.

The pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `pat`, `pat1`, `pat2`, and `pat3` are names of gradient shapes.

`width` is the length of the gradient, in seconds.

`level1`, `level2`, `level3` are gradient values, in gauss/cm.

`loops` is the number of times, from 1 to 255, to loop the waveform.

`wait` is a keyword, either WAIT or NOWAIT, that selects whether or not a delay is inserted to stop until the gradient has completed before executing the next statement.

Examples: UNITY*INOVA* systems

```
obl_shapedgradient("ramp_hold","","",
                             trise,gro,0.0,0.0,1,NOWAIT);
```

`oblique_shapedgradient` Execute a shaped oblique gradient

Applicability: UNITY*INOVA* systems.

Syntax:

```
oblique_shapedgradient(pat1,pat2,pat3,width,lvl1,
                  lvl2,lvl3,psi,phi,theta,loops,wait)
char *pat1,*pat2,*pat3;   /* names of gradient shapes */
double width;             /* gradient length in sec */
```

```
double lvl1,lvl2,lvl3;     /* gradient values in G/cm */
double psi,phi,theta;      /* Euler angles in degrees */
int loops;                 /* times to loop waveform */
int wait;                  /* WAIT or NOWAIT */
```

Description: Defines a shaped oblique gradient with respect to the magnet reference frame. The gradient patterns (`pat1,pat2,pat3`) and the gradient amplitudes (`lvl1,lvl2,lvl3`) are put through a coordinate transformation matrix using `psi`, `phi`, and `theta` to determine the actual *x*, *y*, and *z* gradient levels.

`pat1` and `lvl1` correspond to the logical read-out axis.
`pat2` and `lvl2` correspond to the logical phase-encode axis.
`pat3` and `lvl3` correspond to the logical slice-select axis.

Patterns are read in; scaled according to their respective amplitudes; rotated into *x*, *y*, and *z* patterns; rescaled; converted to DAC values; and written out to temporary files `shapedgradient_x`, `shapedgradient_y`, and `shapedgradient_z` in the user's `shapelib` directory; and set with their corresponding `shapedgradient` statements. If an axis does not have a pattern, use empty quotes ("") to indicate a null pattern. The patterns *must* have the same number of points, or an integral multiple number of points.

The pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `pat1`, `pat2`, `pat3` are names of gradient shapes.

`width` is the length of the gradient, in seconds.

`lvl1`, `lvl2`, `lvl3` are gradient values, in gauss/cm.

`psi` is an Euler angle, in degrees, with a range of –90 to +90.

`phi` is an Euler angle, in degrees, with the range –180 to +180.

`theta` is an Euler angle, in degrees, with the range –90 to +90.

`loops` is the number of times, from 1 to 255, to loop the waveform.

`wait` is a keyword, either WAIT or NOWAIT, that selects whether or not a delay is inserted to stop until the gradient has completed before executing the next statement.

WAIT or NOWAIT adds extra pulse sequence programming flexibility for imaging experiments. It allows performing other pulse sequence events during the gradient pulse. Because `oblique_shapedgradient` "talks" to the *x*, *y*, and *z* gradient axes, NOWAIT cannot be used to produce simultaneous oblique gradient pulses, even if they are orthogonal . In the following example,

```
oblique_shapedgradient(patx,tdelta,gdiff,
                      0.0,0.0, 0.0,0.0,0.0, 1,NOWAIT);

oblique_shapedgradient(paty,tdelta 0.0,gdiff,
                      0.0,0.0,0.0,0.0, 1,NOWAIT);

oblique_shapedgradient(patz,tdelta,0.0,0.0,gdiff,
                      0.0,0.0,0.0, 1,WAIT);
```

the first two function calls set up all three gradients. In both cases, after a few microseconds, the gradient hardware is reset by the third function call, which is the only call fully executed. Even though the third call is executed, expect negative side-effects from the first two suppressed calls.

Examples:

```
oblique_shapedgradient("ramp_hold","","",trise,gvox1,
                      0,0,vpsi,vphi,vtheta,1,NOWAIT);
```

`obsblank` Blank amplifier associated with observe transmitter

Syntax: `obsblank()`

Description: Disables the amplifier for the observe transmitter. This statement is generally used after a call to `obsunblank`.

Related:

`decunblank`	Unblank amplifier associated with first decoupler
`obsunblank`	Unblank amplifier associated with observe transmitter
`rcvroff`	Turn off receiver
`rcvron`	Turn on receiver

`obsoffset` Change offset frequency of observe transmitter

Syntax:
```
obsoffset(frequency)
double frequency;      /* offset frequency */
```

Description: Changes the offset frequency, in Hz, of the observe transmitter (parameter `tof`). It is functionally the same as `offset(frequency,OBSch)`.

- Systems with rf types A or B: the frequency typically changes between 10 to 30 µs, but 100 µs is automatically inserted into the sequence by the `offset` statement so that the time duration of `offset` is constant and not frequency-dependent.
- Systems with rf type C: which necessarily have PTS frequency synthesizers, the frequency shift time is 15.05 µs for standard, non-latching synthesizers and 21.5 µs for the latching synthesizers with the overrange/under-range option.
- UNITY*INOVA*, the frequency shift time is 4 µs.
- *MERCURYplus/-Vx*, this statement inserts a 86.4-µs delay, although the actual switching of the frequency takes 1 µs.
- Systems with an Output board (and only those systems): all `offset` statements by default are preceded internally by a 0.2-µs delay (see the `apovrride` statement for more details).

Arguments: `frequency` is the offset frequency desired for the observe channel.

Examples: `obsoffset(to);`

Related:

`decoffset`	Change offset frequency of first decoupler
`dec2offset`	Change offset frequency of second decoupler
`dec3offset`	Change offset frequency of third decoupler
`offset`	Change offset frequency of transmitter or decoupler

`obspower` Change observe transmitter power level

Applicability: UNITY*INOVA* systems with linear amplifiers.

Syntax:
```
obspower(power)
double power;     /* new coarse power level */
```

Description: Changes observe transmitter power. This statement is functionally the same as `rlpower(value,OBSch)`.

Arguments: `power` sets the power level by assuming values from 0 (minimum power) to 63 (maximum power) on channels with a 63-dB attenuator or from –16 (minimum power) to 63 (maximum power) on channels with a 79-dB attenuator.

CAUTION: **Be careful when using values of obspower greater than 49 (about 2 watts). Performing continuous decoupling or long pulses at power levels greater than this can result in damage to the probe. Use config to set a safety maximum for the tpwr, dpwr, dpwr2, and dpwr3 parameters.**

Related:

`decpower`	Change first decoupler power
`dec2power`	Change second decoupler power
`dec3power`	Change third decoupler power
`rlpower`	Change power level

`obsprgoff` End programmable control of observe transmitter

Applicability: UNITY*INOVA* systems with a waveform generator on the observe transmitter channel.

Syntax: `obsprgoff()`

Description: Terminates any programmable phase and amplitude control on the observe transmitter started by the `obsprgon` statement under waveform control.

`obsprgon` Start programmable control of observe transmitter

Applicability: UNITY*INOVA* systems with a waveform generator on the observe transmitter channel.

Syntax:

```
obsprgon(pattern,90_pulselength,tipangle_resoln)
char *pattern;             /* name of .DEC text file */
double 90_pulselength;     /* 90-deg pulse length, in sec */
double tipangle_resoln;    /* tip-angle resolution */
```

Description: Executes programmable phase and amplitude control on the observe transmitter under waveform control. It returns the number of 12.5-ns ticks (as an integer value) in one cycle of the decoupling pattern. Explicit gating of the observe transmitter with `xmtron` and `xmtroff` is generally required. Arguments can be variables (which requires appropriate `getval` and `getstr` statements) to permit changes via parameters (see second example).

Arguments: `pattern` is the name of the text file (without the `.DEC` file suffix) in the `shapelib` directory that stores the decoupling pattern.
`90_pulselength` is the pulse duration, in seconds, for a 90° tip angle on the observe transmitter.
`tipangle_resoln` is the resolution in tip-angle degrees to which the decoupling pattern is stored in the waveform generator.

Examples:

```
obsprgon("waltz16",pw90,90.0);
obsprgon("modulation",pp90,dres);
ticks=obsprgon("waltz16",pw90,90.0);
```

Related:

`decprgon`	Start programmable decoupling on first decoupler
`dec2prgon`	Start programmable decoupling on second decoupler
`obsprgoff`	End programmable control of observe transmitter

`obspulse` Pulse observe transmitter with amplifier gating

Syntax: `obspulse()`

Description: A special case of the `rgpulse(width,phase,RG1,RG2)` statement, in which `width` is preset to `pw` and `phase` is preset to `oph`. Thus, `obspulse` is exactly equivalent to rgpulse(pw,oph,rof1,rof2). Note that obspulse has nothing whatsoever to do with data acquisition, despite its name. Except in special cases, data acquisition begins at the end of the pulse sequence.

Related:		
	pulse	Pulse observe transmitter with amplifier gating
	rgpulse	Pulse observe transmitter with amplifier gating
	simpulse	Pulse observe, decoupler channels simultaneously
	sim3pulse	Simultaneous pulse on 2 or 3 rf channels

obspwrf Set observe transmitter fine power

Applicability: UNITY*INOVA* systems.

Syntax:
```
obspwrf(power)
double power;     /* new fine power level for OBSch */
```

Description: Changes observe transmitter fine power. This statement is functionally the same as rlpwrf(value,OBSch).

Arguments: value is the fine power desired.

Examples: obspwrf(4.0);

Related:		
	decpwrf	Set first decoupler fine power
	dec2pwrf	Set second decoupler fine power
	dec3pwrf	Set third decoupler fine power
	rlpwrf	Set transmitter or decoupler fine power

obsstepsize Set step size for observe transmitter

Syntax:
```
obsstepsize(step_size)
double step_size;    /* small-angle phase step size */
```

Description: Sets the step size of the observe transmitter. This statement is functionally the same as stepsize(base,OBSch).

Arguments: step_size is the phase step size desired and is a real number or a variable.

Examples: obsstepsize(30.0);

Related:		
	decstepsize	Set step size of first decoupler
	dec2stepsize	Set step size of second decoupler
	dec3stepsize	Set step size of third decoupler
	stepsize	Set small-angle phase step size,

obsunblank Unblank amplifier associated with observe transmitter

Syntax: obsunblank()

Description: Explicitly enables the amplifier for the observe transmitter. obsunblank is generally followed by a call to obsblank.

Related:		
	decblank	Blank amplifier associated with first decoupler
	decunblank	Unblank amplifier associated with first decoupler
	obsblank	Blank amplifier associated with observe transmitter
	rcvroff	Turn off receiver
	rcvron	Turn on receiver

`offset` Change offset frequency of transmitter or decoupler

Use `obsoffset`, `decoffset`, `dec2offset`, or `dec3offset`, as appropriate, in place of this statement.

Applicability:

Syntax:
```
offset(frequency,device)
double frequency;     /* frequency offset */
int device;           /* OBSch, DECch, DEC2ch, or DEC3ch */
```

Description: Changes the offset frequency of the observe transmitter (parameter `tof`), first decoupler (`dof`), second decoupler (`dof2`), or third decoupler (`dof3`).

Arguments: `frequency` is the offset frequency desired.

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

Examples:
```
offset(do2,DECch);
offset(to2,OBSch);
delay(d2);
offset(tof,OBSch);
```

Related:

`decoffset`	Change offset frequency of first decoupler
`dec2offset`	Change offset frequency of second decoupler
`dec3offset`	Change offset frequency of third decoupler
`obsoffset`	Change offset frequency of observe transmitter
`ioffset`	Change offset frequency with IPA

P

Top A B C D E G H I L M O P R S T V W X Z

phase_encode3_gradient	Oblique gradient with phase encode in three axes
phase_encode_shapedgradient	Oblique shaped gradient with PE in one axis
phase_encode3_shapedgradient	Oblique shaped gradient with PE in three axes
poffset (Inova system)	Set frequency based on position
poffset_list	Set frequency from position list
position_offset	Set frequency based on position
position_offset_list	Set frequency from position list
power	Change power level
psg_abort	Abort the PSG process
pulse	Pulse observe transmitter with amplifier gating
putCmd	Send a command to VnmrJ from a pulse sequence
pwrf	Change transmitter or decoupler fine power
pwrm	Change transmitter or decoupler linear modulator power

pbox_ad180 Generate adiabatic 180 deg. shapes using Pbox

Applicability: UNITY*INOVA* systems.

Syntax:
```
pbox_ad180(waveform, ref_pw90, ref_pwr)
char *waveform;
double ref_pw90;
int ref_pwr;
```

Description: Generates adiabatic 180 degree pulses for Pbox experiments.

Arguments: The pulse shape is defined by the argument `waveform` containing the waveform name as defined by the cawurst inversion pulse. The `ref_pwr` is the reference power level in dB and `ref_pw90` is the reference 90 degree pulse duration in microseconds.

Examples:
```
static shape ad180;
ad180 = pbox_ad180("ad180", pwx, pwxlvl);
```

pbox_mix Generate mixing shapes using Pbox.

Applicability: UNITY*INOVA* systems.

Syntax:
```
pbox_mix(mix_pattern, waveform, mix_pwr, ref_pw90,
ref_pwr)
char *mix_pattern, *waveform;
double ref_pw90;
int mix_pwr, ref_pwr;
```

Description: Generates decoupling mixing pulses for Pbox experiments.

Arguments: The pulse shape is defined by the argument `waveform` containing the waveform name as defined in the wavelib/mixing directory by the `mix_pattern` parameter. The `mix_pwr` parameter is the mixing pattern power level in dB. The `ref_pwr` parameter is the reference power level in dB and `ref_pw90` is the reference 90 degree pulse duration in us.

Examples: static shape `hhmix`;
```
hhmix = pbox_mix("HHmix", "DIPSI2", mixpwr, pw*compH,
tpwr);
```

pboxHT_F1 **Generate arbitrary Hadamard encoded shapes in F1 using Pbox**

Applicability: UNITY*INOVA* systems.

Syntax:
```
pboxHT_F1(waveform, ref_pw90, ref_pwr, type)
char *waveform, type;
double ref_pw90;
int ref_pwr;
```

Description: Generates arbitrary pulses for Hadamard experiments according to the Hadamard matrix size defined by ni.

Arguments: The pulse shape is defined by the argument waveform containing the waveform name as defined in the appropriate `wavelib/` directory. The `ref_pwr` is the reference power level in dB and `ref_pw90` is the reference 90 degree pulse duration in µs. Parameter type defines the shape type and can take values of `'e'` (excitation pulses), `'i'` (inversion pulses), `'r'` (refocusing pulses) and `'s'` (sequential inversion pulses).

Examples: `pboxHT_F1("rsnob", pwH*compH, pwHlvl, 'r');`

Related:

pboxHT_F1e	Generate Hadamard encoded excitation shapes in F1 using Pbox
pboxHT_F1s	Generate Hadamard encoded sequential inversion shapes in F1 using Pbox
pboxHT_F1r	Generate Hadamard encoded refocusing shapes in F1 using Pbox
pboxHT_F1i	Generate Hadamard encoded inversion shapes in F1 using Pbox

pboxHT_F1e **Generate Hadamard encoded excitation shapes in F1 using Pbox**

Applicability: UNITY*INOVA* systems.

Syntax:
```
pboxHT_F1e(waveform, ref_pw90, ref_pwr)
char *waveform;
double ref_pw90;
int ref_pwr;
```

Description: Generates excitation pulses for Hadamard experiments according to the Hadamard matrix size defined by `ni`. The pulse element is applied with zero phase if the Hadamard matrix element is '+' and with 180-degree phase if the Hadamard matrix element is '–'.

Arguments: The pulse shape is defined by the argument `waveform` containing the waveform name as defined in wavelib. The `ref_pwr` is the reference power level in dB and `ref_pw90` is the reference 90 degree pulse duration in µs.

Examples: `pboxHT_F1e("esnob", pwH*compH, pwHlvl);`

Related:

pboxHT_F1i	Generate Hadamard encoded inversion shapes in F1 using Pbox
pboxHT_F1s	Generate Hadamard encoded sequential inversion shapes in F1 using Pbox
pboxHT_F1r	Generate Hadamard encoded refocusing shapes in F1 using Pbox
pboxHT_F1	Generate Hadamard encoded arbitrary shapes in F1 using Pbox

pboxHT_F1i **Generate Hadamard encoded inversion shapes in F1 using Pbox**

Applicability: UNITY*INOVA* systems.

Syntax:
```
pboxHT_F1i(waveform, ref_pw90, ref_pwr)
char *waveform; double ref_pw90;
int ref_pwr;
```

Description: Generates inversion pulses for Hadamard experiments according to the Hadamard matrix size defined by `ni`. The pulses elements are encoded according to the 'on/off' principle, where the pulse element is applied if the Hadamard matrix element is '+' and is not applied if the Hadamard matrix element is '–'.

Arguments: The pulse shape is defined by the argument waveform containing the waveform name as defined in wavelib. The `ref_pwr` is the reference power level in dB and `ref_pw90` is the reference 90 degree pulse duration in µs.

Examples: `pboxHT_F1i("gaus180", pwC*compC, pwClvl);`

Related:

`pboxHT_F1e`	Generate Hadamard encoded excitation shapes in F1 using Pbox
`pboxHT_F1s`	Generate Hadamard encoded sequential inversion shapes in F1 using Pbox
`pboxHT_F1r`	Generate Hadamard encoded refocusing shapes in F1 using Pbox
`pboxHT_F1`	Generate Hadamard encoded arbitrary shapes in F1 using Pbox

pboxHT_F1s Generate Hadamard encoded sequential inversion shapes

Applicability: UNITY*INOVA* systems.

Syntax:
```
pboxHT_F1s(waveform, ref_pw90, ref_pwr)
char *waveform;
double ref_pw90;
int ref_pwr;
```

Description: Generates inversion pulses for Hadamard experiments according to the Hadamard matrix size defined by `ni`. The pulse elements are encoded sequentially (inversion of individual sites is carried out sequentially rather than simultaneously) according to the 'on/off' principle, where the pulse element is applied if the Hadamard matrix element is '+' and is not applied if the Hadamard matrix element is '–'.

Arguments: The pulse shape is defined by the argument waveform containing the waveform name as defined in `wavelib`. The `ref_pwr` is the reference power level in dB and `ref_pw90` is the reference 90 degree pulse duration in µs.

Examples: `pboxHT_F1s("gaus180", pwC*compC, pwClvl);`

Related:

`pboxHT_F1e`	Generate Hadamard encoded excitation shapes in F1 using Pbox
`pboxHT_F1i`	Generate Hadamard encoded inversion shapes in F1 using Pbox
`pboxHT_F1r`	Generate Hadamard encoded refocusing shapes in F1 using Pbox
`pboxHT_F1`	Generate Hadamard encoded arbitrary shapes in F1 using Pbox

pboxHT_F1r Generate Hadamard encoded refocusing shapes in F1 using Pbox

Applicability: UNITY*INOVA* systems.

Syntax:
```
pboxHT_F1r(waveform, ref_pw90, ref_pwr)
char *waveform;
double ref_pw90;
int ref_pwr;
```

Description: Generates refocusing pulses for Hadamard experiments according to the Hadamard matrix size defined by ni. The pulse element is applied with zero phase if the Hadamard matrix element is '+' and with 90-degree phase if the Hadamard matrix element is '–'.

The pulse shape is defined by the argument waveform containing the waveform name as defined in `wavelib/refocusing` directory. The `ref_pwr` is the reference power level in dB and `ref_pw90` is the reference 90 degree pulse duration in µs.

Examples: `pboxHT_F1r("rsnob", pwH*compH, pwHlvl);`

Related:

`pboxHT_F1e`	Generate Hadamard encoded excitation shapes in F1 using Pbox
`pboxHT_F1i`	Generate Hadamard encoded inversion shapes in F1 using Pbox
`pboxHT_F1s`	Generate Hadamard encoded sequential inversion shapes in F1 using Pbox
`pboxHT_F1`	Generate Hadamard encoded arbitrary shapes in F1 using Pbox

`pe_gradient` Oblique gradient with phase encode in one axis

Applicability: *NOVA* systems.

Syntax:
```
pe_gradient(stat1,stat2,stat3,step2,vmult2)
double stat1,stat2,stat3;  /* static gradient components */
double step2;              /* variable gradient stepsize */
codeint vmult2;            /* real-time math variable */
```

Description: Oblique gradient levels with one phase encode. The phase encode gradient is associated with the second axis of the logical frame. This corresponds to the convention read, phase, slice for the functions of the logical frame axes.

On UNITY*INOVA* systems `pe_gradient` is same as the statement `phase_encode_gradient` except the Euler angles are read from the default set for imaging. `lim2` is automatically set to half the `nv` (number of views) where `nv` is usually the number of phase encode steps.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step2` is the value, in gauss/cm, of the component for the step size change in the variable portion of the gradient.

`vmult2` is a real-time math variable (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or reference to tables (`t1` to `t60`), whose associated values vary dynamically in a manner controlled by the user.

Examples: `pe_gradient(0.0,-sgpe*nv/2.0,gss,sgpe,v6);`

Related:

`phase_encode_gradient`	Oblique gradient with phase encode in 1 axis

`pe2_gradient` Oblique gradient with phase encode in two axes

Applicability: UNITY*INOVA* systems.

Syntax:
```
pe2_gradient(stat1,stat2,stat3,step2,step3,vmult2,vmult3)
double stat1,stat2,stat3;  /* static gradient components */
double step2,step3;        /* variable gradient stepsize */
codeint vmult2,vmult       /* real-time math variables */
```

Description: Sets only two oblique phase encode gradients.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step2`, `step3` are values, in gauss/cm, of the components for the step size change in the variable portion of the gradient.

`vmult2`, `vmult3` are real-time math variables (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or references to tables (`t1` to `t60`), whose associated values vary dynamically in a manner controlled by the user.

Examples:
```
pe2_gradient(gro,sgpe*nv/2.0,sgpe2*nv2/2.0,
                               sgpe,sgpe2,v6,v8);
```

Related: `pe3_gradient` Oblique gradient with phase encode in 3 axes

`pe3_gradient` Oblique gradient with phase encode in three axes

Applicability: UNITY*INOVA* systems.

Syntax:
```
pe3_gradient(stat1,stat2,stat3,step1,step2,step3,
                                 vmult1,vmult2,vmult3)
double stat1,stat2,stat3;  /* static gradient components */
double step1,step2,step3;  /* gradient step sizes */
codeint vmult1,vmult2,vmult3;  /* real-time variables */
```

Description: Three oblique phase encode gradients.

`pe_gradient` is same as `phase_encode3_gradient` except the Euler angles are read from the default set for imaging. `lim1`, `lim2`, and `lim3` are set to `nv/2`, `nv2/2`, and `nv3/2`, respectively.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step1`, `step2`, `step3` are values, in gauss/cm, of the components for the step size change in the variable portion of the gradient.

`vmult1`, `vmult2`, `vmult3` are real-time math variables (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or references to AP tables (`t1` to `t60`) whose associated values vary dynamically in a manner controlled by the user.

Examples:
```
pe3_gradient(gro,sgpe*nv/2.0,sgpe2*nv2/2.0,0.0,   \
  sgpe,sgpe2,zero,v6,v8);
```

`pe_shapedgradient` Oblique shaped gradient with phase encode in one axis

Applicability: UNITY*INOVA* systems.

Syntax: UNITY*INOVA* systems
```
pe_shapedgradient(pattern,width,
                  stat1,stat2,stat3,step2,vmult2,wait,tag)
char *pattern;            /* name of gradient shape file */
double width;             /* width of gradient in sec */
double stat1,stat2,stat3; /* static gradient components */
double step2;             /* variable gradient step size */
codeint vmult2;           /* real-time math variable */
int wait;                 /* WAIT or NOWAIT */
int tag;                  /* tag to a gradient element */
```

Description: Static oblique shaped gradient one phase encode shaped gradient.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

On UNITY*INOVA* systems `pe_shapedgradient` is same as `phase_encode_shapedgradient` except in `pe_shapedgradient` the Euler angles are read from the default set for imaging. `lim2` is automatically set to `nv/2`, where `nv` is usually the number of phase encode steps.

Arguments: `pattern` is the name of a gradient shape file.

`width` is the length, in seconds, of the gradient.

`stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step2` is the value, in gauss/cm, of the component for the step size change in the variable portion of the gradient.

`vmult2` is a real-time math variable (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or reference to tables (`t1` to `t60`) whose associated values vary dynamically in a manner controlled by the user.

`wait` is a keyword, either WAIT or NOWAIT, that selects whether or not a delay is inserted to wait until the gradient has completed before executing the next statement.

`tag` is a unique integer that “tags” the gradient element from any other gradient elements used in the sequence. These tags are used for variable amplitude pulses.

pe2_shapedgradient Oblique shaped gradient with phase encode in two axes

Applicability: UNITY*INOVA* systems.

Syntax: `pe2_shapedgradient(pattern,width,stat1,stat2,stat3, step2,step3,vmult2,vmult3)`

```
char *pattern;             /* name of gradient shape file */
double width;              /* length of gradient in sec */
double stat1,stat2,stat3;  /* static gradient components */
double step2,step3;        /* variable gradient step size */
codeint vmult2,vmult3;     /* real-time math variables */
```

Description: Sets two oblique phase encode shaped gradients; otherwise, this statement is the same as `pe3_shapedgradient`.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `pattern` is the name of a gradient shape file.

`width` is the length, in seconds, of the gradient.

`stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step2`, `step3` are values, in gauss/cm, of the components for the step size change in the variable portion of the gradient.

`vmult2, vmult3` are real-time math variables (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or references to tables (`t1` to `t60`) whose associated values vary dynamically in a manner controlled by the user.

.

Related: `pe3_shapedgradient` Oblique shaped gradient with phase encode in 3 axes

pe3_shapedgradient **Oblique shaped gradient with phase encode in three axes**

Applicability: UNITY*INOVA* systems.

Syntax:
```
pe3_shapedgradient(pattern,width,stat1,stat2,stat3,
step1,step2,step3,vmult1,vmult2,vmult3)
char *pattern;              /* name of gradient shape file */
double width;               /* width of gradient in sec */
double stat1,stat2,stat3;   /* static gradient components */
double step1,step2,step3;   /* var. gradient components */
codeint vmult1,vmult2,vmult3;   /* real-time variables */
```

Description:

On UNITY*INOVA* systems `pe3_shapedgradient` is same as `phase_encode3_shapedgradient` except the Euler angles are read from the default set for imaging. The `lim1`, `lim2`, and `lim3` arguments in `phase_encode3_shapedgradient` are set to `nv/2`, `nv2/2`, and `nv3/2`, respectively.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `pattern` is the name of a gradient shape file.

`width` is the length, in seconds, of the gradient.

`stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step1`, `step2`, `step3` are values, in gauss/cm, of the components for the step size change in the variable portion of the gradient.

`vmult1`, `vmult2`, `vmult3` are real-time math variables (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or references to tables (`t1` to `t60`) whose associated values vary dynamically in a manner controlled by the user.

`wait` is a keyword, either WAIT or NOWAIT, that selects whether or not a delay is inserted to wait until the gradient has completed before executing the next statement.

peloop **Phase-encode loop**

Applicability: UNITY*INOVA* systems.

Syntax:
```
peloop(state,max_count,apvl,apv2)
char state;          /* compressed or standard */
double max_count;    /* initializes apvl */
codeint apvl;        /* maximum count */
codeint apv2;        /* current counter value */
```

Description: Provides a sequence-switchable loop that can use real-time variables in what is known as a compressed loop, or it can use the standard arrayed features of PSG. In the imaging sequences it uses the third character of the `seqcon` string parameter `seqcon[2]` for the `state` argument. The statement is used in conjunction with the `endpeloop` statement.

`peloop` differs from `msloop` in how it sets the `apv2` variable in standard arrayed mode (`state` is `'s'`). In standard arrayed mode, `apv2` is set to `nth2D-1` if `max_count` is greater than zero. `nth2D` is a PSG internal counting variable for the second dimension. When in the compressed mode, `apv2` counts from zero to `max_count-1`.

Arguments: `state` is either `'c'` to designate the compressed mode, or `'s'` to designate the standard arrayed mode.

apv1 is a real-time variable that holds the maximum count.

apv2 is a real-time variable that holds the current counter value. If state is 's' and max_count is greater than zero, apv2 is set to nth2D-1; otherwise, it is set to zero.

Examples:
```
peloop(seqcon[2],nv,v5,v6);
   msloop(seqcon[1],nv,v11,v12);
      ...
      poffset_list(pss,gss,ns,v12):
      ...
      pe_gradient(gror,-0.5*sgpe*nv,gssr,sgpe,v6);
      ...
      acquire(np,1.0/sw);
     ...
   endmsloop(seqcon[1],v12);
endpeloop(seqcon{2},v6;
```

Related:

endpeloop	End phase-encode loop
loop	Start loop
msloop	Multislice loop

phase_encode_gradient Oblique gradient with phase encode in one axis

Applicability: UNITY*INOVA* systems.

Syntax:
```
phase_encode_gradient(stat1,stat2,stat3,step2,
                      vmult2,lim2,ang1, ang2, ang3)
double stat1,stat2,stat3;  /* static gradient components */
double step2;              /* variable gradient stepsize */
codeint vmult2;            /* real-time math variable */
double lim2;               /* max. gradient value step */
double ang1,ang2,ang3;     /* Euler angles in degrees */
```

Description: Sets static oblique gradient levels plus one oblique phase encode gradient. The phase encode gradient is associated with the second axis of the logical frame. This corresponds to the convention: read, phase, slice for the functions of the logical frame axes. It has no return value.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: stat1, stat2, stat3 are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

step2 is the value, in gauss/cm, of the component for the step size change in the variable portion of the gradient.

vmult2 is a real-time math variable (v1-v14, ct, zero, one, two, three) or reference to tables (t1 to t60), whose associated values vary dynamically in a manner controlled by the user.

lim2 is a value representing the dynamic step that will generate the maximum gradient value for each component. This provides error checking in pulse sequence generation and is normally nv/2.

ang1 is Euler angle psi, in degrees, with the range –90 to +90.

ang2 is Euler angle phi, in degrees, with the range –180 to +180.

ang3 is Euler angle theta, in degrees, with the range –90 to +90.

Related:

oblique_gradient	Execute an oblique gradient
oblique_shapedgradient	Execute a shaped oblique gradient
pe_gradient	Oblique gradient with PE on 1 axis
phase_encode_shapedgradient	Oblique sh. gradient with PE on 1 axis
phase_encode3_gradient	Oblique gradient with PE on 3 axes
phase_encode3_shapedgradient	Oblique sh. gradient with PE on 3 axes

`phase_encode3_gradient` Oblique gradient with phase encode in three axes

Applicability: UNITY*INOVA* systems.

Syntax:

```
phase_encode3_gradient(stat1,stat2,stat3,
                step1,step2,step3,vmult1,vmult2,vmult3,
                lim1,lim2,lim3,ang1,ang2,ang3)
double stat1,stat2,stat3;  /* static gradient components */
double step1,step2,step3;      /* var. gradient stepsize */
codeint vmult1,vmult2,vmult3;  /* real-time variables */
double lim1,lim2,lim3;      /* max. gradient value steps */
double ang1,ang2,ang3;      /* Euler angles in degrees */
```

Description: Sets three oblique phase encode gradients. It has no return value.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step1`, `step2`, `step3` are values, in gauss/cm, of the components for the step size change in the variable portion of the gradient.

`vmult1`, `vmult2`, `vmult3` are real-time math variables (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or references to tables (`t1` to `t60`) whose associated values vary dynamically in a manner controlled by the user.

`lim1`, `lim2`, `lim3` are values representing the dynamic step that will generate the maximum gradient value for each component. This provides error checking in pulse sequence generation and is normally `nv/2`.

`ang1` is Euler angle `psi`, in degrees, with the range –90 to +90.

`ang2` is Euler angle `phi`, in degrees, with the range –180 to +180.

`ang3` is Euler angle `theta`, in degrees, with the range –90 to +90.

Examples:

```
phase_encode3_gradient(0,0,0,0,0,2.0*gcrush/ne,  \
  zero,zero,v12,0,0,0,psi,phi,theta);
```

Related:

pe3_gradient	Oblique gradient with PE in 3 axes
phase_encode_shapedgradient	Oblique sh. gradient with PE on 1 axis
phase_encode3_shapedgradient	Oblique sh. gradient with PE on 3 axes

`phase_encode_shapedgradient` Oblique shaped gradient with PE in one axis

Applicability: UNITY*INOVA* systems.

Syntax:

```
phase_encode_shapedgradient(pattern,width,stat1,stat2,stat3,step2,
                vmult2,lim2,ang1,ang2,ang3,vloops,wait,tag)
char *pattern;              /* name of gradient shape file */
double width;               /* width of gradient in sec */
double stat1,stat2,stat3; /* static gradient components */
double step2;               /* var. gradient step size */
```

```
codeint vmult2;            /* real-time math variable */
double lim2;               /* max. gradient value steps */
double ang1,ang2,ang3;     /* Euler angles in degrees */
codeint vloops;            /* number of loops */
int wait;                  /* WAIT or NOWAIT */
int tag;                   /* tag to a gradient element */
```

Description: Sets static oblique shaped gradients plus one oblique phase encode shaped gradient. The phase encode gradient is associated with the second axis of the logical frame. This corresponds to the convention: read, phase, slice for the functions of the logical frame axes. One gradient shape is used for all three axes. It has no return value.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `pattern` is the name of a gradient shape file.

`width` is the length, in seconds, of the gradient.

`stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step2` is the value, in gauss/cm, of the component for the step size change in the variable portion of the gradient.

`vmult2` is a real-time math variable (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or reference to tables (`t1` to `t60`) whose associated values vary dynamically in a manner controlled by the user.

`lim2` is the value representing the dynamic step that will generate the maximum gradient value for the component. This provides error checking in pulse sequence generation and is normally `nv/2`.

`ang1` is the Euler angle `psi`, in degrees, with the range of –90 to +90.

`ang2` is the Euler angle `phi`, in degrees, with the range of –180 to +180.

`ang3` is the Euler angle `theta`, in degrees, with the range of –90 to +90.

`vloops` is a real-time math variable (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or references to tables (`t1` to `t60`) that dynamically sets the number of times to loop the waveform.

`wait` is a keyword, either WAIT or NOWAIT, that selects whether or not a delay is inserted to wait until the gradient has completed before executing the next statement.

`tag` is a unique integer that “tags” the gradient element from any other gradient elements used in the sequence. These tags are used for variable amplitude pulses.

Related:		
	`oblique_gradient`	Execute an oblique gradient
	`oblique_shapedgradient`	Execute a shaped oblique gradient
	`pe_shapedgradient`	Oblique sh. gradient with PE in 1 axis
	`phase_encode3_shapedgradient`	Oblique sh. gradient with PE on 3 axes

`phase_encode3_shapedgradient` Oblique shaped gradient with PE in three axes

Applicability: UNITY*INOVA* systems.

Syntax:
```
phase_encode3_shapedgradient(pattern,width,stat1,stat2,stat3,
                step1,step2,step3,vmult1,vmult2,vmult3,
                lim1,lim2,lim3,ang1,ang2,ang3,loops,wait)
```

```
char *pattern;              /* name of gradient shape file */
double width;               /* width of gradient in sec */
double stat1,stat2,stat3;   /* static gradient components */
double step1,step2,step3;   /* var. gradient step sizes */
codeint vmult1,vmult2,vmult3;  /* real-time variables */
double lim1,lim2,lim3;      /* max. gradient value steps */
double ang1,ang2,ang3;      /* Euler angles in degrees */
int loops;                  /* number of times to loop */
int wait;                   /* WAIT or NOWAIT */
```

Description: Sets three oblique phase encode shaped gradient. Note that this statement has a `loops` argument that is an integer, as opposed to the `vloops` argument in `phase_encode_shapedgradient`. It has no return value.

Pulse sequence generation aborts if the DACs on a particular gradient are overrun after the angles and amplitude have been resolved.

Arguments: `pattern` is the name of the gradient shape file.

`width` is the length, in seconds, of the gradient.

`stat1`, `stat2`, `stat3` are values, in gauss/cm, of the components for the static portion of the gradient in the logical reference frame.

`step1`, `step2`, `step3` are values, in gauss/cm, of the components for the step size change in the variable portion of the gradient.

`vmult1`, `vmult2`, `vmult3` are real-time math variables (`v1` to `v14`, `ct`, `zero`, `one`, `two`, `three`) or references to tables (`t1` to `t60`) whose associated values vary dynamically in a manner controlled by the user.

`lim1`, `lim2`, `lim3` are values representing the dynamic step that will generate the maximum gradient value for each component. This provides error checking in pulse sequence generation and is normally `nv/2`.

`ang1` is the Euler angle `psi`, in degrees, with the range of –90 to +90.

`ang2` is the Euler angle `phi`, in degrees, with the range of –180 to +180.

`ang3` is the Euler angle `theta`, in degrees, with the range of –90 to +90.

`loops` is non-real-time integer value, from 1 to 255, that sets the number of times to loop the waveform.

`wait` is a keyword, either `WAIT` or `NOWAIT`, that selects whether or not a delay is inserted to wait until the gradient has completed before executing the next statement.

Related:		
	`pe3_shapedgradient`	Oblique sh. gradient with PE in 3 axes
	`phase_encode_shapedgradient`	Oblique sh. gradient with PE on 1 axis
	`phase_encode3_gradient`	Oblique gradient with PE in 3 axes

`phaseshift` Set phase-pulse technique, rf type A or B

Applicability: Systems with rf type A or B (MERCURYplus/-*Vx* systems are rf type E or F).

Syntax: `phaseshift(base,multiplier,device)`

```
double base;            /* base small-angle phase shift */
codeint multiplier;     /* real-time variable */
int device;             /* channel, TODEV or DODEV */
```

Description: Implements the “phase-pulse” technique.

Arguments: `base` is a real number, expression, or variable representing the base phase shift in degrees. Any value is acceptable.

`multiplier` is a real-time variable (`v1` to `v14`, `ct`, etc.). The value must be positive. The actual phase shift is `((base*multiplier)mod360)`.

`device` is `TODEV` (observe transmitter) or `DODEV` (first decoupler).

Examples:
```
phaseshift(60.0,ct,TODEV);
phaseshift(-30.0,v1,DODEV);
```

`poffset` Set frequency based on position

Applicability: UNITY*INOVA* systems.

Syntax:
```
poffset(position,level)
double position;        /* slice position in cm */
double level;           /* gradient level in G/cm */
```

Description: Sets the rf frequency from position and conjugate gradient values. `poffset` is functionally the same as `position_offset` except that `poffset` takes the value of `resfrq` from the `resto` parameter and always assumes the device is the observe transmitter.

Arguments: `position` is the slice position, in cm.

`level` is the gradient level, in gauss/cm, used in the slice selection process.

Examples:
```
poffset(pss[0],gss);
```

Related:		
	`position_offset`	Set frequency based on position

`poffset_list` Set frequency from position list

Applicability: UNITY*INOVA* systems.

Syntax:
```
poffset_list(posarray,grad,nslices,apv1)
double position_array[];  /* position values in cm */
double level;             /* gradient level in G/cm */
double nslices;           /* number of slices */
codeint vi;               /* variable or table */
```

Description: Sets the rf frequency from a position list, conjugate gradient value, and dynamic math selector. `poffset_list` is functionally the same as `position_offset_list` except that `poffset_list` takes the value of `resfrq` from the `resto` parameter, assumes the device is the observe transmitter device OBSch, and assumes that the list number is zero.

Arguments: `position_array` is a list of position values, in cm.

`level` is the gradient level, in gauss/cm, used in the slice selection process.

`nslices` is the number of slices or position values.

`vi` is a dynamic real-time variable (`v1` to `v14`) or table (`t1` to `t60`).

Examples:
```
poffset_list(pss,gss,ns,v8);
```

Related:		
	`getarray`	Retrieves all values of an arrayed parameter
	`position_offset_list`	Set frequency from position list

`position_offset` Set frequency based on position

Syntax:
```
position_offset(pos,grad,resfrq,device)
double pos;             /* slice position in cm */
double grad;            /* gradient level in G/cm */
double resfrq;          /* resonance offset in Hz */
```

```
int device;             /* OBSch, DECch, DEC2ch, or DEC3ch */
```

Description: Sets the rf frequency from position and conjugate gradient values. It has no return value.

Arguments: `pos` is the slice position, in cm.

`grad` is the gradient level, in gauss/cm, used in the slice selection process.

`resfrq` is the resonance offset value, in Hz, for the nucleus of interest.

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

Examples: `position_offset(pos1,gvox1,resto,OBSch);`

Related:

`poffset`	Set frequency based on position
`position_offset_list`	Set frequency from position list

`position_offset_list` Set frequency from position list

Applicability: UNITY*INOVA* systems.

Syntax:

```
position_offset_list(posarray,grad,nslices,   \
  resfrq,device,list_number,apv1)
double posarray[];      /* position values in cm */
double level;           /* gradient level in G/cm */
double nslices;         /* number of slices */
double resfrq;          /* resonance offset in Hz */
int device;             /* OBSch, DECch, DEC2ch, or DEC3ch */
int list_number;        /* number for global list */
codeint vi;             /* real-time variable or table */
```

Description: Sets the rf frequency from a position list, conjugate gradient value, and dynamic math selector. The dynamic math selector (`apv1`) holds the index for required slice offset value as stored in the array. The arrays provided to this statement must count zero up; that is, `array[0]` must have the first slice position and `array[ns-1]` the last. It has no return value.

Arguments: `position_array` is a list of position values, in cm.

`level` is the gradient level, in gauss/cm, used in the slice selection process.

`nslices` is the number of slices or position values.

`resfrq` is the resonance offset, in Hz, for the nucleus of interest.

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

`list_number` is a value for identifying a global list. The first global list must begin at zero and each created list must be incremented by one.

`vi` is a dynamic real-time variable (`v1` to `v14`) or table (`t1` to `t60`).

Related:

`getarray`	Retrieves all values of an arrayed parameter
`poffset_list`	Set frequency from position list
`position_offset`	Set frequency based on position

`power` Change power level

Applicability: Systems with linear amplifiers. Use the statements `obspower`, `decpower`, `dec2power`, or `dec3power`, as appropriate, in preference to `power`.

Syntax: `power(power,device)`

```
int power;        /* new value for coarse power control */
int device;       /* OBSch, DECch, DEC2ch, or DEC3ch */
```

Description: Changes transmitter or decoupler power by assuming values of 0 (minimum power) to 63 (maximum power) on channels with a 63-dB attenuator or –16 (minimum power) to 63 (maximum power) on channels with a 79-dB attenuator. On systems with an Output board, by default, `power` statements are preceded internally by a 0.2-µs delay (see the `apovrride` statement for more details).

Arguments: `power` is the power desired. It must be stored in a real-time variable (`v1-v14`, etc.), which means it cannot be placed directly in the `power` statement. This allows the power to be changed in real-time or from pulse to pulse. Setting the `power` argument is most commonly done using `initval` (see the example). To avoid consuming a real-time variable, use the `rlpower` statement instead of the `power` statement.

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

CAUTION: **On systems with linear amplifiers, be careful when using values of power greater than 49 (about 2 watts). Performing continuous decoupling or long pulses at power levels greater than this can result in damage to the probe. Use config to set a safety maximum for the tpwr, dpwr, dpwr2, and dpwr3 parameters.**

Examples:

```
pulsesequence()
{
double newpwr;
newpwr=getval("newpwr");
initval(newpwr,v2);
power(v2,OBSch);
 ...
}
```

Related:

`decpower`	Change first decoupler power
`dec2power`	Change second decoupler power
`dec3power`	Change third decoupler power
`initval`	Initialize a real-time variable to a specified value
`obspower`	Change observe transmitter power
`pwrf`	Change transmitter or decoupler fine power
`rlpower`	Change transmitter or decoupler power, linear amplifier
`rlpwrf`	Set transmitter or decoupler fine power

`psg_abort` Abort the PSG process

Syntax: `psg_abort(int_error)`

Description: `psg_abort` aborts the PSG process. The acquisition will not start. the error argument is typically 1.

`pulse` Pulse observe transmitter with amplifier gating

Syntax: `pulse(width,phase)`

```
double width;       /* pulse length in sec */
codeint phase;      /* real-time variable for phase */
```

Description: Turns on a pulse the same as the `rgpulse(width,phase,RG1,RG2)` statement, but with `RG1` and `RG2` set to the parameters `rof1` and `rof2`, respectively. Thus, `pulse` is a special case of `rgpulse` where the "hidden" parameters `rof1` and `rof2` remain "hidden."

Arguments: `width` specifies the width of the observe transmitter pulse.

`phase` sets the phase and must be a real-time variable.

Examples: `pulse(pw,v2);`

Related:

`dps_show`	Draw delay or pulses in a sequence for graphical display
`obspulse`	Pulse observe transmitter with IPA
`irgpulse`	Pulse observe transmitter with IPA
`obspulse`	Pulse observe transmitter with amplifier gating
`rgpulse`	Pulse observe transmitter with amplifier gating
`simpulse`	Pulse observe, decoupler channels simultaneously
`sim3pulse`	Simultaneous pulse on 2 or 3 rf channels

`putCmd` Send a command to VnmrJ from a pulse sequence

Applicability: UNITY*INOVA* systems.

Syntax: `putCmd(char *format, ...)`

Description: The `putCmd` function allows execution of any Magical expression from a pulse sequence. For example,

```
putCmd("setvalue('d1',%g,'processed')",d1);
```

updates the `d1` parameter in the experiment processed parameter tree. The arguments to `putCmd` are analogous to those for `printf`. The first argument to `putCmd` is like the `printf` format string.

The `go('check')` command will execute the pulse sequence and any `putCmd` statements. It will not, however, start an acquisition.

Using `putCmd` to update a parameter used as part on an acquisition requires the use of `setvalue` to change the parameter in the processed tree and also in the current tree.

For example:

```
putCmd("setvalue('d1',%g,'processed')
        setvalue('d1',%g,'current')",d1,d1);
```

The integer `checkflag` indicates whether `go('check')` was called, or not. If the `putCmd` is only used when `go('check')` is used, then it is okay to use something like:

```
if (checkflag)
    putCmd("d1=%g",d1);
```

Some parameters are defined as subtype pulse. Examples are `pw`, `p1`, etc. A consequence of this is that the values entered in VnmrJ are multiplied by 1e-6 in PSG. Entering `pw?` from the VnmrJ command line might return 6.4. In PSG, the value of pw will be 6.4e-6. Therefore, the appropriate `putCmd` in this case is:

```
putCmd("pw=%g", pw*1e6)
```

The internal PSG variable is converted back to microseconds for use with `putCmd`. If an arrayed experiment is done, the `putCmd` function is only active for the first increment. Any Magical expression can be used in putCmd. For example:

```
putCmd("banner('acquisition started')");
putCmd("dps");
```

pwrf — Change transmitter or decoupler fine power

Applicability: UNITY*INOVA* systems

Use `obspwrt`, `decpwrf`, `declpwrf`, or `dec3pwrf`.

Syntax: `pwrf(power,device)`

```
int power;       /* new value for fine power control */
int device;      /* OBSch, DECch, DEC2ch, or DEC3ch */
```

Description: Changes the fine power of the device specified by adjusting the optional fine attenuators. Do not execute `pwrf` and `ipwrf` together because they will cancel each other's effect.

Arguments: `power` is the fine power desired. It must be a real-time variable (`v1` to `v14`, etc.), which means it cannot be placed directly in the `pwrf` statement. It can range from 0 to 4095 (60 dB on UNITY*INOVA*, about 6 dB on other systems).

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). On the UNITY*INOVA* only, `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

Examples: `pwrf(v1,OBSch);`

Related:

`ipwrf`	Change transmitter or decoupler fine power
`power`	Change transmitter or decoupler power, linear amp. system
`rlpwrf`	Set transmitter or decoupler fine power

pwrm — Change transmitter or decoupler linear modulator power

UNITY*INOVA* systems only. Use of statements `obspwrf`, `decpwrf`, `dec2pwrf`, or `dec3pwrf`, as appropriate, is preferred.

Syntax: `pwrm(power,device)`

```
int power;       /* new value for fine power control */
int device;      /* OBSch, DECch, DEC2ch, or DEC3ch */
```

Description: Changes the linear modulator power of the device specified by adjusting the optional fine attenuators. Do not execute `pwrm` and `ipwrm` together because they will cancel each other's effect.

Arguments: `power` is the linear modulator power desired. It must be a real-time variable (`v1` to `v14`, etc.), which means the power level as an integer cannot be placed directly in the `pwrm` statement. `power` can range from 0 to 4095 (60 dB on UNITY*INOVA)*.

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

Examples: `pwrm(v1,OBSch);`

Related:

`decpwrf`	Set first decoupler fine power
`dec2pwrf`	Set second decoupler fine power
`dec3pwrf`	Set third decoupler fine power
`ipwrf`	Change transmitter or decoupler fine power with IPA
`ipwrm`	Change transmitter or decoupler linear modulator power
`obspwrf`	Set observe transmitter fine power
`rlpwrm`	Set transmitter or decoupler linear modulator power

R

Top A B C D E G H I L M O P R S T V W X Z

rcvroff **Turn off receiver gate and amplifier blanking gate**

Syntax: `rcvroff()`

Description: The receiver is normally off during the pulse sequence and iis turned on only during acquisition. The `rcvroff` statement also unblanks, or enables, the observe transmitter.

Receiver gating is normally controlled automatically by `decpulse`, `decrgpulse`, `dec2rgpulse`, `dec3rgpulse`, `obspulse`, `pulse`, and `rgpulse`. At the end of each of these statements, the receiver is automatically turned back on *if and only if the receiver has not been previously turned off explicitly by a* `rcvroff` *statement*. In all cases, the receiver is implicitly turned back on immediately prior to data acquisition.

Related:

rcvron	Turn on receiver gate and amplifier blanking gate
recoff	Turn off receiver only
recon	Turn on receiver only

rcvron **Turn on receiver gate and amplifier blanking gate**

Syntax: `rcvron()`

Description: The receiver is normally off during the pulse sequence. It is turned on only during acquisition. On other systems, `rcvron` provides explicit receiver gating in the pulse sequence. The `rcvron` statement also blanks, or disables, the observe transmitter

Receiver gating is normally controlled automatically by `obspulse`, `pulse`, and `rgpulse`, `decpulse`, `decrgpulse`, `dec2rgpulse`, and `dec3rgpulse`. At the end of each of these statements, the receiver is automatically turned back on *if and only if the receiver has not been previously turned off explicitly by a* `rcvroff` *statement*. In all cases, the receiver is implicitly turned back on immediately prior to data acquisition.

The `rcvron` statement automatically executes a delay of `rof3` before turning on the receiver. If `rof3` is not defined then a delay of 2.0 µs is used. Usually the delay protects the receiver from being turned on immediately after an rgpulse statement but `rof3` can be set to zero in other circumstances where it does not immediately follow a pulse.

Related: `rcvroff` Turn off receiver gate and amplifier blanking gate
`recoff` Turn off receiver gate only
`recon` Turn on receiver gate only

`readuserap` Read input from user AP register

Applicability: UNITY*INOVA* systems

Syntax:
```
readuserap(vi)
codeint vi;    /* index to value read in user AP register */
```

Description: Reads input from user AP bus register 3 to a real-time variable. The user can then act on this information using real-time math and real time control statements while the pulse sequence is running. Register 3 is lines 1 to 8 of the USER AP connector J8212 on the Breakout panel on the rear of the left console cabinet. This register interfaces to a bidirectional TTL-compatible 8-bit buffer, which has a 100-ohm series resistor for circuit protection.

`readuserap` stops parsing acodes (acquisition codes) until the lines in the buffer have been read and the value placed in to the specified real-time variable. In order for the parser to parse and stuff more words into the FIFO before underflowing, the `readuserap` statement puts in a 500 µs delay after reading the input. However, depending on what is to be done after reading the lines, a longer delay may be needed to avoid FIFO underflow.

If an error occurs in reading, a warning message is sent to the host and a value of –1 is returned to the real-time variable.

Arguments: `vi` is a real-time variable (`v1` to `v14`, etc.) that indexes a signed or unsigned number read from user AP register 3.

Examples:
```
/* Check a value read in from input register and */
/* execute a pulse if it is the expected value. */
double testval;
testval=getval(testval)    /* set value to check */
initval(testval,v2);
loop(two,v1);       /* reset below makes loop go */
   readuserap(v1); /* until expected value reads in */
   delay(d2);
   sub(v1,v2,v3);
   ifzero(v3);
      pulse(pw,oph);
      assign(one,v1);
   elsenz(v3)
      assign(zero,v1);        /*reset counter*/
```

```
   endif(v3);
endloop(v1);
```

Related:

setuserap	Set user AP register
vsetuserap	Set user AP register using real-time variable

recoff **Turn off receiver gate only**

Applicability: UNITY*INOVA* systems.

Syntax: `recoff()`

Description: Receiver gating has been decoupled from amplifier blanking. The `recoff` statement is similar to the `rcvroff` statement in that it defaults the receiver off throughout the pulse sequence; however, unlike `rcvroff`, the `recoff` statement only affects the receiver gate and does not affect the amplifier blanking gate. In all cases, the receiver is turned off when applying pulses and turned on during acquisition. The default state of the receiver is off (except for whole body systems and for imaging pulses sequences that have the `initparms_sis` statement at the beginning).

Related:

initparms_sis	Initialize parameters for spectroscopy imaging sequences
rcvroff	Turn off receiver gate and amplifier blanking gate
rcvron	Turn on receiver gate and amplifier blanking gate
recon	Turn on receiver gate only

recon **Turn on receiver gate only**

Applicability: UNITY*INOVA* systems.

Syntax: `recon()`

Description: Receiver gating has been decoupled from amplifier blanking. The `recoff` statement is similar to the `rcvron` statement in that it defaults the receiver on throughout the pulse sequence; however, unlike `rcvron`, the `recon` statement only affects the receiver gate and does not affect the amplifier blanking gate. In all cases, the receiver is turned off when applying pulses and turned on during acquisition. The default state of the receiver is off (except for whole body systems and for imaging pulses sequences that have the `initparms_sis` statement at the beginning).

Related:

initparms_sis	Initialize parameters for spectroscopy imaging sequences
rcvroff	Turn off receiver gate and amplifier blanking gate
rcvron	Turn on receiver gate and amplifier blanking gate
recoff	Turn off receiver gate only

rgpulse **Pulse observe transmitter with amplifier gating**

Syntax:

```
rgpulse(width,phase,RG1,RG2)
double width;        /* length of pulse in sec */
codeint phase;       /* real-time variable for phase */
double RG1;          /* gate delay before pulse in sec */
double RG2;          /* gate delay after pulse in sec */
```

Description: Pulses the observe transmitter with amplifier gating. The amplifier is gated on prior to the start of the pulse by `RG1` sec and gated off `RG2` sec after the end of the pulse. The total length of this event is therefore not simply `width`, but `width+RG1+RG2`.

The amplifier gating times `RG1` and `RG2` may be specified explicitly. The parameters `rof1` and `rof2` are often used for these times. These parameters are normally "hidden" parameters, not displayed on the screen and entered by the user. Their values can be interrogated by entering the name of the parameter followed by a question mark (e.g., `rof1?`).

Arguments: `width` specifies the duration, in seconds, of the observe transmitter pulse.

`phase` sets the observe transmitter phase and must be a real-time variable.

`RG1` is the time, in seconds, the amplifier is gated on prior to the start of the pulse (typically 10 µs for $^1H/^{19}F$, 40 µs for other nuclei, and 2 µs for the *MERCURYplus/-Vx*).

`RG2` is the time, in seconds, before the amplifier is gated off after the end of the pulse (typically 10 µs on the *MERCURYplus/-Vx*, and about 5 µs on other systems).

Examples:
```
rgpulse(pw,v1,rof1,rof2);
rgpulse(2.0*pw,v2,1.0e-6,0.2e-6);
```

Related:

obspulse	Pulse observe transmitter with amplifier gating
pulse	Pulse observe transmitter with amplifier gating
simpulse	Pulse observe, decoupler channels simultaneously
sim3pulse	Simultaneous pulse on 2 or 3 rf channels

rgradient — Set gradient to specified level

Applicability: Systems with imaging or PFG modules.

Syntax:
```
rgradient(channel,value)
char channel;       /* gradient 'x', 'y', or 'z' */
double value;       /* amplitude of gradient amplifier */
```

Description: Sets the gradient current amplifier to specified value. In imaging, `rgradient` sets a gradient to a specified level in DAC units.

Arguments: `channel` specifies the gradient to set. It uses one of the characters `'X'`, `'x'`, `'Y'`, `'y'`, `'Z'` or `'z'`. In imaging, `channel` can be `'gread'`, `'gphase'`, or `'gslice'`.

`value` specifies the gradient level by a real number (a DAC setting in imaging) from –4096.0 to 4095.0 for the Performa I PFG module, and from –32768.0 to 32767.0 for the Performa II PFG module.

Examples:
```
rgradient('z',1327.0);
```

Related:

dps_show	Draw delay or pulses in a sequence for graphical display
getorientation	Read image plane orientation
shapedgradient	Generate shaped gradient
vgradient	Set gradient to a level determined by real-time math
zgradpulse	Create a gradient pulse on the z channel

rlpower — Change power level

Applicability: Systems with linear amplifiers. This statement is due to be eliminated in future versions of VnmrJ software. Although it is still functional, you should not write pulse sequences using it and should replace it in existing sequences with Use `obspower`, `decpower`, `dec2power`, or `dec3power`, as appropriate.

Syntax:
```
rlpower(power,device)
```

```
double power;      /* new level for coarse power */
int device;        /* OBSch, DECch, DEC2ch, or DEC3ch */
```

Description: Changes transmitter or decoupler power the same as the power statement but avoids consuming a real-time variable for the value. On systems with the Output board (and only on these systems), by default, `rlpower` statements are preceded internally by a 0.2-µs delay (see the `apovrride` statement for more details).

Arguments: `power` sets the power level by assuming values of 0 (minimum power) to 63 (maximum power) on channels with a 63-dB attenuator or –16 (minimum power) to 63 (maximum power) on channels with a 79-dB attenuator.

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler).

CAUTION: **On systems with linear amplifiers, be careful when using values of rlpower greater than 49 (about 2 watts). Performing continuous decoupling or long pulses at power levels greater than this can result in damage to the probe. Use config to set a safety maximum for the tpwr, dpwr, dpwr2, and dpwr3 parameters.**

Examples: (1)
```
pulsesequence()
{
double satpwr;
satpwr=getval("satpwr");
...
rlpower(satpwr,OBSch);
 ...
}
```

(2) `rlpower(63.0,OBSch);`

Related:

`decpower`	Change first decoupler power
`dec2power`	Change second decoupler power
`dec3power`	Change third decoupler power
`obspower`	Change observe transmitter power
`power`	Change transmitter or decoupler power, linear amp. sys.
`rlpwrf`	Set transmitter or decoupler fine power

`rlpwrf` Set transmitter or decoupler fine power (obsolete)

Description: Use `obspwrf`, `decpwrf`, `dec2pwrf`, or `dec3pwrf`, as appropriate.

Description: Do not write any new pulse sequences using this statement and should replace it in existing sequences. Changes transmitter or decoupler fine power the same as the `pwrf` statement, except `rlpwrf` uses a real-number variable for the power level desired instead of consuming a real-time variable for the level.

Related:

`decpwrf`	Set first decoupler fine power
`dec2pwrf`	Set second decoupler fine power
`dec3pwrf`	Set third decoupler fine power
`ipwrf`	Change transmitter or decoupler fine power with IPA
`obspwrf`	Set observe transmitter fine power
`power`	Change transmitter or decoupler power, lin. amp. sys.
`pwrf`	Change transmitter or decoupler fine power

`rlpwrm` Set transmitter or decoupler linear modulator power

Applicability: UNITY*INOVA* systems.

Syntax:
```
rlpwrm(power,device)
double power;        /* new level for lin. mod. power */
int device;          /* OBSch, DECch, DEC2ch, or DEC3ch */
```

Description: Changes transmitter or decoupler linear modulator power the same as the `pwrm` statement, but to avoid using real-time variables, `rlpwrm` uses a C variable of type double as the argument for the amount of change.

Arguments: `power` is the linear modulation (fine) power desired.

`device` is `OBSch` (observe transmitter), `DECch` (first decoupler), `DEC2ch` (second decoupler), or `DEC3ch` (third decoupler).

Examples: `rlpwrm(4.0,OBSch);`

Related:

`ipwrm`	Change transmitter or decoupler lin. mod. power with IPA
`pwrm`	Change transmitter or decoupler linear modulator power

`rotate` Sets the standard oblique rotation angles

Description: Sets the standard oblique rotation angles psi, phi, and theta for gradient rotation.

Syntax: rotate( )

Examples: `rotate( );`

`rot_angle` Sets user defined oblique rotation angles

Description: Sets user defined oblique rotation Euler angles `ang1`, `ang2`, and `ang3` for gradient rotation.

Syntax: `rot_angle(ang1, ang2, ang3)`

Arguments: `ang1`, `ang2`, and `ang3` are the user defined oblique rotation Euler angles in degrees.

Examples: `rot_angle(ang1,ang2,ang3);`

`rotorperiod` Obtain rotor period of MAS rotor

Applicability: Systems with MAS (magic-angle spinning) rotor synchronization hardware.

Description: Obtains the rotor period.

Syntax:
```
rotorperiod(period)
codeint period;       /* variable to hold rotor period */
```

Arguments: `period` is a real-time variable into which is placed the rotor period as an integer in units of 100 ns. For example, for `rotorperiod(v4)`, if `v4` contains the value 1700, the rotor period is 170 µs and the rotor speed is 1E+7 / 1700 = 5882 Hz.

Examples: `rotorperiod(v4);`

Related:

`rotorsync`	Gated pulse sequence delay from MAS rotor position
`xgate`	Gate pulse sequence from an external event

`rotorsync` Gated pulse sequence delay from MAS rotor position

Applicability: Systems with MAS (magic-angle spinning) rotor synchronization hardware.

Syntax:
```
rotorsync(rotations)
codeint rotations;       /* variable for turns to wait */
```

Description: Inserts a variable-length delay that allows synchronizing the execution of the pulse sequence with a particular orientation of the sample rotor. When the `rotorsync` statement is encountered, the pulse sequence is stopped until the number of rotor rotations has occurred.

Arguments: `rotations` is a real-time variable that specifies the number of rotor rotations to occur before restarting the pulse sequence.

Examples: `rotorsync(v6);`

Related:

rotorperiod	Obtain rotor period of MAS rotor
xgate	Gate pulse sequence from an external event

S

Top A B C D E G H I L M O P R S T V W X Z

`setautoincrement` Set autoincrement attribute for a table

Syntax:
```
setautoincrement(table)
codeint table;       /* real-time table variable */
```

Description: Sets the autoincrement attribute in a table. The index into the table is set to 0 at the start of an FID acquisition and is incremented after each access into the table. Tables using the autoincrement feature cannot be accessed within a hardware loop.

Arguments: `table` is the name of the table (`t1` to `t60`).

Examples: `setautoincrement(t9);`

Related:

`getelem`	Retrieve an element from a table
`loadtable`	Load table elements from table text file
`setdivnfactor`	Set divn-return attribute and divn-factor for table
`setreceiver`	Associate the receiver phase cycle with a table
`settable`	Store an array of integers in a real-time table

`setdivnfactor` Set divn-return attribute and divn-factor for table

Syntax:
```
setdivnfactor(table,divn_factor)
codeint table;         /* real-time table variable */
int divn_factor;       /* number to compress by */
```

Description: Sets the divn-return attribute and divn-factor for a table. The actual index into the table is now set to (index/divn-factor). {0 1}2 is therefore translated by the controller, not by PSG (pulse sequence generation), into 0 0 1 1. The divn-return attribute results in a divn-factor-fold compression of the table.

Arguments: `table` specifies the name of the table (`t1` to `t60`).

`divn_factor` specifies the divn-factor for the table.

Examples: `setdivnfactor(t7,4);`

Related:

`getelem`	Retrieve an element from a table
`loadtable`	Load table elements from table text file
`setautoincrement`	Set autoincrement attribute for a table
`setreceiver`	Associate the receiver phase cycle with a table
`settable`	Store an array of integers in a real-time table

`setreceiver` Associate the receiver phase cycle with a table

Syntax:
```
setreceiver(table)
codeint table;      /* real-time table variable */
```

Description: Assigns the `ct`th element of a table to the receiver variable `oph`. If multiple `setreceiver` statements are used in a pulse sequence, or if the value of `oph` is changed by real-time math statements such as `assign`, `add`, etc., the last value of `oph` prior to the acquisition of data determines the value of the receiver phase.

Arguments: `table` specifies the name of the table (`t1` to `t60`).

Examples: `setreceiver(t18);`

Related:	getelem	Retrieve an element from a table
	loadtable	Load table elements from table text file
	setautoincrement	Set autoincrement attribute for a table
	setdivnfactor	Set divn-return attribute and divn-factor for table
	settable	Store an array of integers in a real-time table

setstatus — Set status of observe transmitter or decoupler transmitter

Applicability: UNITY*INOVA* systems.

Syntax:
```
setstatus(channel,on,mode,sync,mod_freq)
int channel;         /* OBSch, DECch, DEC2ch, or DEC3ch */
int on;              /* TRUE (=on) or FALSE (=off) */
char mode;           /* 'c', 'w', 'g', etc. */
int sync;            /* TRUE (=synchronous) or FALSE */
double mod_freq;     /* modulation frequency */
```

Description: Sets the status of a transmitter independent of the `status` statement, thus overriding decoupler parameters such as `dm` and `dmm`. Since the `setstatus` statement is part of the pulse sequence, it has no effect when only an `su` command is executed. It is the only way the observe transmitter can be modulated. See also: "Amplifier Channel Blanking and Unblanking," page 75

Arguments: `channel` is `OBSch` (observe transmitter), `DECch` (first decoupler), `DEC2ch` (second decoupler), or `DEC3ch` (third decoupler).

`on` is `TRUE` (turn on decoupler) or `FALSE` (turn off decoupler).

`mode` is one of the following values for a decoupler mode (for further information on decoupler modes, refer to the description of the `dmm` parameter in the manual *Command and Parameter Reference*):

- `'c'` sets continuous wave (CW) modulation.
- `'f'` sets fm-fm modulation (swept-square wave).
- `'g'` sets GARP modulation.
- `'m'` sets MLEV-16 modulation.
- `'p'` sets programmable pulse modulation (i.e., waveform).
- `'r'` sets square wave modulation.
- `'u'` (UNITY*INOVA* only) sets user-supplied modulation from external hardware.
- `'w'` sets WALTZ-16 modulation.
- `'x'` sets XY32 modulation.

`sync` is `TRUE` (decoupler is synchronous) or `FALSE` (decoupler is asynchronous).

`mod_freq` is the modulation frequency.

Examples:
```
setstatus(DECch,TRUE,'w',FALSE,dmf);
setstatus(DEC2ch,FALSE,'c',FALSE,dmf2);
```

Related:	status	Change status of decoupler and homospoil

settable — Store an array of integers in a real-time table

Syntax:
```
settable(tablename,numelements,intarray)
codeint tablename;      /* real-time table variable */
```

```
int numelements;        /* number in array */
int *intarray;          /* pointer to array of elements */
```

Description: Stores an integer array in a real-time table. The autoincrement or divn-return attributes can be subsequently associated with a table defined by `settable` by using `setautoincrement` and `setdivnfactor`.

Arguments: `table` is the name of the table (`t1` to `t60`).

`number_elements` is the size of the table.

`intarray` is a C array that contains the table elements, which can range from –32768 to 32767. Before calling `settable`, this array must be predefined and predimensioned in the pulse sequence using C statements.

Examples: `settable(t1,10,int_array);`

Related:

`getelem`	Retrieve an element from a table
`loadtable`	Load AP table elements from table text file
`setautoincrement`	Set autoincrement attribute for a table
`setdivnfactor`	Set divn-return attribute and divn-factor for table
`setreceiver`	Associate the receiver phase cycle with a table

`setuserap` Set user AP register

Applicability: UNITY*INOVA* systems

Syntax: `setuserap(value,register)`

```
real value;       /* value sent to user AP register */
int register;     /* AP bus register number: 0, 1, 2, or 3 */
```

Description: Sets a value in one of the four 8-bit AP bus registers that provide an output interface to user devices. The outputs of these registers go to the USER AP connectors J8212 and J8213, located on the back of the left console cabinet. These outputs have a 100-ohm series resistor for circuit protection.

Arguments: `value` is a signed or unsigned number (real or integer) to output to the specified user AP register. The number is truncated to an 8-bit byte.

`register` is the AP register number, mapped to output lines as follows:

- Register 0 is J8213, lines 9 to 16.
- Register 1 is J8213, lines 1 to 8.
- Register 2 is J8212, lines 9 to 16.
- Register 3 is J8212, lines 1 to 8.

Examples: `setuserap(127.0,0);`

Related:

`readuserap`	Read input from user AP register
`vsetuserap`	Set user AP register using real-time variable

`shapedpulse` Perform shaped pulse on observe transmitter

Applicability: This statement is due to be eliminated in future versions of VnmrJ software. Although it is still functional, you should not write any new pulse sequences using it and should replace it in existing sequences with `shaped_pulse`, which functions exactly the same as `shapedpulse`.

`shaped_pulse` Perform shaped pulse on observe transmitter

Applicability: UNITY*INOVA* systems with a waveform generator on the observe transmitter channel.

Syntax:

```
shaped_pulse(pattern,width,phase,RG1,RG2)
char *pattern;          /* name of .RF text file */
double width;           /* width of pulse in sec */
codeint phase;          /* real-time variable for phase */
double RG1;             /* gating delay before pulse in sec */
double RG2;             /* gating delay after pulse in sec */
```

Description: Performs a shaped pulse on the observe transmitter.

When using the waveform, the shapes are downloaded into the controller before the start of an experiment. The minimum pulse length is and stepsize is 50 ns. If the length is less than 50 ns, the pulse is not executed.

UNITY*INOVA* Systems:

These systems use the waveform generator if it is configured on the channel. Systems without a waveform generator on the channel use the linear attenuator and the small-angle phase shifter are used to effectively perform an `apshaped_pulse` statement.

UNITY*INOVA* Systems address and start the shape when `shaped_pulse` is called. The overhead at the start and end of the shaped pulse varies with the system:

- UNITY*INOVA*: 1 µs (start), 0 (end)
- System with Acquisition Controller board: 10.75 µs (start), 4.3 µs (end)
- System with Output board: 10.95 µs (start), 4.5 µs (end)

UNITY*INOVA* Systems, using the linear attenuator and the small-angle phase shifter to generate a shaped pulse, create AP tables for amplitude and phase on the fly when the `shaped_pulse` statement is called. **It also uses the real-time variables `v12` and `v13` to control the execution of the shape.** It does not use AP table variables. For timing and more information, see the description of `apshaped_pulse`. Note that if using AP tables with shapes that have a large number of points, the FIFO can become overloaded with words generating the pulse shape and `FIFO Underflow` errors can result.

Arguments: `file` is the name of a text file in the `shapelib` directory that stores the rf pattern (leave off the `.RF` file extension).

`width` is the duration, in seconds, of the pulse on the observe transmitter.

`phase` is the phase of the pulse and must be a real-time variable.

`RG1` is the delay, in seconds, between gating the amplifier on and gating the observe transmitter on (the phase shift occurs at the beginning of this delay).

`RG2` is the delay, in seconds, between gating the observe transmitter off and gating the amplifier off.

Examples:

```
shaped_pulse("gauss",pw,v1,rof1,rof2);
```

Related:

`decshaped_pulse`	Shaped pulse on first decoupler
`dec2shaped_pulse`	Shaped pulse on second decouple r
`simshaped_pulse`	Simultaneous two-pulse shaped pulse
`sim3shaped_pulse`	Simultaneous three-pulse shaped pulse

`shapedgradient` Generate shaped gradient pulse

Applicability: Systems with waveform generation on imaging or PFG module.

Syntax:

```
shapedgradient(pattern,width,amp,channel,loops,wait)
char *pattern;       /* name of shape text file */
```

```
double width;        /* length of pulse */
double amp;          /* amplitude of pulse */
char channel;        /* gradient channel 'x', 'y', or 'z' */
int loops;           /* number of loops */
int wait;            /* WAIT or NOWAIT */
```

Description: Operates the selected gradient channel to provide a gradient pulse to the selected set of gradient coils. The pulse has a pulse shape determined by the arguments `name`, `width`, `amp`, and `loops`. Unlike the shaped rf pulses, the shaped gradient leaves the gradients at the last value in the gradient pattern when the pulse completes.

Arguments: `pattern` is the name of a text file without a.GRD extension to describe the shape of the pulse. The text file with a.GRD extension should be located in `$vnmrsystem/shapelib` or in the users directory `$vnmruser/shapelib`.

`width` is the requested length of the pulse in seconds. The pulse length is affected by two factors: (1) the minimum time of every element in the `shape` file must be at least 10 µs long, and (2) the time for every element must be a multiple of 50 ns. If the `width` of the pulse is less than 10 µs times the number of steps in the shape, a warning message is generated. The shaped gradient software rounds each element to a multiple of 50 ns. If the requested width differs from the actual width by more than 2%, a warning message is displayed.

`amp` is a value that scales the amplitude of the pulse. Only the integer portion of the value is used and it ranges from 32767 to –32767; where 32767 is full scale and –32767 is negative full scale.

`channel` selects the gradient coil channel desired and should evaluate to the characters `'x'`, `'y'`, or `'z'`. (Be sure not to confuse the characters `'x'`, `'y'`, or `'z'` with the strings `"x"`, `"y"`, or `"z"`.)

`loops` is a value, from 1 to 255, that allows the user to loop the selected waveform. Note that the given value is the number of loops to be executed and that the values 0 and 1 cause the pattern to execute once.

`wait` is a keyword, either `WAIT` or `NOWAIT`, that selects whether or not a delay is inserted to wait until the gradient is completed before executing the next statement. The total time it will wait is `width*loops`. If loops is supplied as 0, it will be counted as 1 when determining its total time.

Examples: The line:
`#define POVR 1.2e-5 /* shaped pulse overhead=12 us */`
is required for UNITY*INOVA* systems.

UNITY*INOVA*:

```
shapedgradient("hsine",0.02,32767,'y',1,NOWAIT);
```

```
#include "standard.h"
#define POVR 1.2e-5 /* shaped pulse overhead=12 us */
pulsesequence()
{
...
for (i=-32000; i<=32000; i+16000)
{
shapedgradient("hsine",pw+d3+rx1+rx2,i,'x',   \
   1,NOWAIT);
shapedpulse("sinc",pw,oph,rx1,rx2);
delay(d3);
```

```
}
/* This step sets a square gradient from a low value */
/* to a high value while executing a shaped pulse */
/* and a delay during each gradient value. */
...
}
```

Related:	dps_show	Draw delay or pulses in a sequence for graphical display
	rgradient	Set gradient to a specified level
	shapedgradient	Provide shaped gradient pulse to gradient channel
	shaped2Dgradient	Arrayed shaped gradient function
	vgradient	Set gradient to a level determined by real-time math

shaped2Dgradient Generate arrayed shaped gradient pulse

Applicability: Systems with imaging or PFG module.

Syntax:

```
shaped2Dgradient(pattern,width,amp,channel,   \
  loops,wait,tag)
char *pattern;       /* name of pulse shape text file */
double width;        /* length of pulse */
double amp;          /* amplitude of pulse */
char channel;        /* gradient channel 'x', 'y', or 'z' */
int loops;           /* number of loops */
int wait;            /* WAIT or NOWAIT */
int tag;            /* unique number for gradient element */
```

Description: Operates the selected gradient channel to provide a gradient pulse to the selected set of gradient coils. This statement is basically the same as the `shapedgradient` statement except that `shaped2Dgradient` is tailored to be used in pulse sequences where the amplitude is arrayed (imaging sequences).

Arguments: `pattern` is the name of a text file without a.GRD extension that describes the shape of the pulse. The text file with a.GRD extension should be located in `$vnmrsystem/shapelib` or in the users directory `$vnmruser/shapelib`.

`width` is the requested length of the pulse in seconds. The width of the pulse is affected by: (1) (UNITY*INOVA* only**)** the minimum time of every element in the `shape` file must be at least 200 ns long, and (2) (UNITY*INOVA*) the time for every element must be a multiple of 50 ns. If the `width` of the pulse is less than 10 µs times the number of steps in the shape, a warning message is generated. The shaped gradient software will round each element to a multiple of 50 ns. If the requested width differs from the actual width by more than 2%, a warning message is displayed.

`amp` is a value that scales the amplitude of the pulse. Only the integer portion of the value is used and it ranges from 32767 to –32767; where 32767 is full scale and –32767 is negative full scale.

`channel` selects the gradient coil channel desired and should evaluate to the characters `'x'`, `'y'`, or `'z'`. (Be sure not to confuse the characters `'x'`, `'y'`, or `'z'` with the strings `"x"`, `"y"`, or `"z"`.)

`loops` is a value, from 1 to 255, that allows the user to loop the selected waveform. Note that the given value is the number of loops to be executed and that the values 0 and 1 cause the pattern to execute once.

UNITY*INOVA* only: A digital hardware bug affecting looping requires that all patterns be carefully constructed to achieve the desired results.

`wait` is a keyword, either `WAIT` or `NOWAIT`, that selects whether or not a delay is inserted to wait until the gradient is completed before executing the next element. The total time it will wait is `width*loops`.

`tag` is a unique integer that “tags” the gradient element from any other gradient elements used in the sequence.

Examples:

```
#include "standard.h"
pulsesequence()
{
...
shaped2Dgradient("hsine",d3,0.0-gpe,'x',0,NOWAIT,1);
delay(d3);
shaped2Dgradient("hsine",d4,gpe,'y',0,NOWAIT,2);
...
}
```

Related:

`dps_show`	Draw delay or pulses in a sequence for graphical display
`rgradient`	Set gradient to a specified level
`shapedgradient`	Provide shaped gradient pulse to gradient channel
`vgradient`	Set gradient to a level determined by real-time math

`shapedincgradient` Generate dynamic variable gradient pulse

Applicability: Systems with imaging or PFG module.

Syntax:

```
shapedincgradient(channel,pattern,width,   \
 a0,a1,a2,a3,x1,x2,x3,loops,wait)
char channel;       /* gradient channel 'x', 'y', or 'z' */
char *pattern;      /* name of pulse shape text file */
double width;       /* length of pulse */
double a0,a1,a2,a3; /* coefficients to determine level */
codeint x1,x2,x3;   /* variables to determine level */
int loops;          /* number of loops */
int wait;           /* WAIT or NOWAIT */
```

Description: Provides a dynamic, variable shaped gradient pulse controlled using the real-time math functions. The statement drives the chosen gradient with the specified pattern, scaled to the level defined by the formula:

```
level = a0 + a1*x1 + a2*x2 + a3*x3
```

The pulse has a pulse shape determined by the `pattern`, `width`, and `loops` arguments, as well as the calculation of level.

Unlike the shaped rf pulses, the `shapedincgradient` will leave the gradients at the last value in the gradient pattern when the pulse completes. The range of the gradient level is –32767 to +32767. If the requested level lies outside the legal range, it is clipped at the appropriate boundary value. Note that, while each variable in the calculation of level must fit in a 16-bit integer, intermediate sums and products in the calculation are done with double precision, 32-bit integers.

The following error messages are displayed if the requested shape cannot be found or if a width of zero is specified.:

`shapedincgradient: x[i] illegal RT variable: xi` or
`shapedincgradient: no match!`

Arguments: `channel` selects the gradient coil channel desired and should evaluate to the characters `'x'`, `'y'`, or `'z'`. (Be careful not to confuse the characters `'x'`, `'y'`, or `'z'` with the strings `"x"`, `"y"`, or `"z"`.)

`pattern` is the name of a text file without a.GRD extension to describe the shape of the pulse. The text file with a.GRD extension should be located in `$vnmrsystem/shapelib` or in the users directory `$vnmruser/shapelib`.

`width` is the requested length of the pulse in seconds. The width of the pulse is affected by two factors: (1) the minimum time of every element in the shape file must be at least 10 µs, and (2) the time for every element must be a multiple of 50 ns. If the width of the pulse is less than 10 µs times the number of steps in the shape), a warning message is generated. The `shapedincgradient` software will round each element to a multiple of 50 ns. If the requested width differs from the actual width by more than 2%, a warning message is displayed.

`a0`, `a1`, `a2`, `a3`, `x1`, `x2`, `x3` are values used in the calculation of “level.”

`loops` is a value, from 1 to 255, that allows the user to loop the selected waveform. Note that the given value is the number of loops to be executed and that the values 0 and 1 cause the pattern to execute once.

UNITY***INOVA*** only: A digital hardware bug affecting looping requires that all patterns be carefully constructed to achieve the desired results.

`wait` is a keyword, either WAIT or NOWAIT, that selects whether or not a delay is inserted to wait until the gradient is completed before executing the next element. The total time it will wait is `width*loops`. If `loops` is supplied as 0, it will be counted as 1 when determining its total time.

Related:

`getorientation`	Read image plane orientation
`rgradient`	Set gradient to a specified level
`shapedgradient`	Provide shaped gradient pulse to gradient channel
`shaped2Dgradient`	Generate arrayed shaped gradient pulse
`vgradient`	Set gradient to a level determined by real-time math

`shapedvgradient` Generate dynamic variable shaped gradient pulse

Applicability: Systems with imaging or PFG module.

Syntax:

```
shapedvgradient(pattern,width,amp_const,   \
  amp_incr,amp_vmult,channel,vloops,wait,tag)
char *pattern;     /* name of pulse shape text file */
double width;      /* length of pulse */
double amp_const;   /* sets amplitude of pulse */
double amp_incr;    /* sets amplitude of pulse */
codeint amp_vmult;  /* sets amplitude of pulse */
char channel;       /* gradient channel 'x', 'y', or 'z' */
codeint vloops;     /* variable for number of loops */
int wait;           /* WAIT or NOWAIT */
int tag;            /* unique number for gradient element */
```

Description: Operates the selected gradient channel to provide a shaped gradient pulse to the selected set of gradient coils. This statement is tailored to provide a dynamic variable shaped gradient level controlled using the system real-time math functions and real-time looping. The statement drives the chosen gradient shape to the level defined by the formula:

```
amplitude = amp_const + amp_incr*amp_vmult
```

The range of the gradient amplitude is–32767 to +32767, where 32767 is full scale and –32767 is negative full scale.

If the requested level lies outside this range, it is truncated to the appropriate boundary value. Note that the `vloops` argument is also controlled by a real-time AP math variable. Unlike the shaped rf pulses, the shaped gradient leaves the gradients at the last value in the gradient pattern when the pulse completes.

Arguments: `name` is the name of a text file without a.GRD extension to describe the shape of the pulse. The text file with a.GRD extension should be located in `$vnmrsystem/shapelib` or in the user's directory `$vnmruser/shapelib`.

`width` is the requested length of the pulse in seconds. The width of the pulse is affected by two factors: (1) the minimum time of every element in the shape file must be at least 10 µs, and (2) the time for every element must be a multiple of 50 ns. If `width` is less than 10 µs times the number of steps in the shape, a warning message is generated. The shaped gradient software will round each element to a multiple of 50 ns. If the requested width differs from the actual width by more than 2%, a warning message is displayed.

`amp_const`, `amp_incr`, and `amp_vmult` scale the amplitude of the pulse according to the formula above. `amp_const` and `amp_incr` can be values of type double or integer. `amp_vmult` must be a real-time AP math variable (`v1` to `v14`) or a table pointer (`t1` to `t60`). The amplitude ranges are also given above.

`channel` selects the gradient coil channel desired and should evaluate to the characters `'x'`, `'y'`, or `'z'`. (Be careful not to confuse the characters `'x'`, `'y'`, or `'z'` with the strings `"x"`, `"y"`, or `"z"`.)

`vloops` allows the user to loop the selected waveform. Values range from 1 to 255. This also must be a real-time math variable (`v1` to `v14`) or a table pointer (`t1` to `t60`). Do not use 0 for `vloops`, because this may cause inconsistencies when WAIT is selected for the `wait_4_me` argument.

UNITY***INOVA*** only: A digital hardware bug affecting looping requires that all patterns be carefully constructed to achieve the desired results.

`wait` is a keyword, either WAIT or NOWAIT, that selects whether or not a delay is inserted to wait until the gradient is completed before executing the next element. The total time it will wait is `width*vloops`. It uses the `incdelay` statement when waiting for the gradient pulse to complete.

`tag` is a unique integer that "tags" this gradient statement from any other gradient statement used in the sequence.

Examples:

```
#include "standard.h"
pulsesequence()
{
...
char gphase, gread, gslice;
...
amplitude=(int)(0.5*ni*gpe);
stat=getorientation(&gread,&gphase,&gslice,"orient")
;
...
initval(1.0,v1);
initval(nf,v9);
loop(v9,v5);
```

```
...
shapedvgradient("hsine",d3,amplitude,igpe,   \
        v5,gphase,v1,NOWAIT,1);
...
endloop(v5);
...
}
```

Related:

incdelay	Set real-time incremental delay
rgradient	Set gradient to specified level
shapedgradient	Generate shaped gradient pulse
shaped2Dgradient	Generate arrayed shaped gradient pulse
vgradient	Generate dynamic variable gradient pulse

simpulse — Pulse observe and decouple channels simultaneously

Syntax:

```
simpulse(obswidth,decwidth,obsphase,decphase,   \
   RG1,RG2)
double obswidth, decwidth;  /* pulse lengths in sec */
codeint obsphase,decphase;  /* variables for phase */
double RG1;                 /* gating delay before pulse */
double RG2;                 /* gating delay after pulse */
```

Description: Gates the observe and decoupler channels. The shorter of the two pulses is centered on the longer pulse, while the amplifier gating occurs before the start of the longer pulse (even if it is the decoupler pulse) and after the end of the longer pulse.

The absolute difference in the two pulse widths must be greater than or equal to 0.1 µs; otherwise, a timed event of less than the minimum value (0.05 µs) would be produced:

- if the difference is less than 0.1 µs, the pulses are made equally long.
- If the difference is from 0.1 to 0.2 µs, the difference is made 0.2 µs.
- If the difference is larger than 0.2 µs, the difference is made as close as the timing resolution allows (0.0125 µs).

Excluding UNITY*INOVA* systems: the minimum time is 0.2 µs; thus, the times are doubled (the difference must be 0.4 µs, resolution is 0.025 µs).

Arguments: `obswidth` and `decwidth` are the duration, in sec, of the pulse on the observe transmitter and first decoupler, respectively.

`obsphase` and `decphase` are the phase of the pulse on the observe transmitter and the first decoupler, respectively. Each must be a real-time variable.

`RG1` is the delay, in seconds, between gating the amplifier on and gating the first rf transmitter on (all phase shifts occur at the beginning of this delay).

`RG2` is the delay, in seconds, between gating the final rf transmitter off and gating the amplifier off.

Examples: `simpulse(pw,pp,v1,v2,0.0,rof2);`

Related:

decpulse	Pulse the decoupler transmitter
decrgpulse	Pulse decoupler transmitter with amplifier gating
dps_show	Draw delay or pulses in a sequence for graphical display
rgpulse	Pulse observe transmitter with amplifier gating

sim3pulse	Simultaneous pulse on 2 or 3 rf channels
sim4pulse	Simultaneous pulse on four channels

sim3pulse Pulse simultaneously on 2 or 3 rf channels

Applicability: UNITY*INOVA* systems with two or more independent rf channels.

Syntax:
```
sim3pulse(pw1,pw2,pw3,phase1,phase2,phase3,RG1,RG2)
double pw1,pw2,pw3;            /* pulse lengths in sec */
codeint phase1,phase2,phase3;  /* variables for phases */
double RG1;               /* gating delay before pulse */
double RG2;               /* gating delay after pulse */
```

Description: Performs a simultaneous, three-pulse pulse on three independent rf channels. A simultaneous, two-pulse pulse on the observe transmitter and second decoupler can also be performed by setting the pulse length for the first decoupler to 0.0 (see the second example for how this is done).

Timing limitations connected with the difference in pulse widths are covered in the description of simpulse.

Arguments: pw1, pw2, and pw3 are the pulse length, in seconds, of channels OBSch, DECch, and DEC2ch, respectively.

phase1, phase2, and phase3 are the phases of the corresponding pulses. These must be real-time variables (v1 to v14, oph, etc.).

RG1 is the delay, in seconds, between gating the amplifier on and gating the first rf transmitter on (all phase shifts occur at the beginning of this delay).

RG2 is the delay, in seconds, between gating the final rf transmitter off and gating the amplifier off.

Examples:
```
sim3pulse(pw,p1,p2,oph,v10,v1,rof1,rof2);
sim3pulse(pw,0.0,p2,oph,v10,v1,rof1,rof2);
```

Related:

decpulse	Pulse the decoupler transmitter
decrgpulse	Pulse decoupler transmitter with amplifier gating
dps_show	Draw delay or pulses in a sequence for graphical display
rgpulse	Pulse observe transmitter with amplifier gating
simpulse	Pulse observe, decoupler channels simultaneously
sim4pulse	Simultaneous pulse on four channels

sim4pulse Simultaneous pulse on four channels

Applicability: UNITY*INOVA* systems with two or more independent rf channels.

Syntax:
```
sim4pulse(pw1,pw2,pw3,pw4,phase1,phase2,   \
  phase3,phase4,RG1,RG2)
double pw1,pw2,pw3,pw4;    /* pulse length in sec */
codeint phase1,phase2;     /* variables for phase */
codeint phase3,phase4;      /* variables for phase */
double RG1;                 /* gating delay before pulse */
double RG2;                 /* gating delay after pulse */
```

Description: Allows for simultaneous pulses on up to four different channels. If any of the pulses are set to 0.0, no pulse is executed on that channel.

Timing limitations connected with the difference in pulse widths is covered in the description of simpulse.

Arguments: pw1, pw2, pw3, and pw4 are the pulse length, in seconds, of channels OBSch, DECch, DEC2ch, and DEC3ch, respectively.

phase1, phase2, phase3, and phase4 are the phases of the corresponding pulses. Each must be real-time variable (v1-v14, oph, etc.)

RG1 is the delay, in seconds, between gating on the amplifier and turning on the first transmitter (all phases set at beginning of RG1, even if pwn is 0.0).

RG2 is the delay, in seconds, between the final transmitter off and gating the amplifier off.

Examples:
```
sim4pulse(pw,2*pw,p1,2*p1,oph,v3,ZERO,TWO,tof1,rof1);
sim4pulse(pw,0.0,0.0,2*p1,oph,ZERO,ZERO,TWO,rof1,rof1);
```

Related:

rgpulse	Pulse observe channel with amplifier gating
simpulse	Pulse observe and decoupler channel simultaneously
sim3pulse	Pulse simultaneously on 2 or 3 channels

simshaped_pulse Perform simultaneous two-pulse shaped pulse

Applicability: UNITY*INOVA* Systems with a waveform generator on two or more rf channels.

Syntax:
```
simshaped_pulse(obsshape,decshape,obswidth,   \
  decwidth,obsphase,decphase,RG1,RG2)
char *obsshape,*decshape;    /* names of .RF shape files */
double obswidth, decwidth;   /* pulse lengths in sec */
codeint obsphase,decphase;   /* variables for phase */
double RG1;                  /* gating delay before pulse */
double RG2;                  /* gating delay after pulse */
```

Description: Performs a simultaneous, two-pulse shaped pulse on the observe transmitter and the first decoupler under waveform control.

If either obswidth or decwidth is 0.0, no pulse occurs on the corresponding channel. If both obswidth and decwidth are non-zero and either obsshape or decshape is set to the null string (''), then a rectangular pulse occurs on the channel with the null shape name. If either the pulse width is zero or the shape name is the null string, then a waveform is not required on that channel.

UNITY*INOVA*:

The overhead at the start and end of the two-pulse shaped pulse varies with the system:

- UNITY*INOVA*: 1.45 μs (start), 0 (end).
- Systems with an Acquisition Controller board: 21.5 μs, 8.6 μs.
- Systems with an Output board: 21.7 μs, 8.8 μs.

These values hold regardless of the values for the arguments obswidth and decwidth.

Arguments: obsshape is the name of the text file in the shapelib directory that contains the rf pattern to be executed on the observe transmitter.

decshape is the name of the text file in the shapelib directory that contains the rf pattern to be executed on the first decoupler.

obswidth is the length of the pulse, in seconds, on the observe transmitter.

decwidth is the length of the pulse, in seconds, on the first decoupler.

obsphase is the phase of the pulse on the observe transmitter. The value must be a real-time variable (v1 to v14, oph, etc.).

`decphase` is the phase of the pulse on the first decoupler. The value must be a real-time variable (`v1` to `v14`, `oph`, etc.).

`RG1` is the delay, in seconds, between gating the amplifier on and gating the first rf transmitter on (all phase shifts occur at the beginning of this delay).

`RG2` is the delay, in seconds, between gating the final rf transmitter off and gating the amplifier off.

Examples:
```
simshaped_pulse("gauss","hrm180",pw,p1,v2,v5,  \
  rof1,rof2);
```

Related:

decshaped_pulse	Shaped pulse on first decoupler
dec2shaped_pulse	Shaped pulse on second decoupler
shaped_pulse	Shaped pulse on observe transmitter
sim3shaped_pulse	Simultaneous three-pulse shaped pulse

sim3shaped_pulse Perform a simultaneous three-pulse shaped pulse

Applicability: UNITY*INOVA* systems with a waveform generator on three or more rf channels.

Syntax:
```
sim3shaped_pulse(obsshape,decshape,dec2shape,  \
  obswidth,decwidth,dec2width,obsphase,  \
  decphase,dec2phase,RG1,RG2)
char *obsshape;       /* name of obs .RF file */
char *decshape;       /* name of dec .RF file */
char *dec2shape;      /* name of dec2 .RF file */
double obswidth;      /* obs pulse length in sec */
double decwidth;      /* dec pulse length in sec */
double dec2width;     /* dec2 pulse length in sec */
codeint obsphase;     /* obs real-time var. for phase */
codeint decphase;     /* dec real-time var. for phase */
codeint dec2phase;    /* dec2 real-time var for phase */
double RG1;           /* gating delay before pulse in sec */
double RG2;           /* gating delay after pulse in sec */
```

Description: Performs a simultaneous, three-pulse shaped pulse under waveform control on three independent rf channels.

`sim3shaped_pulse` can also be used to perform a simultaneous two-pulse shaped pulse on any combination of three rf channels. This can be achieved by setting one of the pulse lengths to the value 0.0 (see the second example for an illustration of how this is done).

If any of the shape names are set to the null string (`''`), then a rectangular pulse occurs on the channel with the null shape name. If either the pulse width is zero or the shape name is the null string, then a waveform is not required on that channel.

UNITY*INOVA*:

The overhead at the start and end of the shaped pulse varies:

- UNITY*INOVA*: 1.95 µs (start), 0 (end).
- Systems with an Acquisition Controller board: 32.25 µs, 12.9 µs.
- Systems with an Output board: 32.45 µs, 13.1 µs.

These values hold regardless of the values of the arguments `obswidth`, `decwidth`, and `dec2width`.

Arguments: `obsshape` is the name of the text file in the `shapelib` directory that contains the rf pattern to be executed on the observe transmitter.

`decshape` is the name of the text file in the `shapelib` directory that contains the rf pattern to be executed on the first decoupler.

`dec2shape` is the name of the text file in the `shapelib` directory that contains the rf pattern to be executed on the second decoupler.

`obswidth` is the length of the pulse, in seconds, on the observe transmitter.

`decwidth` is the length of the pulse, in seconds, on the first decoupler.

`dec2width` is the length of the pulse, in seconds, on the second decoupler.

`obsphase` is the phase of the pulse on the observe transmitter. The value must be a real-time variable (`v1` to `v14`, `oph`, etc.).

`decphase` is the phase of the pulse on the first decoupler. The value must be a real-time variable (`v1` to `v14`, `oph`, etc.).

`dec2phase` is the phase of the pulse on the second decoupler. The value must be a real-time variable (`v1` to `v14`, `oph`, etc.).

`RG1` is the delay, in seconds, between gating the amplifier on and gating the first rf transmitter on (all phase shifts occur at the beginning of this delay).

`RG2` is the delay, in seconds, between gating the final rf transmitter off and gating the amplifier off.

Examples:
```
sim3shaped_pulse("gauss","hrm180","sinc",pw,p1,p2, \
  v2,v5,v6,rof1,rof2);
sim3shaped_pulse("dumy","hrm180","sinc",0.0,p1,p2, \
  v2,v5,v6,rof1,rof2);
```

Related:

`decshaped_pulse`	Shaped pulse on first decoupler
`dec2shaped_pulse`	Shaped pulse on second decoupler
`shaped_pulse`	Shaped pulse on observe transmitter
`simshaped_pulse`	Simultaneous two-pulse shaped pulse

`sli` Set SLI lines

Applicability: UNITY*INOVA* systems.

Syntax:
```
sli(address,mode,value)
int address;         /* SLI board address */
int mode;            /* SLI_SET, SLI_OR, SLI_AND, SLI_XOR */
unsigned value;      /* bit pattern */
```

Description: Sets lines on the SLI board. It has no return value. Systems with imaging capability and the Synchronous Line Interface (SLI) board, an option that provides an interface to custom user equipment.The board contains 32 TTL-compatible logic signals that can be set by these functions. Each line has an LED indicator and a 100-ohm series resistor for circuit protection. The lines are accessible through the 50-pin ribbon connector J4 on the front edge of the SLI board. The pin assignments are as follows:

- Pins 1 and 49 are a +5 V supply through 100-ohm series resistor (enabled by installing jumper J3L)
- Pins 3 to 10 control bits 0 to 7
- Pins 12 to 19 control bits 8 to 15
- Pins 21 to 28 control bits 16 to 23
- Pins 41 to 48 control bits 24 to 31
- Pins 2, 11, 20, 29, 40, and 50 are ground

`sli` has a pre-execution delay of 10.950 µs but no post-execution delay. The delay is composed of a 200-ns startup delay.

UNITY*INOVA*: with 5 AP bus cycles (1 AP bus cycle = 2.150 µs).

The logic levels on the SLI lines are not all set simultaneously. The four bytes of the 32 bit word are set consecutively, the low-order byte first. The delay between setting of consecutive bytes is 1 AP bus cycle ±100 ns. (This 100-ns timing jitter is non-cumulative.)

The error message `Illegal mode: n` is caused by the `mode` argument not being one of `SLI_SET`, `SLI_OR`, `SLI_XOR`, or `SLI_AND`.

Arguments: `address` is the address of the SLI board in the system. It must match the address specified by jumper J7R on the board. Note that the jumpers 19-20 through -2 specify bits 2 through 11, respectively. Bits 0 and 1 are always zero. An installed jumper signifies a "one" bit, and a missing jumper a "zero". The standard addresses for the SLI in the VME card cage:

- Digital (left) side is C90 (hex) = 3216
- Analog (right) side is 990 (hex) = 2448

`mode` determines how to combine the specified value with the current output of the SLI to produce the new output. The four possible modes:

- `SLI_SET` is to load the new value directly into the SLI
- `SLI_OR` is to logically OR the new value with the old
- `SLI_AND` is to logically AND the new value with the old
- `SLI_XOR` is to logically XOR the new value with the old

`value` (as modified by the `mode` argument) specifies the bit pattern to be set in the SLI board. This should be a non-negative number, between 0 (all lines low) and 2^{32}–1 (all lines high).

Examples:

```
pulsesequence()
{
...
int SLIaddr;         /* Address of SLI board */
unsigned SLIbits;    /* 32 bits of SLI line settings */
...
SLIbits = getval("sli");
SLIaddr = getval("address");
...
sli(SLIaddr, SLI_SET, SLIbits);
...
}
```

Note that `sli` and `address` are not standard parameters, but need to be created by the user if they are mentioned in a user pulse sequence (for details, see the description of the `create` command).

Related:

`sp#on`	Turn on specified spare line
`sp#off`	Turn off specified spare line
`vsli`	Set SLI lines from real-time variable

`sp#off` Turn off specified spare line (Inova #=1 to 5)

Applicability: UNITY*INOVA* systems.

Syntax: `sp1off()` to `sp3off()`

Description: Turns off the specified user-dedicated spare line connector (`sp1off` for SPARE 1, `sp2off` for SPARE 2, etc.) for high-speed device control.

- UNITY*INOVA* has five spare lines available from the Breakout panel on the back of the left console cabinet.

Examples:
```
sp1off();
sp3off();
```

sp#on — Turn on specified spare line (Inova #=1 to 5)

Applicability: UNITY*INOVA* systems.

Syntax: `sp1on()` to `sp3on()`

Description: Turns on the specified user-dedicated spare line connector (`sp1on` for SPARE 1, `sp2on` for SPARE 2, etc.) for high-speed device control. Each spare line changes from low to high when turned on.

- UNITY*INOVA* has five spare lines available from the Breakout panel on the back of the left console cabinet.

Examples:
```
sp1on();
sp3on();
```

spinlock — Control spin lock on observe transmitter

Applicability: UNITY*INOVA* Systems with a waveform generator on the observe transmitter channel.

Syntax:
```
spinlock(pattern,90_pulselength,tipangle_resoln,  \
  phase,ncycles)
char *pattern;         /* name of .DEC text file */
double 90_pulselength; /* 90-deg pulse length of channel */
double tipangle_resoln;/* resolution of tip angle */
codeint phase;          /* phase of spin lock */
int ncylces;            /* number of cycles to execute */
```

Description: Executes a waveform-controlled spin lock on the observe transmitter. Both the rf gating and the mixing delay are handled within this function. Arguments can be variables (which require the appropriate `getval` and `getstr` statements) to permit changes via parameters (see the second example).

Arguments: `pattern` is the name of the text file in the `shapelib` directory that stores the decoupling pattern (leave off the `.DEC` file extension).

`90_pulselength` is the pulse duration for a 90° tip angle on the observe transmitter.

`tipangle_resoln` is the resolution in tip-angle degrees to which the decoupling pattern is stored in the waveform generator.

`phase` is the phase angle of the spin lock. It must be a real-time variable (`v1` to `v14`, `oph`, etc.).

`ncycles` is the number of times that the spin-lock pattern is to be executed.

Examples:
```
spinlock("mlev16",pw90,90.0,v1,50);
spinlock(locktype,pw,resol,v1,cycles);
```

Related:

`decspinlock`	First decoupler spin lock waveform control
`dec2spinlock`	Second decoupler spin lock waveform control
`dec3spinlock`	Third decoupler spin lock waveform control

`starthardloop` Start hardware loop

Syntax:
```
starthardloop(vloop)
codeint vloop;   /* real-time variable for loop count */
```

Description: Starts a hardware loop. The number of repetitions of the hardware loop must be two or more. If the number of repetitions is 1, the hardware looping feature is not activated. A hardware loop with a count equal to 0 is not permitted and generates an error. Depending on the pulse sequence, additional code may be needed to trap for this condition and skip the `starthardloop` and `endhardloop` statements if the count is 0.

Only instructions that require no further intervention by the acquisition computer (pulses, delays, acquires, and other scattered instructions) are allowed in a hard loop. Most notably, no real-time math statements are allowed, thereby precluding any phase cycle calculations. The number of events included in the hard loop, including the total number of data points if acquisition is performed, is subject to the following limitations:

- 2048 or less for the Data Acquisition Controller board, Pulse Sequence Controller board, or *MERCURYplus/-Vx* STM/Output board.
- 1024 or less for the Acquisition Controller board.
- 63 or less for the Output board (see the description section of the `acquire` statement for further information about these boards).

In all cases, the number of events must be greater than one. No nesting of hard loops is allowed.

For the Output board, a hardware loop must be preceded by some timed event other than an explicit acquisition or another hardware loop. If two hardware loops must follow one another, it will therefore be necessary to insert a statement like `delay(0.2e-6)` between the first `endhardloop` and the second `starthardloop`. With only a single hardware loop, there is no timing limitation on the length of a single cycle of the loop. With two hardware loops (such as a loop of pulses and delays followed by an implicit acquisition), the first hardware loop must have a minimum cycle length of approximately 80 µs. With three or more hardware loops, loops that are not the first or last must have a minimum cycle length of about 100 µs.

For the Data Acquisition Controller, Pulse Sequence Controller, Acquisition Controller, and *MERCURYplus/-Vx* STM/Output boards, there are no timing restrictions between multiple, back-to-back hard loops. There is one subtle restriction placed on the actual duration of a hard loop if back-to-back hard loops are encountered: the duration of the *i*th hard loop must be N(i+1) * 0.4 µs, where N(i+1) is the number of events occurring in the (i+1)th hard loop.

Arguments: `vloop` is the number of hardware loop repetitions. It must be a real-time variable (`v1` to `v14`, `ct`, etc.) and *not* an integer, a real number, or a regular variable.

Examples: `starthardloop(v2);`

Related:

`acquire`	Explicitly acquire data
`endhardloop`	End hardware loop

`status` Change status of decoupler and homospoil (z-shim coil)

Applicability: UNITY*INOVA* systems.

Syntax:
```
status(state)
int state;     /* index: A, B, C, ..., Z */
```

Description: Controls decoupler and homospoil gating. Parameters controlled by `status` are `dm` (first decoupler mode), `dmm` (first decoupler modulation mode), `dm2` (second decoupler mode), `dm3` (third decoupler mode), `dmm2` (second decoupler modulation mode), and `dmm3` (third decoupler modulation mode).

Each of these parameters can have multiple states: `status(A)` sets each parameter to the state described by the first letter of its value, `status(B)` uses the second letter, etc. If a pulse sequence has more status statements than there are status modes for a particular parameter, control reverts to the last letter of the parameter value. Thus if `dm='ny'`, `status(C)` will look for the third letter, find none, and then use the second letter (`y`) and turn the decoupler on (actually, leave the decoupler on).

The states do not have to increase monotonically during a pulse sequence. It is perfectly possible to write a pulse sequence that starts with `status(A)`, goes later to `status(B)`, then goes back to `status(A)`, then to `status(C)`, etc.

Homospoil is treated slightly differently than the decoupler. If a particular homospoil code letter is `'y'`, delays coded as `hsdelay` that occur during the time the `status` corresponds to that code letter will begin with a homospoil pulse, the duration of which is determined by the parameter `hst`. Thus if `hs='ny'`, all `hsdelay` delays that occur during `status(B)` will begin with a homospoil pulse. The final status always occurs during acquisition, at which time a homospoil pulse is not permitted. Thus, if a particular pulse sequence uses `status(A)`, `status(B)`, and `status(C)`, `dm` and other decoupler parameters can have up to three letters, but `hs` has only two, because having `hs='y'` during `status(C)` is meaningless and is consequently ignored. See also: "Amplifier Channel Blanking and Unblanking," page 75

UNITY*INOVA* Systems and all systems with class C amplifiers to switch from low-power to high-power decoupling, insert `dhpflag=TRUE;` or `dhpflag=FALSE;` in a pulse sequence just before a `status` statement.

Arguments: `state` sets the status mode to A, B, C, ..., or Z.

Examples: `status(A);`

Related:		
	`hsdelay`	Delay specified time with possible homospoil pulse
	`setstatus`	Set status of observe transmitter or a decoupler transmitter
	`statusdelay`	Execute the status statement with a given delay time

`statusdelay` Execute the status statement with a given delay time

Applicability: UNITY*INOVA* systems.

Syntax:
```
statusdelay(state,time)
int state;       /* index: A, B, C, ..., Z */
double time;     /* delay time, in sec. */
```

Description: Executes the `status` statement and delays for the time provided as an argument. `statusdelay` allows the user to specify a defined period of time for the `status` statement to execute.

UNITY*INOVA*:

The current `status` statement takes a variable amount of time to execute, which depends on the number of rf channels configured in the system, the previous status state of each decoupler channel, and the new status state of each decoupler channel. This time is small (on the order of a few microseconds without programmable decoupling to tens of microseconds with programmable decoupling) but can be significant in certain experiments.

If the amount of time given as an argument is not long enough to account for the overhead delays of `status`; the pulse sequence will still run, but a warning message will be generated to let the user know of the discrepancy.

The following table lists the maximum amount of time per channel for the `status` statement to execute is 2.5 microseconds.

Without programmable decoupling (µs)	*With programmable decoupling (µs)*
2.5	2.5

Arguments: `state` specifies the status mode as A,B,C,...,Z.

`time` specifies the delay time, in seconds.

Examples:
```
statusdelay(A,d1);
statusdelay(B,0.000010);
```

Related:

`status`	Change status of decoupler and homospoil

`stepsize` Set small-angle phase step size

Applicability: UNITY*INOVA* systems with rf type C or D and *MERCURYplus/-Vx*. This statement is due to be eliminated in future versions of VnmrJ software. Although it is still functional, you should not write any pulse sequences using it and should replace it in existing sequences with Use `obsstepsize`, `decstepsize`, `dec2stepsize`, or `dec3stepsize`, as appropriate.

Syntax:
```
stepsize(step_size,device)
double step_size;      /* step size of phase shifter */
int device;            /* OBSch, DECch, DEC2ch, or DEC3ch */
```

Description: Sets the step size of the small-angle phase increment for a particular device. The phase information into statements `decpulse`, `decrgpulse`, `dec2rgpulse`, `dec3rgpulse`, `pulse`, `rgpulse`, and `simpulse` is still expressed in units of 90°.

Arguments: `step_size` is a real number or a variable for the phase step size desired.

`device` is `OBSch` (observe transmitter) or `DECch` (first decoupler). `device` can also be `DEC2ch` (second decoupler) or `DEC3ch` (third decoupler). The `step_size` phase shift selected is active only for the `xmtrphase` statement if `device` is `OBSch`, only for the `dcplrphase` statement if `device` is `DECch`, only for the `dcplr2phase` statement if `device` is `DEC2ch`, or only for the `dcplr3phase` statement if the device is `DEC3ch`.

Examples:
```
stepsize(30.0,OBSch);
stepsize(step,DEC2ch);
```

Related:

`dcplrphase`	Set small-angle phase of first decoupler,
`dcplr2phase`	Set small-angle phase of second decoupler,
`dcplr3phase`	Set small-angle phase of third decoupler,
`decstepsize`	Set step size of first decoupler
`dec2stepsize`	Set step size of second decoupler
`dec3stepsize`	Set step size of third decoupler
`obsstepsize`	Set step size of observe transmitter
`xmtrphase`	Set small-angle phase of observe transmitter, rf type C

sub **Subtract integer values**

Syntax:
```
sub(vi,vj,vk)
codeint vi;    /* real-time variable for minuend */
codeint vj;    /* real-time variable for subtrahend */
codeint vk;    /* real-time variable for difference */
```

Description: Sets the value of `vk` equal to `vi-vj`.

Arguments: `vi` is the integer value of the minuend, `vj` is the integer value of the subtrahend, and `vk` is the difference of `vi` and `vj`. Each argument must be a real-time variable (`v1` to `v14`, `oph`, etc.).

Examples: `sub(v2,v5,v6);`

Related:

`add`	Add integer values
`assign`	Assign integer values
`dbl`	Double an integer value
`decr`	Decrement an integer value
`divn`	Divide integer values
`hlv`	Half the value of an integer
`incr`	Increment an integer value
`mod2`	Find integer value modulo 2
`mod4`	Find integer value modulo 4
`modn`	Find integer value modulo n
`mult`	Multiply integer values

T

Top A B C D E G H I L M O P R S T V W X Z

`text_error`	Send a text error message to VnmrJ
`text_message`	Send a message to VnmrJ
`tsadd`	Add an integer to AP table elements
`tsdiv`	Divide an integer into AP table elements
`tsmult`	Multiply an integer with AP table elements
`tssub`	Subtract an integer from AP table elements
`ttadd`	Add a table to a second table
`ttdiv`	Divide a table into a second table
`ttmult`	Multiply a table by a second table
`ttsub`	Subtract a table from a second table
`txphase`	Set quadrature phase of observe transmitter

text_error **Send a text error message to VnmrJ**

Syntax: `text_error(char *format, ...)`

Description: Sends an error message to VnmrJ and writes the message into the file `userdir+'/psg.error'`.

`text_message` Send a message to VnmrJ

Syntax: `text_message(char *format, ...)`

Description: Sends a message to VnmrJ. text_message is like warn_message, except it does not cause the beep to occur.

`tsadd` Add an integer to table elements

Syntax:
```
tsadd(table,scalarval,moduloval)
codeint table;        /* real-time table variable */
int scalarval;        /* integer added */
int moduloval;        /* modulo value of result */
```

Description: A run-time scalar operation that adds an integer to elements of a table.

Arguments: `table` specifies the name of the table (`t1` to `t60`).

`scalarval` is an integer to be added to each element of the table.

`moduloval` is the modulo value taken on the result of the operation if `moduloval` is greater than 0.

Examples: `tsadd(t31,4,4);`

Related:

tsdiv	Divide an integer into table elements
tsmult	Multiply an integer with table elements
tssub	Subtract an integer from table elements

`tsdiv` Divide an integer into table elements

Syntax:
```
tsdiv(table,scalarval,moduloval)
codeint table;        /* real-time table variable */
int scalarval;        /* integer divisor */
int moduloval;        /* modulo value of result */
```

Description: A run-time scalar operation that divides an integer into the elements of an table.

Arguments: `table` specifies the name of the table (`t1` to `t60`).

`scalarval` is an integer to be divided into each element of the table. `scalarval` must not equal 0; otherwise, an error is displayed and PSG aborts.

`moduloval` is the modulo value taken on the result of the operation if `moduloval` is greater than 0.

Examples: `tsdiv(t31,4,4);`

Related:

tsadd	Add an integer to table elements
tsmult	Multiply an integer with table elements
tssub	Subtract an integer from table elements

`tsmult` Multiply an integer with table elements

Syntax:
```
tsmult(table,scalarval,moduloval)
codeint table;          /* real-time table variable */
int scalarval;          /* integer multiplier */
int moduloval;          /* modulo value of result */
```

Description: A run-time scalar operation that multiplies an integer with the elements of a table.

Arguments: `table` specifies the name of the table (`t1` to `t60`).

`scalarval` is an integer to be multiplied with each element of the table.

`moduloval` is the modulo value taken on the result of the operation if `moduloval` is greater than 0.

Examples: `tsmult(t31,4,4);`

Related:	`tsadd`	Add an integer to table elements
	`tsdiv`	Divide an integer into table elements
	`tssub`	Subtract an integer from table elements

`tssub` Subtract an integer from table elements

Syntax:
```
tssub(table,scalarval,moduloval)
codeint table;        /* real-time table variable */
int scalarval;        /* integer subtracted */
int moduloval;        /* modulo value of result */
```

Description: A run-time scalar operation that subtracts an integer from the elements of a table.

Arguments: `table` specifies the name of the table (`t1` to `t60`).

`scalarval` is an integer to be subtracted from each element of the table.

`moduloval` is the modulo value taken on the result of the operation if `moduloval` is greater than 0.

Examples: `tssub(t31,4,4);`

Related:	`tsadd`	Add an integer to table elements
	`tsdiv`	Divide an integer into table elements
	`tsmult`	Multiply an integer with table elements

`ttadd` Add a table to a second table

Syntax:
```
ttadd(table_dest,table_mod,moduloval)
codeint table_dest;     /* real-time table variable */
codeint table_mod;      /* real-time table variable */
int moduloval;          /* modulo value of result */
```

Description: A run-time vector operation that adds one table to a second table.

Arguments: `tablenamedest` is the name of the destination table (`t1` to `t60`).

`table_mod` is the name of the table (`t1` to `t60`) that modifies `table_dest`. Each element in `table_dest` is modified by the corresponding element in `table_mod` and the result is stored in `table_dest`. The number of elements in `table_dest` must be greater than or equal to the number of elements in `table_mod`.

`moduloval` is the modulo value taken on the result of the operation if `moduloval` is greater than 0.

Examples: `ttadd(t28,t42,6);`

Related:	`ttdiv`	Divide a table into a second table

ttmult	Multiply a table by a second table
ttsub	Subtract a table from a second table

ttdiv Divide a table into a second table

Syntax:
```
ttdiv(table_dest,table_mod,moduloval)
codeint table_dest;     /* real-time table variable */
codeint table_mod;      /* real-time table variable */
int moduloval;          /* modulo value of result */
```

Description: A run-time vector operation that divides one table into a second table.

Arguments: `table_dest` is the name of the destination table (`t1` to `t60`).

`table_mod` is the name of the table (`t1` to `t60`) that modifies `table_dest`. Each element in `table_dest` is modified by the corresponding element in `table_mod` and the result is stored in `table_dest`. The number of elements in `table_dest` must be greater than or equal to the number of elements in `table_mod`. No element in `table_mod` can equal 0.

`moduloval` is the modulo value taken on the result of the operation if `moduloval` is greater than 0.

Examples: `ttdiv(t28,t42,6);`

Related:

ttadd	Add a table to a second table
ttmult	Multiply a table by a second table
ttsub	Subtract a table from a second table

ttmult Multiply a table by a second table

Syntax:
```
ttmult(table_dest,table_mod,moduloval)
codeint table_dest;     /* real-time table variable */
codeint table_mod;      /* real-time table variable */
int moduloval;          /* modulo value of result */
```

Description: A run-time vector operation that multiplies one table by a second table.

Arguments: `table_dest` is the name of the destination table (`t1` to `t60`).

`table_mod` is the name of the table (`t1` to `t60`) that modifies `table_dest`. Each element in `table_dest` is modified by the corresponding element in `table_mod` and the result is stored in `table_dest`. The number of elements in `table_dest` must be greater than or equal to the number of elements in `table_mod`.

`moduloval` is the modulo value taken on the result of the operation if `moduloval` is greater than 0.

Examples: `ttmult(t28,t42,6);`

Related:

ttadd	Add a table to a second table
ttdiv	Divide a table into a second table
ttsub	Subtract a table from a second table

ttsub Subtract a table from a second table

Syntax:
```
ttsub(table_dest,table_mod,moduloval)
codeint table_dest;     /* real-time table variable */
codeint table_mod;      /* real-time table variable */
int moduloval;          /* modulo value of result */
```

Description: A run-time vector operation that subtracts one table from a second table.

Arguments: `table_dest` is the name of the destination table (`t1` to `t60`).

`table_mod` is the name of the table (`t1` to `t60`) that modifies `table_dest`. Each element in `table_dest` is modified by the corresponding element in `table_mod` and the result is stored in `table_dest`. The number of elements in `table_dest` must be greater than or equal to the number of elements in `table_mod`.

`moduloval` is the modulo value taken on the result of the operation if `moduloval` is greater than 0.

Examples: `ttsub(t28,t42,6);`

Related:		
	`ttadd`	Add a table to a second table
	`ttdiv`	Divide a table into a second table
	`ttmult`	Multiply a table by a second table

`txphase` Set quadrature phase of observe transmitter

Syntax:
```
txphase(phase)
codeint phase;     /* variable for quadrature phase */
```

Description: Sets the observe transmitter quadrature phase to the value referenced by the real-time variable so that the transmitter phase is changed independently from a pulse. This may be useful to “preset” the transmitter phase at the beginning of a delay that precedes a particular pulse. For example, in the sequence `txphase(v2); delay(d2); pulse(pw,v2);`, the transmitter phase is changed at the start of the `d2` delay. In a “normal” sequence, an `rof1` time precedes the pulse in which the transmitter phase is changed.

Arguments: `phase` is the quadrature phase for the observe transmitter. It must be a real-time variable (`v1` to `v14`, `oph`, `ct`, etc.).

Examples: `txphase(v3);`

Related:		
	`decphase`	Set quadrature phase of first decoupler
	`dec2phase`	Set quadrature phase of second decoupler
	`dec3phase`	Set quadrature phase of third decoupler

V

Top A B C D E G H I L M O P R S T V W X Z

vdelay_list	Get delay value from delay list with real-time index
vfreq	Select frequency from table
vgradient	Set gradient to a level determined by real-time math
voffset	Select frequency offset from table
vsetuserap	Set user AP register using real-time variable

vagradient — Variable angle gradient

Syntax:

```
vagradient(gradlvl,theta,phi)
double gradlvl;          /* gradient amplitude in G/cm */
double theta;            /* angle from z axis in degrees */
double phi;              /* angle of rotation in degrees */
```

Description: Applies a gradient of amplitude `gradlvl` at an angle `theta` from the *z* axis and rotated about the *xy* plane at an angle `phi`. Information from a gradient table is used to scale and set the values correctly.The values applied to each gradient axis are as follows:

```
x = gradlvl * (sin(phi)*sin(theta))
y = gradlvl * (cos(phi)*sin(theta))
z = gradlvl * (cos(theta))
```

`vagradient` leaves the gradients at the given levels until they are turned off. To turn off the gradients, add a `vagradient` statement with `gradlvl` set to zero or include the `zero_all_gradients` statement.

`vagradient` is used if there are actions to be performed while the gradients are on. `vagradpulse` is simpler to use if there are no other actions performed while the gradients are on.

Arguments: `gradlvl` is the gradient amplitude, in gauss/cm.

`theta` defines the angle, in degrees, from the *z* axis.

`phi` defines the angle of rotation, in degrees, about the *xy* plane.

Examples:

```
vagradient(3.0, 54.7, 0.0);
pulse(pw,oph);
delay(0.001 - pw);
zero_all_gradients();
```

Related:

magradient	Simultaneous gradient at the magic angle
magradpulse	Simultaneous gradient pulse at the magic angle
mashapedgradient	Simultaneous shaped gradient at the magic angle
mashapedgradpulse	Simultaneous shaped gradient pulse at the magic angle
vagradpulse	Variable angle gradient pulse
vashapedgradient	Variable angle shaped gradient
vashapedgradpulse	Variable angle shaped gradient pulse
zero_all_gradients	Zero all gradients

vagradpulse — Variable angle gradient pulse

Applicability: UNITY*INOVA* systems.

Syntax:

```
vagradpulse(gradlvl,gradtime,theta,phi)
double gradlvl;        /* gradient amplitude in G/cm */
double gradtime;       /* gradient time in sec */
double theta;          /* angle from z axis in degrees */
```

```
double phi;          /* angle of rotation in degrees */
```

Description: Applies a gradient pulse of amplitude `gradlvl` at an angle `theta` from the *z* axis and rotated about the *xy* plane at an angle `phi`. Information from a gradient table is used to scale and set the values correctly. The values applied to each gradient axis are as follows:

```
x = gradlvl * (sin(phi)*sin(theta))
y = gradlvl * (cos(phi)*sin(theta))
z = gradlvl * (cos(theta))
```

The gradients are turned off after `gradtime` seconds.

`vagradpulse` is simpler to use if there are no other actions while the gradients are on. `vagradient` is used if there are actions to be performed while the gradients are on.

Arguments: `gradlvl` is the gradient amplitude, in gauss/cm.

`gradtime` is the time, in seconds, to apply the gradient.

`theta` is the angle, in degrees, from the *z* axis

`phi` is the angle of rotation, in degrees, about the *xy* plane.

Examples: `vagradpulse(3.0,0.001,54.7,0.0);`

Related:

`magradient`	Simultaneous gradient at the magic angle
`magradpulse`	Simultaneous gradient pulse at the magic angle
`mashapedgradient`	Simultaneous shaped gradient at the magic angle
`mashapedgradpulse`	Simultaneous shaped gradient pulse at the magic angle
`vagradient`	Variable angle gradient
`vashapedgradient`	Variable angle shaped gradient
`vashapedgradpulse`	Variable angle gradient pulse
`zero_all_gradients`	Zero all gradients

`var_active` Checks if the parameter is being used

Syntax: `var_active`

Description: Checks if the parameter is active (returns 1) or inactive (returns 0). Applies to numbers, not strings. “Inactive” means that the parameter is not being used. If the parameter is a number, it can be set to 'n' to make it “inactive.” For example, setting `fn=256` or `fn='n'`. If the parameter does not exist, `var_active` is 0.

`vashapedgradient` Variable angle shaped gradient

Applicability: UNITY*INOVA* systems.

Syntax:

```
vashapedgradient(pattern,gradlvl,gradtime,theta,   \
  phi,loops,wait)
char* pattern;        /* name of gradient shape text file */
double gradlvl;       /* gradient amplitude in G/cm */
double gradtime;      /* time to apply gradient in sec */
double theta;         /* angle from z axis in degrees */
double phi;           /* angle of rotation in degrees */
int loops;            /* number of waveform loops */
int wait;             /* WAIT or NOWAIT */
```

Description: Applies a gradient shape `pattern` with an amplitude `gradlvl` at an angle `theta` from the *z* axis and rotated about the *xy* plane at an angle `phi`. Information from a gradient table is used to scale and set the values correctly. The amplitudes applied to each gradient axis are as follows:

```
x = gradlvl * (sin(phi)*sin(theta))
y = gradlvl * (cos(phi)*sin(theta))
z = gradlvl * (cos(theta))
```

`vashapedgradient` leaves the gradients at the given levels until they are turned off. To turn off the gradients, add another `vashapedgradient` statement with `gradlvl` set to zero or insert a `zero_all_gradients` statement. Note that `vashapedgradient` assumes the gradient pattern zeroes the gradients at its end, and it does not explicitly zero the gradients.

`vashapedgradient` is used if there are actions to be performed while the gradients are on,

Arguments: `pattern` is a text file that describes the shape of the gradient. The text file is located in `$vnmrsystem/shapelib` or in the users directory `$vnmruser/shapelib`.

`gradlvl` is the gradient amplitude, in gauss/cm.

`gradtime` is the time, in seconds, to apply the gradient.

`theta` is the angle, in degrees, from the *z* axis.

`phi` is the angle of rotation, in degrees, about the *xy* plane.

`loops` is a value from 0 to 255 to loop the selected waveform. Gradient waveforms do not use this field and it should be set to 0.

`wait` is a keyword, either `WAIT` or `NOWAIT`, that selects whether or not a delay is inserted to wait until the gradient is completed before executing the next statement.

Examples:

```
vashapedgradient("ramp_hold",3.0,trise,54.7,   \
   0.0,0,NOWAIT);
pulse(pw,oph);
delay(0.001-pw-2*trise);
vashapedgradient("ramp_down",3.0,trise,54.7,   \
   0.0,0,NOWAIT);
```

Related:

`magradient`	Simultaneous gradient at the magic angle
`magradpulse`	Simultaneous gradient pulse at the magic angle
`mashapedgradient`	Simultaneous shaped gradient at the magic angle
`mashapedgradpulse`	Simultaneous shaped gradient pulse at the magic angle
`vagradient`	Variable angle gradient
`vagradpulse`	Variable angle gradient pulse
`vashapedgradpulse`	Variable angle shaped gradient pulse
`zero_all_gradients`	Zero all gradients

`vashapedgradpulse` Variable angle shaped gradient pulse

Applicability: UNITY*INOVA* systems.

Syntax:

```
vashapedgradpulse(pattern,gradlvl,gradtime,   \
  theta,phi)
char *pattern;          /* gradient shape text file */
double gradlvl;         /* gradient amplitude in G/cm */
double gradtime;        /* gradient time in seconds */
```

```
double theta;          /* angle from z axis in degrees */
double phi;            /* angle of rotation in degrees */
```

Description: Applies a gradient shape `pattern` with an amplitude `gradlvl` at an angle `theta` from the *z* axis and rotated about the *xy* plane at an angle `phi`. Information from a gradient table is used to scale and set the values correctly. The amplitudes applied to each gradient axis are as follows:

```
x = gradlvl * (sin(phi)*sin(theta))
y = gradlvl * (cos(phi)*sin(theta))
z = gradlvl * (cos(theta))
```

The gradient are turned off after `gradtime` seconds. Note that `vashapedgradpulse` assumes that the gradient pattern zeroes the gradients at its end and does not explicitly zero the gradients.

`vashapedgradpulse` is simpler to use then the `vashapedgradient` statement if there are no other actions while the gradients are on. `vashapedgradient` is used when there are actions to be performed while the gradients are on.

Arguments: `pattern` is a text file that describes the shape of the gradient. The text file is located in `$vnmrsystem/shapelib` or in the user directory `$vnmruser/shapelib`.

`gradlvl` is the gradient amplitude, in gauss/cm.

`gradtime` is the time, in seconds, to apply the gradient.

`theta` is the angle, in degrees, from the *z* axis.

`phi` is the angle of rotation, in degrees, about the *xy* plane.

Examples: `vashapedgradpulse("hsine",3.0,0.001,54.7,0.0);`

Related:

`magradient`	Simultaneous gradient at the magic angle
`magradpulse`	Simultaneous gradient pulse at the magic angle
`mashapedgradient`	Simultaneous shaped gradient at the magic angle
`mashapedgradpulse`	Simultaneous shaped gradient pulse at the magic angle
`vagradient`	Variable angle gradient
`vagradpulse`	Variable angle gradient pulse
`vashapedgradient`	Variable angle shaped gradient
`zero_all_gradients`	Zero all gradients

`vdelay` Set delay with fixed timebase and real-time count

Applicability: UNITY*INOVA* systems.

Syntax:
```
vdelay(timebase,count)
int timebase;         /* NSEC, USEC, MSEC, or SEC */
codeint count;        /* real-time variable for count */
```

Description: Sets a delay for a time period equal to the product of the specified `timebase` and the `count`.

Arguments: `timebase` is one of the four defined time bases: `NSEC` (described below), `USEC` (microseconds), `MSEC` (milliseconds), or `SEC` (seconds).

`count` is a real-time variable (`v1` to `v14`). For predictable acquisition, the real-time variable should have a value of 2 or more.

If `timebase` is set to `NSEC`, the delay depends on which acquisition controller board is used on the system (see the description section of the `acquire` statement for further information about these boards.)*:*

- Systems with a Data Acquisition Controller board:

  The minimum delay is a `count` of 0 (100 ns), and a `count` of *n* corresponds to a delay of (100 + (12.5**n*)) ns. For example, `vdelay(NSEC,v1)`, when `v1=4`, gives a delay of (100 + (12.5*4)) ns or 150 ns.

- Systems with a Pulse Sequence Controller board or an Acquisition Controller board:

  The minimum delay is a `count` of 2 (200 ns). A `count` greater than 2 is the minimum delay plus the resolution (25 ns) of the board. For example, `vdelay(NSEC,v1)`, when `v1=4`, gives a delay of (200 + 25) ns or 225 ns.

- Systems with Output boards

  The minimum delay is a `count` of 2 (200 ns). A `count` greater than 2 is the minimum delay plus the resolution (100 ns) of the board. For example, `vdelay(NSEC,v1)`, when `v1=4`, gives a delay of (200 + 100) ns or 300 ns.

Examples: `vdelay(USEC,v3);`

Related:

`create_delay_list`	Create table of delays
`delay`	Delay for a specified time
`hsdelay`	Delay specified time with possible homospoil pulse
`incdelay`	Real time incremental delay
`initdelay`	Initialize incremental delay
`vfreq`	Select frequency from table
`voffset`	Select frequency offset from table
`vdelay_list`	Get delay value from delay list with real-time index

`vdelay_list` Get delay value from delay list with real-time index

Applicability: UNITY*INOVA* systems.

Syntax:
```
vdelay_list(list_number,vindex)
int list_number;     /* same index as create_delay_list */
codeint vindex;      /* real time variable */
```

Description: Provides a means of indexing into previously created delay lists using a real-time variable or a table. The indexing into the list is from 0 to *N*–1, where *N* is the number of items in the list. The delay table has to have been created with the `create_delay_list` statement. It has no return value.

Arguments: `tlist_number` is the number between 0 and 255 for each list. This number must match the `list_number` used when creating the table.

`vindex` is a real-time variable (`v1` to `v14`) or a table (`t1` to `t60`).

Examples:
```
pulsesequence()
{
...
int noffset, ndelay, listnum;
double offsets1[256],offsets2[256],delay[256];
...
/* initialize offset and delay lists */
create_offset_list(offsets1,noffset,OBSch,0);
create_delay_list(delay,ndelay,1);
create_offset_list(offsets2,noffset,DECch,2);
...
voffset(0,v4);  /* get v4 from observe offset list */
```

```
vdelay_list(1,v5);  /* get v5 from delay list */
voffset(2,v4);  /* get v4 from decouple offset list */
...
}
```

Related:	create_delay_list	Create table of delays
	delay	Delay for a specified time
	hsdelay	Delay specified time with possible homospoil pulse
	incdelay	Real time incremental delay
	initdelay	Initialize incremental delay
	vfreq	Select frequency from table
	voffset	Select frequency offset from table
	vdelay	Set delay with fixed timebase and real-time count

`vfreq` Select frequency from table

Applicability: UNITYINOVA systems.

Syntax:
```
vfreq(list_number,vindex)
int list_number;    /* same index as for create_freq_list */
codeint vindex;     /* real-time variable */
```

Description: Provides a means of indexing into previously created frequency lists using a real-time variable or a table. The indexing into the list is from 0 to *N*–1, where *N* is the number of items in the list. The frequency table must have been created with the `create_freq_list` statement. It has no return value.

Arguments: `list_number` is the number between 0 and 255 for each list. This number must match the `list_number` used when creating the table.

`vindex` is a real-time variable (`v1` to `v14`) or a table (`t1` to `t60`).

Examples: See the example for the `vdelay` statement.

Related:	create_freq_list	Create table of frequencies
	vdelay	Select delay from table
	voffset	Select frequency offset from table

`vgradient` Set gradient to a level determined by real-time math

Applicability: UNITYINOVA systems with PFG modules. Not applicable to *MERCURYplus/-Vx*.

Syntax:
```
vgradient(channel,intercept,slope,mult)
char channel;      /* gradient channel 'x', 'y' or 'z' */
int intercept;     /* initial gradient level */
int slope;         /* gradient increment */
codeint mult;      /* real-time variable */
```

Description: Provides a dynamic variable gradient controlled using the real-time math functions. It has no return value. The statement drives the chosen gradient to the level defined by the formula:

`level = intercept + slope*mult.`

The gradient level ranges from –2047 to +2047 for systems with 12-bit DACs, or from –32767 to +32767 for gradients using the waveform, which have 16- bit DACs. If the requested level lies outside this range, it is rounded to the appropriate boundary value.

After `vgradient`, the action of the gradient is controlled by the gradient power supply. The gradient level is ramped at the preset slew rate (2047 DAC units per millisecond) to the value requested by `vgradient`. This fact becomes a concern when using `vgradient` in a loop with a delay element, in order to produce a modulated gradient. The delay element should be sufficiently long so as to allow the gradient to reach the assigned value:

$$\text{delay} \geq \frac{|\text{new\_level} - \text{old\_level}|}{2047} \times \text{risetime}$$

Arguments: `channel` specifies the gradient to be set and is one of the characters `'X'`, `'x'`, `'Y'`, `'y'`, `'Z'`, or `'z'`. In imaging, `channel` can also be `'gread'`, `'gphase'`, or `'gslice'`.

`intercept` and `slope` are integers. In imaging, `intercept` is the initial gradient DAC setting and `slope` is the gradient DAC increment.

`mult` is a real-time variable (`v1` to `v14`, etc.). In imaging, `mult` is set so that `intercept+slope*mult` is the output.

Examples: (1)

```
mod2(ct,v10);          /* v10 is 0,1,0,1,0,1,... */
vgradient('z',0,2000,v10);
              /* z gradient is 0,2000,0,2000,... */
delay(d2);              /* delay for duration d2 */
rgradient('z',0.0);    /* gradient turned off */
```

```
(2) mod4(ct,v10);
               /* v10 is 0,1,2,3,4,0,1,2,3,4,... */
vgradient('z',-5000.0,2500.0,v10);
                   /* z is -5000,-2500,0,2500 */
```

(3)

```
pulsesequence()
{
...
char gphase, gread, gslice;
int amplitude, igpe, stat;
double gpe;
...
gpe = getval("gpe");
amplitude = (int)(0.5*ni*gpe);
igpe = (int)gpe;
stat =
getorientation(&gread,&gphase,&gslice,"orient");
...
initval(nf,v9);
loop(v9,v5);
   ...
   vgradient(gphase,amplitude,igpe,v5);
   ...
endloop(v5);
...
}
```

Related:

`dps_show`	Draw delay or pulses in a sequence for graphical display
`getorientation`	Read image plane orientation
`rgradient`	Set gradient to specified level
`shapedgradient`	Provide shaped gradient pulse to gradient channel
`shaped2Dgradient`	Generate arrayed shaped gradient pulse
`shapedvgradient`	Generate dynamic variable shaped gradient pulse
`zgradpulse`	Create a gradient pulse on the z channel

`voffset` Select frequency offset from table

Applicability: UNITY*INOVA* systems.

Syntax: `voffset(list_number,vindex)`

```
int list_number;      /* number of list */
codeint vindex;       /* real-time or table variable */
```

Description: Provides a means of indexing into previously created frequency offset lists using a real-time variable or a table. The indexing into the list is from 0 to *N*–1, where *N* is the number of items in the list. The offset table has to have been created with the `create_offset_list` statement. It has no return value.

Arguments: `list_number` is the number between 0 and 255 for each list. This number must match the `list_number` used when creating the table.

`vindex` is a real-time variable (`v1` to `v14`) or a table (`t1` to `t60`).

Examples: See the example for the `vdelay` statement.

Related:

`create_offset_list`	Create table of frequency offsets
`vdelay`	Select delay from table
`vfreq`	Select frequency from table

`vsetuserap` Set user AP register using real-time variable

Applicability: UNITY*INOVA* systems.

Syntax: `vsetuserap(vi,register)`

```
codeint vi;        /* variable output to AP bus register */
int register;      /* AP bus register: 0, 1, 2, or 3 */
```

Description: Sets one of the four 8-bit AP bus registers that provide an output interface to custom user equipment. The outputs of these registers go the USER AP connectors J8212 and J8213, located on the back of the left console cabinet. The outputs have a 100-ohm series resistor for circuit protection.

Arguments: `vi` is an index to a real-time variable that contains a signed or unsigned real number or integer to output to the specified user AP register.

`register` is the AP register number, mapped to output lines as follows:

- Register 0 is J8213, lines 9 to 16.
- Register 1 is J8213, lines 1 to 8.
- Register 2 is J8212, lines 9 to 16.
- Register 3 is J8212, lines 1 to 8.

Examples: `vsetuserap(v1,1);`

Related:

`readuserap`	Read input from user AP register
`setuserap`	Set user AP register

W

Top A B C D E G H I L M O P R S T V W X Z

warn_message **Send a warning message to VnmrJ**

Syntax: `warn_message(char *format, ...)`

Description: Sends an warning message to VnmrJ and causes a beep.

X

Top A B C D E G H I L M O P R S T V W X Z

xgate **Gate pulse sequence from an external event**

Applicability: UNITY*INOVA* systems.

Syntax:
```
xgate(events)
double events;        /* number of external events */
```

Description: Halts the pulse sequence. When the number of external events have occurred, the pulse sequence continues.

Arguments: `events` is the number of external events.

Examples:
```
xgate(2.0);
xgate(events);
```

Related:

rotorperiod	Obtain rotor period of MAS rotor
rotorsync	Gated pulse sequence delay from MAS rotor position

xmtroff **Turn off observe transmitter**

Syntax: `xmtroff()`

Description: Explicitly gates off the observe transmitter in the pulse sequence.

Related:

xmtron	Turn on observe transmitter

xmtron **Turn on observe transmitter**

Syntax: `xmtron()`

Description: Explicitly gates on the observe transmitter in the pulse sequence. Transmitter gating is handled automatically by the statements `obspulse`, `pulse`, `rgpulse`, `shaped_pulse`, `simpulse`, `sim3pulse`, `simshaped_pulse`, `sim3shaped_pulse`, and `spinlock`.

The `obsprgon` statement generally needs to be enabled with an explicit `xmtron` statement and followed by a `xmtroff` call.

Related: `xmtroff` Turn on observe transmitter

`xmtrphase` Set transmitter small-angle phase

Syntax:
```
xmtrphase(multiplier)
codeint multiplier;     /* real-time AP variable */
```

Description: Sets the phase of transmitter in units set by the `obsstepsize` statement. The small-angle phaseshift is a product of `multiplier` and the preset step size for the transmitter. If `stepsize` has not been used, the default step size is 90°.

If the product of the step size set by the `stepsize` statement and `multiplier` is greater than 90°, the sub-90° part is set by `xmtrphase`. Carryovers that are multiples of 90° are automatically saved and added in at the time of the next 90° phase selection (such as at the time of the next `pulse` or `decpulse`).

`xmtrphase` should be distinguished from `txphase`. `xmtrphase` is needed any time the transmitter phase shift is to be set to a value that is not a multiple of 90°. `txphase` is optional and rarely is needed.

Arguments: `multiplier` is a small-angle phaseshift multiplier and must be an real-time variable.

Examples: `xmtrphase(v1);`

Related:

`dcplrphase`	Set small-angle phase of first decoupler
`dcplr2phase`	Set small-angle phase of second decoupler
`dcplr3phase`	Set small-angle phase of third decoupler
`stepsize`	Set small-angle phase step size

Z

Top A B C D E G H I L M O P R S T V W X Z

`zero_all_gradients` Zero all gradients

Syntax: `zero_all_gradients()`

Description: Sets the gradients in the *x*, *y*, and *z* axes to zero.

Examples:
```
vagradient(3.0, 54.7, 0.0);
delay(0.001);
zero_all_gradients();
```

Related:

`vagradient`	Variable angle gradient
`vagradpulse`	Variable angle gradient pulse
`vashapedgradient`	Variable angle shaped gradient
`vashapedgradpulse`	Variable angle shaped gradient pulse

`zgradpulse` Create a gradient pulse on the z channel

Applicability: UNITY*INOVA* systems with PFG module.

Syntax:
```
zgradpulse(value,delay)
double value;    /* amplitude of gradient on z channel */
double delay;    /* length of gradient in sec */
```

Description: Creates a gradient pulse on the z channel with amplitude and duration given by the arguments. At the end of the pulse, the gradient is set to 0.

Arguments: `value` is the amplitude of the pulse. It is a real number between –32768 and 32767.

`delay` is any delay parameter, such as `d2`.

Examples:
```
zgradpulse(1234.0,d2);
```

Related:

`dps_show`	Draw delay or pulses for graphical display of a sequence
`rgradient`	Set gradient to specified level
`vgradient`	Set gradient to level determined by real-time math

Chapter 4. Linux Level Programming

Sections in this chapter:

Hundreds of books written on every aspect and level of UNIX and much of it also applies to Linux, the open-source version of UNIX. This manual does not replace that material.

4.1 Linux and VnmrJ

The VnmrJ software is a complete NMR work environment and VnmrJ users do not need to work directly with the operating system aside from login, logout, and starting VnmrJ. The operating system runs the workstation at all times. The user starts VnmrJ by clicking on the VnmrJ icon after completing the login procedure. Operators assigned to a Walkup account remain within the VnmrJ environment and use the VnmrJ switch operator function and login screen.

Linux provides "tools" to perform almost anything short of complex mathematical manipulations, search through your files, sort line lists, report who is on the system, run a program unattended, and more. Use the on line help provided with Linux and other published third party references to learn about these tools.

4.2 Linux Reference Guide

This is a brief overview of the operating system and its associated commands.

Command Entry

Single command entry	`commandname`
Command names	Generally lowercase, case-sensitive
Multiple command separator	`;` (semicolon) or new line
Arguments	`commandname arg1 arg2`

File Names

Typical (shorthand names usually used)	`/vnmr/fidlib/fid1d`
Level separator	`/` (forward slash)
Individual filenames	Any number of characters (256 unique)
Characters in filenames	Underline, period often used
First character in filename	First character unrestricted

File Handling Commands

Delete (unlink) a file(s)	`rm filenames`
Copy a file	`cp filename newfilename`
Rename a file	`mv filename newfilename`
Make an alias (link)	`ln target linkname`
Sort files	`sort filenames`
Tape backup	`tar`
Package files	zip

Directory Names

Home directory for each user	Directory assigned by administrator
Working directory	Current directory user is in
Shorthand for current directory	. (single period)
Shorthand for parent directory	`..` (two periods)
Shorthand for home directory	~ (tilde character)
Root directory	`/` (forward slash)

Directory Handling Commands

Create (or make) a directory	`mkdir directoryname`
Rename a directory	`mv dirname newdirname`
Remove an empty directory	`rmdir directoryname`
Delete directory and all files in it	`rm -r directoryname`
List files in a directory, short list	`ls directoryname`
List files in a directory, long list	`ls -l directoryname`
Copy file(s) into a directory	`cp filenames directoryname`
Move file(s) into a directory	`mv filenames directoryname`

Show current directory	`pwd`
Change current directory	`cd newdirectoryname`

Text Commands

Edit a text file using `vi` editor	`vi filename`
Edit a text file using `ed` editor	`ed filename`
Edit a text file using `textedit` editor	`textedit filename`
Display first part of a file	`head filename`
Display last part of a file	`tail filename`
Concatenate and display files	`cat filenames`
Compare two files	`cmp filename1 filename2`
Compare two files deferentially	`diff filename1 filename2`
Print file(s) on line printer	`lp filenames`
Search file(s) for a pattern	`grep expression filenames`
Find spelling errors	`spell filename`

Other Commands

Pattern scanning and processing	`awk pattern filename`
Change file protection mode	`chmod newmode filename`
Display current date and time	`date`
Summarize disk usage	`du -k`
Report free disk space	`df -k filesystem`
Kill a background process	`kill process-id`
Sign onto system	`login username`
Send mail to other users	`mail`
Print out UNIX manual entry	`man commandname`
Process status	`ps`
Convert quantities to another scale	`units`
Who is on the system	`w`
System identification	`uname -a`

Special Characters

Send output into named file	`> filename`
Append output into named file	`>> filename`
Take input from named file	`< filename`
Send output from first command to input of second command (pipe)	| (vertical bar)
Wildcard character for a single character in filename operations	`?`
Wildcard character for multiple characters in filename operations	`*`
Run program in background	`&`
Abort the current process	Control-C
Logout or end of file	Control-D

4.3 Linux Commands Accessible from VnmrJ

- "Opening a Text Editor from VnmrJ," page 270
- "Opening a Shell from VnmrJ," page 270

Several commands are accessible directly from VnmrJ, including the `vi`, `edit`, `shell`, `shelli`, and `w` commands.

Opening a Text Editor from VnmrJ

Entering `vi(file)` or `edit(file)` from VnmrJ opens a text editor screen for editing the name of the file given in the argument (e.g., `vi('myfile')`). Exiting from the editor closes the editing window.

A useful Linux and UNIX editing program is `vi`. The UINIX text editors, `ed` and `textedit`, and the Linux `gedit` that are easier to learn than `vi`, but `vi` is the most widely used Linux and UNIX text editors because of its many features. A text editor is necessary to prepare or edit text files, such as macros, menus, and pulse sequences (short text files such as those used to annotate spectra are usually edited in simpler ways).

Opening a Shell from VnmrJ

Entering the `shell` command from VnmrJ without any argument opens a normal Linux or UNIX shell. Entering `shell` with the syntax:

```
shell(command)<:$var1,$var2,...>
```

executes the operating system `command` given, displays any text lines generated, and returns control to VnmrJ when finished. The results of the command line are returned to the variables `$var1,$var2`,... if return arguments are present. Each variable receives a single display line.

`shell` calls involving pipes (|) or input redirection (<) require either an extra pair of parentheses or the addition of `; cat` to the `shell` command string, for example:

```
shell('(ls -t|grep May)'):$list
shell('ls -t|grep May; cat'):$list
```

To display information about who is on to the operating system, enter the `w` command from VnmrJ.

4.4 Background VNMR

- "Running VNMR Command as a Linux Background Task," page 270
- "Running VNMR Processing in the Background," page 271

Running VNMR commands and processing as a Linux or UNIX background task are possible using `vbg` commands from Linux or UNIX.

Running VNMR Command as a Linux Background Task

VNMR commands can be executed as a Linux background task by using the command

```
Vnmr -mback <-n#> command_string <&>
```

where `–mback` is a keyword (entered exactly as shown), `–n#` sets that processing will occur in experiment # (e.g., `–n2` sets experiment 2), and `command_string` is a VNMR command or macro. If `–n#` is omitted, processing occurs in experiment 1. If more than one command is to be executed, place double quote marks around the command string, e.g., `"printon dg printoff"`

Linux background operation (&) is possible, as in `Vnmr –mback wft2da &`. Usually it is a good idea to use redirection (> or >>) with background processing:

```
Vnmr –mback –n3 wft2da > vnmroutput &
```

The `vbg` shell script is also available to run VNMR processing in the background.

All text output, both normal text window output and the typical two-letter prompts that appear in the upper right ("FT", "PH", etc.), are directed to the UNIX output window.

Note the following characteristics of the `Vnmr` command:

- Full multiuser protection is implemented. If user `vnmr1` is logged in and using experiment 1, and another person logs in as `vnmr1` from another terminal and tries to use the background Vnmr, the second `vnmr1` receives the message "`experiment 1 locked`" if that person tries to use experiment 1. The second user can use other experiments, however.
- Pressing Control-C does *not* work: typing the command shown cannot be abort it with Control-C.
- Operation within VNMR is possible using the `shell` command, e.g., `shell('Vnmr –mback –n2 wftda')`
- Plotting is possible; e.g., `Vnmr –mback –n3 "pl pscale pap page"`
- Printing is possible; e.g., `Vnmr –mback "printon dg printoff"`

Running VNMR Processing in the Background

The `vbg` shell script runs VNMR processing in the background. The main requirements are that `vbg` must be run from within a shell and that no foreground or other background processes can be active in the designated experiment. Open a terminal window and start `vbg` in the following form:

```
vbg # command_string <prefix>
```

where `#` is the number of an experiment (from 1 to 9) in the user's directory in which the background processing is to take place, `command_string` is one or more VNMR commands and macros to be executed in the background (double quotes surrounding the string are mandatory), and `prefix` is the name of the log file, making the full log file name `prefix_bgf.log` (e.g., to perform background plotting from experiment 3, enter `vbg 3 "vsadj pl pscale pap page" plotlog`).

The default log file name is `#_bgf.log`, where `#` is the experiment number. The log file is placed in the experiment in which the background processing takes place. Refer to the *Command and Parameter Reference* for more information on `vbg`.

4.5 Shell Programming

- "Shell Variables and Control Formats," page 272
- "Shell Scripts," page 272

The shell executes commands given either from a terminal or contained in a file. Files containing commands and control flow notation, called *shell scripts*, can be created, allowing users to build their own commands. This section provides a very short overview of such programming; refer to the Linux and UNIX literature for more information.

Shell Variables and Control Formats

As a programming language, the shell provides string-valued variables: `$1`, `$2`,.... The number of variables is available as `$#` and the file being executed is available as `$0`. Control flow is provided by special notation, including `if`, `case`, `while`, and `for`. The following format is used:

`if command-list (not Boolean)`
`then command-list`
`else command-list`
`fi`
	`while command-list`
	`do command-list`
	`done`

`case word in`
`pattern) command-list;;`
`...`
`esac`
	`for name (in w1 w2)`
	`do command-list`
	`done`

Shell Scripts

The following shell scripts show two ways a shell script might be written for the same command. In both scripts, the command name `lower` is selected by the user and the intent of the command is to convert a file to lower case, but the scripts differ in features.

The first script:

```
: lower --- command to convert a file to lower case
: usage   lower filename
: output  filename.lower
tr '[A-Z]' '[a-z]' < $1 > $1.lower
```

The second script:

```
: lower --- a command to convert a file to lower case
: usage   lower filename or lower inputfile outputfile
: output  filename.lower or output file
case $# in
    1) tr '[A-Z]' '[a-z]' <$1 > $1.lower;;
    2) tr '[A-Z]' '[a-z]' <$1 > $2;;
    *) echo "Usage: lower filename or lower \
            inputfile outputfile";;
esac
```

In the first script, only one form of input is allowed, but in the second script, not only is a second form of input allowed but a prompt explaining how to use `lower` appears if the user enters `lower` without any arguments. Notice that in both scripts a colon is used to identify lines containing comments (and that each script is carefully commented).

Chapter 5. Parameters and Data

Sections in this chapter:

5.1 VnmrJ Data Files

VnmrJ data files use only two basic formats:

- *Binary format* **–** Stores FIDs and transformed spectra. Binary files consist of a file header describing the details of the data stored in the file followed by the spectral data in integer or floating point format.
- *Text format* – Stores all other forms of data, such as line lists, parameters, and all forms of reduced data obtained by analyzing NMR spectra. The advantage of storing data in text format is that it can be easily inspected and modified with a text editor and can be copied from one computer to another with no major problems. The text on Sun systems use the ASCII format in which each letter is stored in one byte.

Binary Data Files

Binary data files are used in the VnmrJ file system to store FIDs and the transformed spectra. FIDs and their associated parameters are stored as `filename.fid` files. A `filename.fid` file is always a directory file containing the following individual files:

- `filename.fid/fid` is a binary file containing the FIDs.
- `filename.fid/procpar` is a text file with parameters used to obtain the FIDs.
- `filename.fid/text` is a text file.

In experiments, binary files store FIDs and spectra. In non-automation experiments, the FID is stored within the experiment regardless of what the parameter `file` is set to. The path `~username/vnmrsys/expn/acqfil/fid` is the full UNIX path to that file. FIDs are stored as either 16- or 32-bit integer binary data files, depending on whether the data acquisition was performed with `dp='n'` or `dp='y'`, respectively.

After an Fourier transform, the experiment file `expn/datdir/data` contains the transformed spectra stored in 32-bit floating point format. This file always contains complex numbers (pairs of floating point numbers) except if `pmode=''` was selected in processing 2D experiments. To speed up the display, VnmrJ stores also the phased spectral information in `expn/datdir/phasefile`, where it is available only after the first display of the data. In arrayed or 2D experiments, `phasefile` contains only those traces that have been displayed at least once after the last FT or phase change. Therefore, a user program to access that file can only be called after a complete display of the data.

The directory file `expn` for current experiment *n* contains the following files:

- `expn/curpar` is a text file containing the current parameters.
- `expn/procpar` is a text file containing the last used parameters.
- `expn/text` is a text file.
- `expn/acqfil/fid` is a binary file that stores the FIDs.
- `expn/datdir/data` is a binary file with transformed complex spectrum.
- `expn/datdir/phasefile` is a binary file with transformed phased spectrum.
- `expn/sn` is saved display number `n`.

To access information from one of the experiment files of the current experiment, the user must be sure that each of these files has been written to the disk. The problem arises because VnmrJ tries to keep individual blocks of the binary files in the internal buffers as long as possible to minimize disk accesses. This buffering in memory is not the same as the disk cache buffering that the UNIX operating system performs. The command `flush` can be used in VnmrJ to write all data buffers into disk files (or at least into the disk cache, where it is also available for other processes). The command `fsave` can be used in VnmrJ to write all parameter buffers into disk files.

The default directory for the 3D spectral data is `curexp/datadir3d`. The output directory for the extracted 2D planes is the same as that for the 3D spectral data, except that 2D uses the `/extr` subdirectory and 3D uses the `/data` subdirectory. Within the 3D data subdirectory `/data` are the following files and further subdirectories:

- `data1` to `data#` are the actual binary 3D spectral data files. If the option `nfiles` is not entered, the number of data files depends upon the size of the largest 2D plane and the value for the UNIX environmental parameter `memsize`.
- `info` is a directory that stores the 3D coefficient text file (`coef)`, the binary information file (`procdat`), the 3D parameter set (`procpar3d`), and the automation file (`auto`). The first three files are created by the `set3dproc()` command within VnmrJ. The last file is created by the `ft3d` program.
- `log` is a directory that stores the log files produced by the `ft3d` program. The file `f3` contains all the log output for the f_3 transform. For the f_2 and f_1 transforms, there are two log file for each data file, one for the f_2 transform (`f2.#`) and one for the f_1 (`f1.#`). The file master contains the log output produced by the master `ft3d` program.

Data File Structures

A data file header of 32 bytes is placed at the beginning of a VnmrJ data file. The header contains information about the number of blocks and their size. It is followed by one or more data blocks. At the beginning of each block, a data block header is stored, which contains information about the data within the individual block. A typical 1D data file, therefore, has the following form:

```
data file header
header for block 1
data of block 1
header for block 2
data of block 2
. . .
```

The data headers allow for 2D hypercomplex data that may be phased in both the f_1 and f_2 directions. To accomplish this, the data block header has a second part for the 2D hypercomplex data. Also, the data file header, the data block header, and the data block header used with all data have been slightly revised. The new format allows processing of FIDs obtained with earlier versions of VnmrJ.The 2D hypercomplex data files with `datafilehead.nbheaders=2` have the following structure:

```
data file header
header for block 1
second header for block 1
data of block 1
header for block 2
second header for block 2
data of block 2
. . .
```

All data in this file is contiguous. The byte following the 32nd byte in the file is expected to be the first byte of the first data block header. If more than one block is stored in a file, the first byte following the last byte of data is expected to be the first byte of the second data block header. Note that these data blocks are not disk blocks; rather, they are a complete data group, such as an individual trace in a experiment. For non-arrayed 1D experiments, only one block will be present in the file.

Details of the data structures and constants involved can be found in the file `data.h`, which is provided as part of the VnmrJ source code license. The C specification of the file header is the following:

```
struct datafilehead
/* Used at start of each data file (FIDs, spectra, 2D) */
{
long nblocks;    /* number of blocks in file */
long ntraces;    /* number of traces per block */
long np;         /* number of elements per trace */
long ebytes;     /* number of bytes per element */
long tbytes;     /* number of bytes per trace */
long bbytes;     /* number of bytes per block */
short vers_id;   /* software version, file_id status bits */
short status;    /* status of whole file */
long nbheaders;  /* number of block headers per block */
};
```

The variables in `datafilehead` structure are set as follows:

- `nblocks` is the number of data blocks present in the file.

- `ntraces` is the number of traces in each block.
- `np` is the number of simple elements (16-bit integers, 32-bit integers, or 32-bit floating point numbers) in one trace. It is equal to twice the number of complex data points.
- `ebytes` is the number of bytes in one element, either 2 (for 16-bit integers in single precision FIDs) or 4 (for all others).
- `tbytes` is set to (`np*ebytes`).
- `bbytes` is set to *(*`ntraces*tbytes + nbheaders*sizeof(struct datablockhead)`*)*. The size of the `datablockhead` structure is 28 bytes.
- `vers_id` is the version identification of present VnmrJ.
- `nbheaders` is the number of block headers per data block.
- `status` is bits as defined below with their hexadecimal values.
  All other bits must be zero.

  Bits 0–6: file header and block header status bits (bit 6 is unused):

0	`S_DATA`	0x1	0 = no data, 1 = data
1	`S_SPEC`	0x2	0 = FID, 1 = spectrum
2	`S_32`	0x4	*
3	`S_FLOAT`	0x8	0 = integer, 1 = floating point
4	`S_COMPLEX`	0x10	0 = real, 1 = complex
5	`S_HYPERCOMPLEX`	0x20	1 = hypercomplex

  * If `S_FLOAT=0`, `S_32=0` for 16-bit integer, or `S_32=1` for 32-bit integer.
  If `S_FLOAT=1`, `S_32` is ignored.

  Bits 7–14: file header status bits (bits 10 and 15 are unused):

7	`S_ACQPAR`	0x80	0 = not Acqpar, 1 = Acqpar
8	`S_SECND`	0x100	0 = first FT, 1 = second FT
9	`S_TRANSF`	0x200	0 = regular, 1 = transposed
11	`S_NP`	0x800	1 = np dimension is active
12	`S_NF`	0x1000	1 = nf dimension is active
13	`S_NI`	0x2000	1 = ni dimension is active
14	`S_NI2`	0x4000	1 = ni2 dimension is active

Block headers are defined by the following C specifications:

```
struct datablockhead
/* Each file block contains the following header  */
{
short scale;      /* scaling factor */
short status;     /* status of data in block */
short index;      /* block index */
short mode;       /* mode of data in block */
long ctcount;     /* ct value for FID */
float lpval;      /* f2 (2D-f1) left phase in phasefile */
float rpval;      /* f2 (2D-f1) right phase in phasefile */
float lvl;        /* level drift correction */
float tlt;        /* tilt drift correction */
};
```

`status` is bits 0–6 defined the same as for file header status. Bits 7–11 are defined below (all other bits must be zero):

7	`MORE_BLOCKS`	0x80	0 = absent, 1 = present
8	`NP_CMPLX`	0x100	0 = real, 1 = complex
9	`NF_CMPLX`	0x200	0 = real, 1 = complex
10	`NI_CMPLX`	0x400	0 = real, 1 = complex
11	`NI2_CMPLX`	0x800	0 = real, 1 = complex

Additional data block header for hypercomplex 2D data:

```
struct hypercmplxbhead
{
short s_spare1;      /* short word: spare */
short status;        /* status word for block header */
short s_spare2;      /* short word: spare */
short s_spare3;      /* short word: spare */
long l_spare1;       /* long word: spare */
float lpval1;        /* 2D-f2 left phase */
float rpval1;        /* 2D-f2 right phase */
float f_spare1;      /* float word: spare */
float f_spare2;      /* float word: spare */
};
```

Main data block header mode bits 0–15:

Bits 0–3: bit 3 is currently unused

0	`NP_PHMODE`	0x1	1 = ph mode
1	`NP_AVMODE`	0x2	1 = av mode
2	`NP_PWRMODE`	0x4	1 = pwr mode

Bits 4–7: bit 7 is currently unused

4	`NF_PHMODE`	0x10	1 = ph mode
5	`NF_AVMODE`	0x20	1 = av mode
6	`NF_PWRMODE`	0x40	1 = pwr mode

Bits 8–11: bit 11 is currently unused

8	`NI_PHMODE`	0x100	1 = ph mode
9	`NI_AVMODE`	0x200	1 = av mode
10	`NI_PWRMODE`	0x400	1 = pwr mode

Bits 12–15: bit 15 is currently unused

12	`NI2_PHMODE`	0x8	1 = ph mode
13	`NI2_AVMODE`	0x100	1 = av mode
14	`NI2_PWRMODE`	0x2000	1 = pwr mode

Usage bits for additional block headers (`hypercmplxbhead.status`)

`U_HYPERCOMPLEX`	0x2	1 = hypercomplex block structure

The actual FID data is typically stored as pairs floating-point numbers. The first represents the real part of a complex pair and the second represents the imaginary component. In phase-sensitive 2D experiments, “X” and “Y” experiments are similarly interleaved. The format of the data points and the organization as complex pairs must be specified in the data file header.

VnmrJ Use of Binary Data Files

The following example of a simple Fourier transform (performed with the command `ft`) followed by the display of the spectrum illustrates how VnmrJ uses individual binary data files.

1. Copy processing parameters from `curpar` into `procpar`.
2. If a FID is not in the `fid` file buffer, open the `fid` file (if not already open) and load it into buffer.
3. Initialize the `data` file with the proper size (using parameter `fn`).
4. Store the FID in the data file buffer.
5. Apply dc drift correction and first point correction.
6. Apply weighting function, if requested.
7. Zero fill data, if required.
8. Fourier transform data in data file buffer.

The data file buffer now contains the complex spectrum. Unless other FTs are done, which use up more memory space than assigned to the data file buffer, the data is not automatically written to the file `expn/datdir/data` at this time. Joining a different experiment or the command `flush` would perform such a write operation.

The `ds` command takes the following steps in displaying the spectrum:

1. If data is not in `phasefile` buffer or if the phase parameters have changed, `ds` tries to open the phase file (if not already open) and load data into the buffer (if it is there). If `ds` is unsuccessful, the data must be phased:
   a. If the data is not in the data file buffer, `ds` opens the data file (if not already open) and loads it into the buffer.
   b. `ds` initializes the `phasefile` buffer with the proper size (using the same parameter `fn` as used for last FT).
   c. `ds` calculates the phased (or absolute value) spectrum and stores it in the `phasefile` buffer.
2. `ds` calculates the display and displays the spectrum.

The `phasefile` buffer now contains the phased spectrum. Unless other displays are done, which use up more memory space than assigned to the `phasefile` buffer, the data is not automatically written to the file `expn/datdir/phasefile` at this time. Joining a different experiment or entering the command `flush` would perform such a write operation.

Depending on the nature of the data processing, the two files `data` and `phasefile` will contain different information, after each of the following processes:

- *1D FT* – `data` contains a complex spectrum, which can be used for phased or absolute value displays.
- *1D display* – `phasefile` contains either phased or absolute value data, depending on which type of display had been selected.

- *2D FID display* **–** `data` contains the complex FIDs, floated and normalized for different scaling during the 2D acquisition. `phasefile` contains the absolute value or phased equivalent of this FID data.
- *The first FT in a 2D experiment* **–** `data` contains the once-transformed spectra. This is equivalent to the interferograms, if the data is properly reorganized (see f_1 and f_2 traces in “Storing Multiple Traces,” page 279). If a display is done now, `phasefile` contains phased (or absolute value) half-transformed spectra or interferograms.
- *The second FT in a 2D experiment* – `data` contains the fully transformed spectra, and after a display, `phasefile` contains the equivalent phased or absolute-value spectra.

Storing Multiple Traces

Arrayed experiments are handled in VnmrJ by storing the multiple traces of arrayed experiments in one file. To allow this, the file is divided into several blocks, each containing one trace. Therefore, in an arrayed experiment, the files `fid`, `data`, and `phasefile` typically contain the same number of blocks. The number of traces in an arrayed experiment is identical to the parameter `arraydim`. The only complication when working with such data files in arrayed experiments might be that there are “holes” in such files. The holes occur if not all FIDs are transformed or displayed. They do not present a problem as long as a user program just uses a “seek” operation to position the file pointer at the right point in the file and does not try to read traces that have never been calculated.

A 2D experiment resembles a special case of an arrayed experiment that is complicated by the fact that the data often has to be transposed. The directly acquired arrayed FIDs are Fourier transformed creating an array of spectra that are transposed and become the FIDs used for the second dimension Fourier transform. After the second FT, the user might want to work on traces in either the f_1 or f_2 direction. Furthermore, some types of symmetrization and baseline correction algorithms may have to work on traces in both directions at the same time. The situation is complicated by the fact that the “in place” matrix transposition of large data sets is a very complex operation, requiring many disk accesses and can therefore not be used in a system that has to transform large non-symmetric data sets in a short time.

“Out of place” transpositions are not acceptable for large data sets because they double the disk space requirements of the large 2D experiments. Therefore, VnmrJ software uses a storage format in the 2D data file that allows access to both rows and columns at the same time. Because of the proprietary nature and complexity of the algorithm involved, it is not presented here. The storage format is used only in `datdir/data`.

2D FIDs are stored the same way as 1D FIDs. Transformed 2D data is stored in `data` in large blocks of typically 256K bytes.This means that multiple traces are combined to form a block. Within one block, the data is not stored as individual traces but is scrambled to make access to rows and columns as fast as possible.

Phased 2D data is stored in `phasefile` in the same large blocks as in `data`, but the traces within each block are stored sequentially in their natural order. Both traces along f_1 and f_2 are stored in the same file. The first block(s) contain traces number 1 to `fn` along the f_1 axis; the next block(s) contains traces number 1 to `fn1` along the f_2 axis. Note again, that `phasefile` will only contain data if the corresponding display operation has been performed. Therefore, in most typical situations, where only a display along one of the two 2D axes is done, `phasefile` will contain only the block(s) for the traces along f_1 or a 'hole' followed by the block(s) for the traces along $f_{2.}$ Furthermore, in large 2D experiments, where multiple blocks must be used to store the whole data, only a 'full' display will ensure that all blocks were actually calculated.

Header and Data Display

The VnmrJ commands ddf, ddff, and ddfp display file headers and data. ddf displays the data file in the current experiment. Without arguments, only the file header is displayed. Using ddf<(block_number,trace_number,first_number)>, ddf displays a block header and part of the data of that block is displayed. block_number is the block number, default 1. trace_number is the trace number within the block, default 1. first is the first data element number within the trace, default 1.

The ddff command displays the FID file in the current experiment and the ddfp command displays the phase file in the current experiment. Without any arguments, both display only the file header. Using the same arguments as the ddf command, ddff and ddfp display a block header and part of the data of that block is displayed. The mstat command displays statistics of memory usage by VnmrJ commands.

5.2 FDF (Flexible Data Format) Files

The FDF file format was developed to support the ImageBrowser, chemical shift imaging (CSI), and single-voxel spectroscopy (SVS) applications. When these applications were under development, the current VnmrJ file formats for image data were not easily usable for the following reasons:

- The data and parameters describing the data were separated into two files. If the files were ever separated, there would be no way to use or understand the data.
- The data file had embedded headers that were not needed and provided no useful purpose.
- There was no support or structure for saving multislice data sets or a portion of a multislice data set as image files.

FDF was developed to make it similar to VnmrJ formats, with parameters in an easy-to-manipulate ASCII format and a data header that is not fixed so that parameters can be added. This format makes it easy for users and different applications to manipulate the headers and add needed parameters without affecting other applications.

File Structures and Naming Conventions

Several file structure and naming conventions have been developed for more ease in using and interpreting files. Applications should not assume certain names for certain file; however, specific applications may assume default names when outputting files.

Directories

The directory-naming convention is <name>.dat. The directory can contain a parameter file and any number of FDF files. The name of the parameter file is procpar, a standard VnmrJ name.

File Names

Each type of file has a different name in order to make the file more recognizable to the user. For image files, the name is `image[nnnn].fdf`, where `nnnn` is a numeric string from 0000 to 9999. For volumes, the name is `volume[nnnn].fdf`, where `nnnn` is also a numeric string from 0000 to 9999. Programs that read FDF files should not depend on these names because they are conventions and not definitions.

Compressed Files

Although not implemented at this time, compression will be supported for the data portion of the file. The headers will not be compressed. A field will be put in the header to define the compression method or to identify the command to uncompress the data.

File Format

The format of an FDF file consists of a header and data:

- Listing 8 is an example of an FDF header. The header is in ASCII text and its fields are defined by a data definition language. Using ASCII text makes it easy to decipher the image content and add new fields, and is compatible with the ASCII format of the `procpar` file. The fields in the data header can be in any order except for the magic number string, which are the first characters in the header, and the end of header character <null>, which must immediately precede the data. The fields have a C-style syntax. A correct header can be compiled by the C compiler and should not result in any errors.
- The data portion is binary data described by fields in the header. It is separated from the header by a null character.

Listing 8. Example of an FDF Header

```
#!/usr/local/fdf/startup
int rank=2;
char *spatial_rank="2dfov";
char *storage="float";
int bits=32;
char *type="absval";
int matrix[]={256,256};
char *abscissa[]={"cm","cm"};
char *ordinate[]={"intensity"};
float span[]={-10.000000,-15.000000};
float origin[]={5.000000,6.911132};
char *nucleus[]=("H1", "H1"};
float nucfreq[]={200.067000,200.067000};
float location[]={0.000000,-0.588868,0.000000};
float roi[]={10.000000,15.000000,0.208557};
float orientation[]={0.000000,0.000000,1.000000,-1.000000,
0.000000,0.000000,0.000000,1.000000,0.000000};
checksum=0787271376;

<zero>
```

Header Parameters

The fields in the data header are defined in this section.

Magic Number

The magic number is an ASCII string that identifies the file as a FDF file. The first two characters in the file must be `#!`, followed by the identification string. Currently, the string is `#!/usr/local/fdf/startup`.

Data Set Dimensionality or Rank Fields

These entries specify the data organization in the binary portion of the file.

- `rank` is a positive integer value (1, 2, 3, 4,...) giving the number of dimensions in the data file (e.g., `int rank=2;`).
- `matrix` is a set of `rank` integers giving the number of data points in each dimension (e.g., for `rank=2`, `float matrix[]={256,256};`)
- `spatial_rank` is a string (`"none"`, `"voxel"`, `"1dfov"`, `"2dfov"`, `"3dfov"`) for the type of data (e.g., `char *spatial_rank="2dfov";`).

Data Content Fields

The following entries define the data type and size.

- `storage` is a string (`"integer"`, `"float"`) that defines the data type (e.g., `char *storage="float";`).
- `bits` is an integer (`8`, `16`, `32`, or `64`) that defines the size of the data (e.g., `float bits=32;`).
- `type` is a string (`"real"`, `"imag"`, `"absval"`, `"complex"`) that defines the numerical data type (e.g., `char *type="absval";`).

Data Location and Orientation Fields

The following entries define the user coordinate system and specify the size and position of the region from which the data was obtained. Figure 4 illustrates the coordinate system. Vectors that correspond to header parameters are shown in **boldface**.

- `orientation` specifies the orientation of the user reference frame (*x*, *y*, *z*) with respect to the magnet frame (X, Y, Z). `orientation` is given as a set of nine direction cosines, in the order:

  $d_{11}, d_{12}, d_{13}, d_{21}, d_{22}, d_{23}, d_{31}, d_{32}, d_{33}$

  where:

  $x = d_{11}X + d_{12}Y + d_{13}Z$
  $y = d_{21}X + d_{22}Y + d_{23}Z$
  $z = d_{31}X + d_{32}Y + d_{33}Z$

  and

  $X = d_{11}x + d_{21}y + d_{31}z$
  $Y = d_{12}x + d_{22}y + d_{32}z$
  $Z = d_{13}x + d_{23}y + d_{33}z$

  The value is written as nine floating point values grouped as three triads (e.g., `float orientation[]={0.0,0.0,1.0,-1.0,0.0,0.0,0.0,1.0,0.0};`).

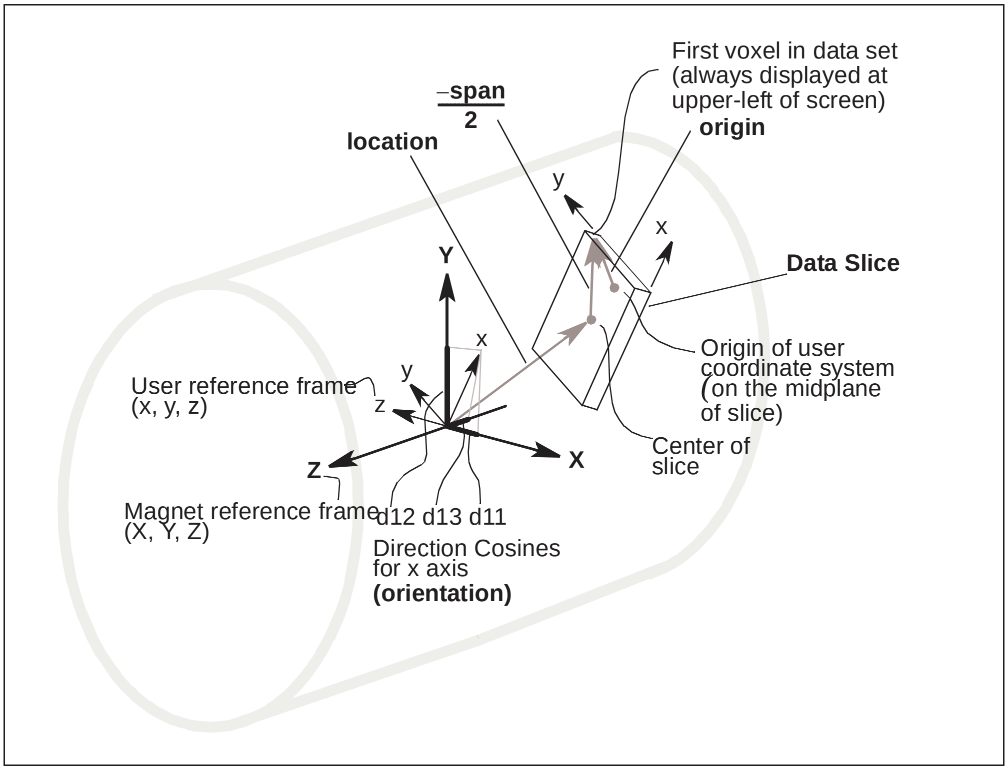


Figure 4. Magnet Coordinates as Related to User Coordinates.

- `location` is the position of the center of the acquired data volume relative to the center of the magnet, in the user's coordinate system. The position is given in centimeters as a triple (three floating point values) of x, y, z distances (e.g., `float location[]={10.0,15.0,0.208};`).
- `roi` is the size of the acquired data volume (three floating point values), in centimeters, in the user's coordinate frame, not the magnet frame (e.g., `float roi[]={10.0,15.0,0.208};`). Do not confuse this `roi` with ROIs that might be specified inside the data set.

Data Axes

The data axes entries specify the user coordinates of data points. These axes do not tell how to orient the display of the data, but only what to call the coordinates of a given datum. There are no standard header entries to specify the orientation of the data display. Currently, data is always displayed or plotted in the same order that it is stored. The fastest data dimension is plotted horizontally from left to right; the next dimension is plotted vertically from top to bottom.

- `origin` is a set of `rank` floating point values giving the user coordinates of the first point in the data set (e.g., `float origin[]={5.0,6.91};`).
- `span` is a set of `rank` floating point values for the signed length of each axis, in user units. A positive value means the value of the particular coordinate increases going away from the first point (e.g., `float span[]={-10.000,-15.000};`).
- `abscissa` is a set of `rank` strings (`"hz"`, `"s"`, `"cm"`, `"cm/s"`, `"cm/s2"`, `"deg"`, `"ppm1"`, `"ppm2"`, `"ppm3"`) that identifies the units that apply to each dimension (e.g., `char *abscissa[]={"cm","cm"};`).

- `ordinate` is a string (`"intensity"`, `"s"`, `"deg"`) that gives the units that apply to the numbers in the binary part of the file (e.g., `char *ordinate[]={"intensity"};`).

Nuclear Data Fields

Data fields may contain data generated by interactions between more than one nucleus (e.g., a 2D chemical shift correlation map between protons and carbon). Such data requires interpreting the term “ppm” for the specific nucleus, if ppm to frequency conversions are necessary, and properly labeling axes arising from different nuclei. To properly interpret ppm and label axes, the identity of the nucleus in question and the corresponding nuclear resonance frequency are needed. These fields are related to the `abscissa` values `"ppm1"`, `"ppm2"`, and `"ppm3"` in that the `1`, `2`, and `3` are indices into the `nucleus` and `nucfreq` fields. That is, the nucleus for the axis with `abscissa` string `"ppm1"` is the first entry in the `nucleus` field.

- `nucleus` is one entry (`"H1"`, `"F19"`, same as VnmrJ `tn` parameter) for each rf channel (e.g., `char *nucleus[]={"H1","H1"};`).
- `nucfreq` is the nuclear frequency (floating point) used for each rf channel (e.g., `float nucfreq[]={200.067,200.067};`).

Miscellaneous Fields

- `checksum` is the checksum of the data. Changes to the header do not affect the checksum. The checksum is a 32-bit integer, calculated by the `gluer` program (e.g., `int checksum=0787271376;`).
- `compression` is a string with either the command needed to uncompress the data or a tag giving the compression method. This field is not currently implemented.

End of Header

A character specifies the end of the header. If there is data, it immediately follows this character. The data should be aligned according to its data type. For single precision floating point data, the data is aligned on word boundaries. Currently, the end of header character is `<zero>` (an ASCII “NUL”).

Transformations

By editing some of the header values, it is possible to make a program that reads FDF data files to perform simple transformations. For example, to flip data left-to-right, set:

$span'_0 = -span_0$
$origin'_0 = origin_0 - span'_0$

Creating FDF Files

To generate files in the FDF format, the following macros are available to write out single or multislice images:

- For the current imaging software—including sequences sems, mems, and flash—use the macro `svib(directory<,'f'|'m'|'i'|'o'>)`, where `directory` is the directory name desired (`.dat` is appended to the name), `'f'` outputs data in floating point format (this is the default), `'m'` or `'i'` outputs data as 12-bit integer values in 16-bit words, and `'b'` outputs data in 8-bit integer bytes.

- For older style SIS imaging sequences and microimaging sequences, use the macro `svsis(directory<,'f'|'m'>)`, where `directory`, `'f'`, and `'m'` are defined the same as `svib`.

Raw data from the FID file of the current experiment can be saved as an FDF file with the `svfdf(directory)` macro, where `directory` is the name of the directory in which to store the files (`.dat` is appended to the name). Data is saved in multiple files, with one trace per file. The files are named `fid0001.fdf`, `fid0002.fdf`, etc. The `procpar` file from the current experiment is also saved in the same directory.

Another way to create the FDF files is to edit or create a header defining a set of data with no headers and attach it to the data file with the `fdfgluer` program. Use the syntax `fdfgluer header_file <data_file <output_file>>` (from UNIX only). This program takes a `header_file` and a `data_file` and puts them together to form an FDF file. It also calculates a checksum and inserts it into the header. If the `data_file` argument is not present, `fdfgluer` assumes the data is input from the standard input, and if the `output_file` name is not present, `fdfgluer` puts the FDF file to the standard output.

Splitting FDF Files

The `fdfsplit` command takes an FDF file and splits it into its data and header parts. The syntax is `fdfsplit fdf_file data_file header_file` (from UNIX only). If the header still has a checksum value, that value should be removed.

5.3 Reformatting Data for Processing

Sometimes, data acquired in an experiment has to be reformatted for processing. This is especially true for in-vivo imaging experiments where time is critical in getting the data so experiments are designed to acquire data quickly but not necessarily in the most desirable format for processing. Reformatting data can also occur in other applications because of a particular experimental procedure.

The VnmrJ processing applications `ft2d` and `ft3d` can accept data in standard, compressed, or compressed-compressed (3D) data formats. There are a number of routines that allow users to reformat their data into these formats for processing. The reformatting routines allow users to compress or uncompress their data (`flashc`), move data around between experiments and into almost any format (`mf`, `mfblk`, `mfdata`, `mftrace`), reverse data while moving it (`rfblk`, `rfdata`, `rftrace`), or use a table of values, in this case a table stored in `tablib`, to sort and reformat scans of data (`tabc`, `tcapply`).

In this section, standard and compressed data are defined, reformatting options are described, and several examples are presented. Table 40 summarizes the reformatting commands described in this section. Note that the commands `rsapply`, `tcapply`, `tcclose`, and `tcopen` are for 2D spectrum data; the remaining commands in the table are for FID data.

Table 40. Commands for Reformatting Data

Commands	
`flashc*`	Convert compressed 2D data to standard 2D format
`mf(<from_exp,>to_exp)`	Move FIDs between experiments
`mfblk*`	Move FID block
`mfclose`	Close memory map FID
`mfdata*`	Move FID data
`mfopen(<src_expno,>dest_expno)`	Memory map open FID file
`mftrace*`	Move FID trace
`rfblk*`	Reverse FID block
`rfdata*`	Reverse FID data
`rftrace*`	Reverse FID trace
`rsapply`	Reverse data in a spectrum
`tabc<(dimension)>`	Convert data in table order to linear order
`tcapply<(file)>`	Apply table conversion reformatting to data
`tcclose`	Close table conversion file
`tcopen<(file)>`	Open table conversion file

```
* flashc<('ms'|'mi'|'rare'<,traces><,echoes>)
  mfblk(<src_expno,>src_blk_no,dest_expno,dest_blk_no)
  mfdata(<src_expno,>,src_blk_no,src_start_loc,dest_expno,  \
    dest_blk_no,dest_start_loc,num_points)
  mftrace(<src_expno,>src_blk_no,src_trace_no,dest_expno
    dest_blk_no,dest_trace_no)
  rfblk(<src_expno,>src_blk_no,dest_expno,dest_blk_no)
  rfdata(<src_expno,>src_blk_no,src_start_loc,dest_expno,  \
    dest_blk_no,dest_start_loc,num_points)
  rftrace(<src_expno,>src_blk_no,src_trace_no,dest_expno,  \
    dest_blk_no,dest_trace_no)
```

Standard and Compressed Formats

The terms standard and compressed data formats have the following meaning:

- *standard* — the data was acquired using the arrayed parameters `ni` and `ni2`, which specify the number of increments in the second and third dimensions.
- *compressed* — the data was acquired using parameter `nf` to specify the increments in the second dimension.

For multislice imaging, standard means using `ni` to specify the phase-encode increments and `nf` to specify the number of slices and compressed means using `nf` to specify the phase-encode increments while arraying the slices.

- *Compressed-compressed* — uses `nf` to specify the phase-encode increments and slices for 2D or to specify the phase-encode increments in the second and third dimensions for 3D. In compressed-compressed data sets, `nf` can be set to `nv*ns` or `nv*nv2`, where `nv` is the number of phase-encode increments in the second dimension, `nv2` is the number of phase-encode increments in the third dimension, and `ns` is the number of slices.

To give another view of data formats, which will help when using the “move FID” commands, each `ni` increment or array element is stored as a data block in a FID file and each `nf` FID is stored as a trace within a data block in a FID file.

Compress or Decompress Data

The most common form of reformatting for imaging has been to use the `flashc` command to convert compressed data sets to standard data sets in order to run `ft2d` on the data. With the implementation of `ft2d('nf',<index>)`, `flashc` is no longer necessary. However, use of `flashc` is still necessary for converting compressed-compressed data to compressed or standard formats.

Move and Reverse Data

The commands `mf`, `mfblk`, `mfdata`, and `mftrace` are available to move data around in a FID file or to move data from one experiment FID file to another experiment FID file. These commands give users more control in reformatting their data by allowing them to move entire FID files, individual blocks within a FID file, individual traces within a block of a FID file, or sections of data within a block of a FID file.

To illustrate the use of the “move FID” commands, Listing 9is an example with code from a macro that moves a 3D dataset from an arrayed 3D dataset to another experiment that runs `ft3d` on the data. The `$index` variable is the array index. It works on both compressed-compressed and compressed 3D data.

The “reverse FID” commands `rfblk`, `rftrace`, and `rfdata` are similar to their respective `mfblk`, `mftrace`, and `mfdata` commands, except that `rfblk`, `rftrace`, and `rfdata` also reverse the order of the data. The `rfblk`, `rftrace`, and `rfdata` commands were implemented to support EPI (Echo Planar Imaging) processing. Listing 10 is an example of using these commands to reverse every other FID echo for EPI data. Note that the `mfopen` and `mfclose` commands can significantly speed up the data reformatting by opening and closing the data files once, instead of every time the data is moved. The `rfblk`, `rftrace`, and `rfdata` commands can also be used with the “move FID” commands.

CAUTION: **For speed reasons, the “move FID” and “reverse FID” commands work directly on the FID and follow data links. These commands can modify data returned to an experiment with the `rt` command. To avoid modification, enter the following sequence of VnmrJ commands before manipulating the FID data:**

```
cp(curexp+'/acqfil/fid',curexp+'/acqfil/fidtmp')
rm(curexp+'/acqfil/fid')
mv(curexp+'/acqfil/fidtmp',curexp+'/acqfil/fid')
```

Table Convert Data

VnmrJ supports reconstructing a properly ordered raw data set from any arbitrarily ordered data set acquired under control of an external AP table. The data must have been acquired according to a table in the `tablib` directory. The command for table conversion is `tabc`.

Reformatting Spectra

The commands `rsapply`, to reverse a spectrum, and `tcapply`, to reformat a 2D set of spectra using a table, support reformatting of spectra within a 2D dataset. The types of reformatting are the reversing of data within a spectrum and the reformatting of arbitrarily ordered 2D spectrum by using a table. These commands do not change the original FID data, and they may provide some speed improvement over the similar commands that operate on FID data. For 2D data, an `ft1d` command should be applied to the data, followed by the desired reformatting, and then an `ft2d` command to complete the processing.

Listing 9. Code from a “Move FID” Macro

```
if ($seqcon[3] = 'c') and ($seqcon[4] = 'c') then
   "****  Compressed-compressed 3d ****"
   $arraydim = arraydim
   if ($index > $arraydim) then
      write('error','Index greater than arraydim.')
      abort
   endif
   mfblk($index,$workexp,1)
   jexp($workexp)
   setvalue('arraydim',1,'processed')
   setvalue('arraydim',1,'current')
   setvalue('array','','processed')
   setvalue('array','','current')
   ft3d
   jexp($cexpn)
else if ($seqcon[3] = 'c') and ($seqcon[4] = 's') then
   "****  Compressed 3d ****"
   if (ni < 1.5) then
      write('error','seqcon, ni mismatch check parameters.')
      abort
   endif
   $arraydim = arraydim/ni
   if ($index > $arraydim) then
      write('error','Index greater than arraydim.')
      abort
   endif
   $i = 1
   $k = $index
   while ($i <= ni) do
      mfblk($k,$workexp,$i)
      $k = $k + $arraydim
      $i = $i + 1
   endwhile
   jexp($workexp)
   setvalue('arraydim',ni,'processed')
   setvalue('arraydim',ni,'current')
   setvalue('array','','processed')
   setvalue('array','','current')
   ft3d
   jexp($cexpn)
```

5.4 Creating and Modifying Parameters

- “Parameter Types and Trees,” page 289
- “Tools for Working with Parameter Trees,” page 289
- “Format of a Stored Parameter,” page 292

VnmrJ parameters and their attributes are created and modified with the commands covered in this section. The parameter trees used by these commands are Linux files containing the attributes of a parameter as formatted text.

Listing 10. Example of Command Reversing Data Order

```
"*************************************************************
" epirf(<blkno>) - macro to reverse every other FID
"  block & trace indicies start at 1 for rfblk,rftrace,rfdata **
"*************************************************************
mfopen
$i=2
while ($i <= nv) do
   rftrace($1,$i)
   $i = $i + 2
endwhile
mfclose
```

Parameter Types and Trees

The types of parameters that can be created are `'real'`, `'string'`, `'delay'`, `'frequency'`, `'flag'`, `'pulse'`, and `'integer` (default is `'real'`). In brief, the meaning of these types are as follows (for more detail, refer to the description of the `create` command in the *VnmrJ Command and Parameter Reference*):

`'real'`	any positive or negative value, and can be positive or negative.
`'string'`	composed of characters, and can be limited to selected words by enumerating the possible values with the command `setenumeral`.
`'delay'`	a value between 0 and 8190, in units of seconds.
`'frequency'`	positive real number values.
`'flag'`	composed of characters, similar to the `'string'` type, but can be limited to selected characters by enumerating the possible values with the command `setenumeral`. If enumerated values are not set, the `'string'` and `'flag'` types are identical.
`'pulse'`	value between 0 and 8190, in units of microseconds.
`'integer'`	composed of integers (0, 1, 2, 3,...),

The four parameter tree types are `'current'`, `'global'`, `'processed'`, and `'systemglobal'` (the default is `'current'`):

`'current'`	contains the parameters that are adjusted to set up an experiment. The parameters are from the file `curpar` in the current experiment.
`'global'`	contains user-specific parameters from the file `global` in the `vnmrsys` directory of the present UNIX user.
`'processed'`	contains the parameters with which the data was obtained. These parameters are from the file `procpar` in the current experiment.
`'systemglobal'`	contains instrument-specific parameters from the text file
`/vnmr/conpar`.	The `config` program is used to define most of these parameters. All users have the same `systemglobal` tree.

Tools for Working with Parameter Trees

Table 41 lists commands for creating, modifying, and deleting parameters.

Table 41. Commands for Working with Parameter Trees

Commands	
create(parameter<,type<,tree>>)	Create a new parameter in parameter tree
destroy(parameter<,tree>)	Destroy a parameter
destroygroup(group<,tree>)	Destroy parameters of a group in a tree
display(parameter|'*'|'**'<,tree>)	Display parameters and their attributes
fread(file<,tree<,'reset'|'value'>>)	Read in parameters from a file into a tree
fsave(file<,tree>)	Save parameters from a tree to a file
getvalue(parameter<,index><,tree>)	Get value of parameter in a tree
groupcopy(from_tree,to_tree,group)	Copy group parameters from tree to tree
paramvi(parameter<,tree>)	Edit parameter and its attributes using *vi*
prune(file)	Prune extra parameters from current tree
setdgroup(parameter,dgroup<,tree>)	Set the Dgroup of a parameter in a tree
setenumeral*	Set values of a string parameter in a tree
setgroup(parameter,group<,tree>)	Set group of a parameter in a tree
setlimit*	Set limits of a parameter in a tree
setprotect*	Set protection mode of a parameter
settype(parameter,type<,tree>)	Change type of a parameter
setvalue*	Set value of any parameter in a tree

* setenumeral(parameter,N,enum1,enum2,...enumN<,tree>)
setlimit(parameter,maximum,minimum,step_size<,tree>) or
setlimit(parameter,index<,tree>)
setprotect(parameter,'set'|'on'|'off',value<,tree>)
setvalue(parameter,value<,index><,tree>)

To Create a New Parameter

Use create(parameter<,type<,tree>>) to create a new parameter in a parameter tree with the name specified by parameter. For example, entering create('a','real','global') creates a new real-type parameter *a* in the global tree. type can be 'real', 'string', 'delay', ' frequency', 'flag', 'pulse', or 'integer'. If the type argument is not entered, the default is 'real'. tree can be 'current', 'global', 'processed', or 'systemglobal'. If the tree argument is not entered, the default is 'current'. See the section above for a description of parameter types and trees. Note that these same arguments are used with all the commands appearing in this section.

To Get the Value of a Parameter

The value of most parameters can be accessed simply by using their name in an expression; for example, sw? or r1=np accesses the value of sw and np, respectively. However, parameters in the processed tree cannot be accessed this way. Use getvalue(parameter<,index><,tree>) to get the value of any parameter, including the value of a parameter in a processed tree. To make this easier, the default value of tree is 'processed'. The index argument is the number of a single element in an arrayed parameter (the default is 1).

To Edit or Set Parameter Attributes

Use paramvi(parameter<,tree>) to open the file for a parameter in the vi text editor to edit the attributes. To open a parameter file with an editor other than vi, use paramedit(parameter<,tree>). Refer to entry for paramedit in the *VnmrJ*

Command and Parameter Reference for information on how to select a text editor other than `vi`. The format of a stored parameter is described in the next section.

Several parameter attributes can be set by the following commands:

- `setlimit(parameter,maximum,minimum,step_size<,tree>)` sets the maximum and minimum limits and stepsize of a parameter.
- `setlimit(parameter,index<,tree>)` sets the maximum and minimum limits and the stepsize, but obtains the values from the `index`-th entry of a table in `conpar`.
- `setprotect(parameter,'set'|'on'|'off',bit_vals<,tree>)` sets the protection bits associated with a parameter. The keyword `'set'` causes the current protection bits to be replaced with the set specified by `bit_vals` *(listed in the VnmrJ Command and Parameter Reference)*. `'on'` causes the bits specified in `bit_vals` to be turned on without affecting other protection bits. `'off'` causes the bits specified in `bit_vals` to be turned off without affecting other protection bits.
- `settype(parameter,type<,tree>)` changes the type of an existing parameter. A string parameter can be changed into a string or flag type, or a real parameter can be changed into a real, delay, frequency, pulse, or integer type.
- `setvalue(parameter,value<,index><,tree>)` sets the value of any parameter in a tree. `setvalue` bypasses normal range checking for parameter entry. It also bypasses any action that would be invoked by the parameter's protection bits.
- `setenumeral(parameter,N,enum1,enum2,...,enumN<,tree>)` sets possible values of a string-type or flag-type parameter in a parameter tree.
- `setgroup(parameter,group<,tree>)` sets the group (also called the Ggroup) of a parameter in a tree. The `group` argument can be `'all'`, `'sample'`, `'acquisition'`, `'processing'`, `'display'`, or `'spin'`.
- `setdgroup(parameter,dgroup<,tree>)` sets the Dgroup of a parameter in a tree. The `dgroup` argument is an integer. The usage of `setdgroup` is set by the application. Only the experimental user interface uses this command currently.

To Display a Parameter

Use `display(parameter|'*'|'**'<,tree>)` to display one or more parameters and their attributes from a parameter tree. The first argument can be one of the following three options: a parameter name (to display the attributes of that parameter, `'*'` (to display the name and value of all parameters in a tree), or `'**'` (to display the attributes of all parameters in a tree. The results are displayed in the Process tab, Text Output.

To Move Parameters

Use `groupcopy(from_tree,to_tree,group)` to copy a set of parameters of a group from one parameter tree to another (it cannot be the same tree). `group` is the same keywords as used with `setgroup`.

The `fread(file<,tree<,'reset'|'value'>>)` command reads in parameters from a file and loads them into a tree. The keyword `'reset'` causes the tree to be cleared before the new file is read; `'value'` causes only the values of the parameters in the file to be loaded. The `fsave(file<,tree>)` command writes parameters from a parameter tree to a file for which the user has write permission. It overwrites any file that exists.

To Destroy a Parameter

The `destroy(parameter<,tree>)` command removes a parameter from a parameter tree while the `destroygroup(group<,tree>)` command removes parameters of a group from a parameter tree. The `group` argument uses the same keywords as used with the `setgroup` command. If the destroyed parameter was an array, the `array` parameter is automatically updated.

To remove leftover parameters from previous experimental setups, use `prune` instead. The `prune(file)` command destroys parameters in the current parameter tree that are not also defined in the parameter file specified.

Format of a Stored Parameter

To use the `create` command to create a new parameter, or to use the `paramvi` and `paramedit` commands to edit a parameter and its attributes, requires knowledge of the format of a stored parameter. If an error in the format is made, the parameter may not load. This section describes the format in detail.

The stored format of a parameter is made up of three or more lines:

- Line 1 contains the attributes of the parameter and has the following fields (given in same order as they appear in the file):

`name`	the parameter name, which can be any valid string.
`subtype`	an integer value for the parameter type: 0 (undefined), 1 (real), 2 (string), 3 (delay), 4 (flag), 5 (frequency), 6 (pulse), 7 (integer).
`basictype`	an integer value: 0 (undefined), 1 (real), 2 (string).
`maxvalue`	a real number for the maximum value that the parameter can contain, or an index to a maximum value in the parameter `parmax` (found in `/vnmr/conpar`). Applies to both string and real types of parameters.
`minvalue`	a real number for the minimum value that the parameter can contain or an index to a minimum value in the parameter `parmin` (found in `/vnmr/conpar`). Applies to real types of parameters only.
`stepsize` i	a real number for the step size in which parameters can be entered or index to a step size in the parameter `parstep` (found in `/vnmr/conpar`). If stepsize is 0, it is ignored. Applies to real types only.
`Ggroup`	an integer value: 0 (ALL), 1 (SAMPLE), 2 (ACQUISITION), 3 (PROCESSING), 4 (DISPLAY), 5 (SPIN).
`Dgroup`	an integer value. The specific application determines the usage of this integer.
`protection`	a 32-bit word made up of the following bit masks, which are summed to form the full mask:

Bit	*Value*	*Description*
0	1	Cannot array the parameter
1	2	Cannot change active/not active status
2	4	Cannot change the parameter value
3	8	Causes `_parameter` macro to be executed (e.g., if parameter is named `sw`, the macro `_sw` is executed when `sw` is changed)
4	16	Avoids automatic redisplay
5	32	Cannot delete parameter

Bit	*Value*	*Description*
6	64	System parameter for spectrometer or data station
7	128	Cannot copy parameter from tree to tree
8	256	Cannot set `array` parameter
9	512	Cannot set parameter enumeral values
10	1024	Cannot change the parameter's group
11	2048	Cannot change protection bits
12	4096	Cannot change the display group
13	8192	Take `max`, `min`, `step` from `/vnmr/conpar` parameters `parmax`, `parmin`, `parstep`.

`active` is an integer value: 0 (not active), 1 (active).

`intptr` is not used (generally set to 64).

- Line 2, or the group of lines starting with line 2, list the values of the parameter. The first field on line 2 is the number of values the parameter is set to. The format of the rest of the fields on line 2 and subsequent lines, if any, depends on the value of `basictype` set on line 1 and the value entered in the first field on line 2:

  If `basictype` is 1 (real) and first value on line 2 is any number, all parameter values are listed on line 2, starting in the second field. Each value is separated by a space.

  If `basictype` is 2 (string) and first value on line 2 is 1, the single string value of the parameter is listed in the second field of line 2, inside double quotes.

  If `basictype` is 2 (string) and first value on line 2 is greater than 1, the first array element is listed in the second field on line 2 and each additional element is listed on subsequent lines, one value per line. Strings are surrounded by double quotes.

- Last line of a parameter file lists the enumerable values of a string or flag parameter. This specifies the possible values the string parameter can be set to. The first field is the number of enumerable values. If this number is greater than 1, all of the values are listed on this line, starting in the second field.

For example, here is how a typical real parameter file, named `a`, is interpreted (the numbers in parentheses are not part of the file but are line references in the interpretation):

(1) `a 31 1e+30 -1e+30 0 0 1 0 1 64`
(2) `24.126400`
(3) `0`

This file is made up of the following lines:

1. The parameter has the name `a`, subtype is 3 (delay), basictype is 1 (real), maximum size is 1e+30, minimum size is –1e+30, stepsize is 0, Ggroup is 0 (ALL), Dgroup is 1 (ACQUISITION), protection is 0 (cannot array the parameter), active is 1 (ON), and intptr is 64 (not used).
2. Parameter `a` has 1 value, the real number 24.126400.
3. Parameter `a` has 0 enumerable values.

As another example, here are the values in a file for the parameter `tof`:

(1) `tof 5 1 7 7 7 2 1 8202 1 64`
(2) `1 1160`
(3) `0`

The `tof` file is made up of the following lines:

1. The parameter has the name `tof`, subtype is 5 (frequency), and basictype is 1 (real). To read the next 3 values, we must jump to the protection field. Because the protection word value is 8202, which is 8192 + 8 + 2, then bit 13 (8192), bit 3 (8), and bit 1 (2) bitmasks are set. Because bit 13 is set, the maximum size, minimum size, and stepsize values (each is 7) are indices into the 7th array value in the parameters `parmax`, `parmin`, and `parstep`, respectively, in the file `conpar`. Because bit 3 is set, this causes a macro to be executed. The bit 1 bitmask (2) is also set, which means the active/not active status of the parameter cannot be changed. For the remaining fields, Ggroup is 2 (ACQUISITION), Dgroup is 1 (ACQUISITION), active is 1 (ON), and intptr is 64 (not used).
2. Parameter `tof` has 1 value, the real number 1160.
3. Parameter `tof` has 0 enumerable values.

The following file is an example of a multi element array character parameter, `beatles`:

```
(1) beatles 2 2 8 0 0 2 1 0 1 64
(2) 4 john
(3) paul
    george
    ringo
(4) 0
```

The `beatles` file is made up of the following lines:

1. The parameter has the name of `beatles`, subtype is 2 (string), basictype is 2 (string), 8 0 0 is max min step (not really used for strings), Ggroup is 2 (acquisition), Dgroup is 1 (ALL), protection is 0, active is 1 (ON), 64 is a terminating number.
2. There are four elements to this variable; therefore, it is arrayed. `john` is the first element in the array.
3. `paul`, `george`, and `ringo` are the other three elements in the array.
4. `0` (zero) is the terminating line.

5.5 Modifying Parameter Displays in VNMR

- "Display Template," page 294
- "Conditional and Arrayed Displays," page 296
- "Output Format," page 297

The VNMR plotting commands and macros— `ap,pap`—are controlled by template parameters specifying the content and form of the information plotted. The template parameters have the same name as the respective command or macro; for example, the plot created by the `ap` command is controlled by the parameter `ap` in the experiment's current parameter set.

Enter `paramvi('ap')` to use the `vi` text editor to modify an existing template parameter, such as `ap`, or enter `paramedit('ap')` to use the text editor set by the environmental variable `vnmreditor`.

Display Template

A plot template can have a single string or multiple strings. The first number on the second line of a stored parameter indicates the number of string templates. If the number is 1, the display template is a single string; otherwise, a value greater than 1 indicates the template is multiple strings. Figure 5 shows an example of a single-string display template (actually the parameter `ap`) and the resulting plot.

```
ap 2 2 1023 0 0 4 1 6 1 64
1
"1:SAMPLE:date,solvent,file;1:ACQUISITION:sw:1,at:3,np:0,fb:0,bs(bs):0,ss(ss):0,
d1:3,d2(d2):6,nt:0,ct:0;1:TRANSMITTER:tn,sfrq:3,tof:1,tpwr:0,pw:3,p1(p1):3;1:DE
COUPLER:dn,dof:1,dm,dmm,dpwr:0,dmf:0;2:SPECIAL:temp:1,gain:0,spin:0,hst:3,p
w90:3,alfa:3;2:FLAGS:il,in,dp,hs;2:PROCESSING:lb(lb):2,sb(sb):3,sbs(sb):3,gf(gf):
3,gfs(gf):3,awc(awc):3,lsfid(lsfid):0,lsfrq(lsfrq):1,phfid(phfid):1,fn:0;2:DISPLAY:sp:
1,wp:1,rfl:1,rfp:1,rp:1,lp:1;2:PLOT:wc:0,sc:0,vs:0,th:0,aig*,dcg*,dmg*;"
0
```

Figure 5. Single-String Display Template with Output

In a single-string template, the string always starts with a double quote and then repeats the following information for each column in the plot:

- Column number (e.g., `2`)
- Condition for plot of column (optional, e.g., "`4(ni)`", see "Conditional and Arrayed Displays," page 296).
- Colon
- Column title (e.g., `2D ACQUISITION`)
- Colon
- Parameters to appear in column, separated by commas (for notation, see "Conditional and Arrayed Displays," page 296)
- Semicolon

At the end of the string is another double quote. Spaces *cannot* appear anywhere in the string template except as part of a column title.

Column titles are often in upper case, but need not be, and are limited to 19 characters. More than one title can appear in the same column (such as shown above, SAMPLE and DECOUPLING are both in column 2).

Parameters listed in "plain" form (e.g., `tn,date,math`) are printed either as strings or in a form in which the number of decimal places plotted varies depending on the value of the parameter.

To plot a specific number of digits past the decimal place, the desired number is placed following a colon (e.g., `sfrq:3,at:3,sw:0`). Extra commas can be inserted to skip rows within a column (e.g., `math,,werr,wexp,)`.

The maximum number of columns is 4; each column can have 17 lines of output. Since this includes the title(s), fewer than 17 parameters can be displayed in any one column. The entire template is limited to 1024 characters or less.

As an alternative to a single-string template, which tends to be difficult to read, a template can written as multiple strings, each enclosed in double quotes. The first number indicates the number of strings that follow. Each string must start with a column number. Figure 6 contains the plot template for the parameter `dg2`, which is a typical example of a multiple-string template

```
6 "1:1st DECOUPLING:dfrq:3,dn,dpwr:0,dof:1,dm,dmm,dmf:0,dseq,dres:1,homo;"
"2(numrfch>2):2nd DECOUPLING:dfrq2:3,dn2,dpwr2:0,dof2:1,dm2,dmm2,dmf2:0,dseq2,dr
es2:1,homo2;"
"2(numrfch>3):3rd DECOUPLING:dfrq3:3,dn3,dpwr3:0,dof3:1,dseq3,dres3:1,homo3;"
"3(ni2):3D ACQUISITION:d3:3,sw2:1,ni2:0,phase2:0;"
"3(ni2):3D DISPLAY:rp2:1,lp2:1;"
"4(ni2):3D PROCESSING:lb2:3,sb2:3,sbs2(sb2):3,gf2:3,gfs2(gf2):3,awc2:3,wtfile2,p
roc2,fn2:0;"
```

Figure 6. Multiple-String Display Template

The conditional statement in this example (e.g., “(`numrfch >2`)”) is covered in “Conditional and Arrayed Displays,” page 296.

The title field can contain a string variable besides a literal. If the variable is a real variable, or not present, or equal to the null string, the variable itself is used as the title (e.g., `mystrvar[1]='Example Col 1'` and `mystrvar[2]='Example Col 2'`).

Conditional and Arrayed Displays

Use of parentheses allows the conditional display of an entire column and/or individual parameters. If the real parameter within parentheses is not present, or is equal to 0 or to `'n'`, then the associated parameter or section is not displayed. In the case of string parameters, if the real number is not present, or is equal to the NULL string or the character `'n'`, then the associated parameter or section is not displayed. The following examples from the `dg` template above demonstrate this format:

- `p1(p1):1` means display parameter `p1` only when `p1` is non-zero.
- `sbs(sb):3` means display `sbs` only when `sb` is active (not equal to ‘*n*’).
- `4(ni):2D PROCESSING:` means display entire “2D PROCESSING” section only when parameter `ni` is active and non-zero.

Note that if a parameter is arrayed, the display status is derived from the first value of the array. Thus, if `p1` is arrayed and the first value is 0, `p1` will not appear; if the first value is non-zero, `p1` will appear, with “arrayed” as its parameter value.

Similarly, a multiple variable expression can also be placed within the parentheses for conditional plot of parameters. Each expression must be a valid MAGICAL II expression (see “Programming with MAGICAL,” page 27) and must be written so there is no space between the last character of the expression and the closing parenthesis “)”.

In summary, if a single variable expression is placed in the parentheses, it is FALSE under the following conditions:

- Variable does not exist.
- Variable is real and equals 0 or is marked inactive.
- Variable is a string variable equal to the NULL string or equal to the character *'n'*.

Multiple variable expressions are evaluated the same as in MAGICAL II. If a variable does not exist, it is considered an error.

Examples of multiple parameter expressions include the following:

- `2(numrfch>2):2nd DECOUPLING:` means display entire “2nd DECOUPLING” section only when `numrfch` (number of rf channels) is greater than 2.

- `3((myflag <> 'n') or ((myni > ni) and (mysw < sw))):My Section:` means display entire "My Section" section only when `myflag` is not equal to `'n'` or when `myni` is greater than `ni` and `mysw` is less than `sw`.

The asterisk (...*) is a "special parameter" designator that allows the value of a series of string parameters to be displayed in a single row without names. This is more commonly used with the parameters `aig`, `dcg`, and `dmg`, for example:

```
aig*,dcg*,dmg*
```

For tabular output of arrayed parameters, square brackets ([...]) are used. For example:

```
1:Sample Table Output:[pw,p1,d1,d2];
```

Notice that all parameters in the column must be in the brackets; thus, the following is illegal:

```
1:Sample Table Output:[pw,p1,d1],d2;
```

Since arrayed variables are normally displayed with `da`, this format is rarely needed.

The field width and digit field options can be used to clean up the display. The first number after the colon is the field width. The next colon is the digit field. For example:

```
1:Sample Table Output:[pw:6:2,p1:6:2,d1:10:6,d2:10:6];
```

Here, the parameters `pw` and `p1` are plotted in 6 columns with 2 places after the decimal point, while `d1` and `d2` are displayed in 10 columns with 6 places after the decimal point.

Output Format

For plot, each parameter and value occupies 20 characters of space:

- Characters 1 to 8 are the name of the parameter. Parameters with names longer than 8 characters are permitted within VnmrJ itself but cannot be printed with `pap`.
- Character 9 is always blank.
- Characters 10 to 18 are used for the parameter value. Any parameter value exceeding 9 characters (a file name is a common example) is continued on the next line; in this case, character 19 is a tilde "~", which is used to show continuation.
- Character 20 is always blank.

For printing with the `pap` command, which uses the `ap` parameter template, a "`da`" listing is printed starting in column 3, so that the template will typically specify only two columns of output. `ap` can specify more than two columns, but if any parameter is arrayed, the listing of that parameter will overwrite the third column. For printing, the maximum number of lines in each column is 64.

5.6 User-Written Weighting Functions

- "Writing a Weighting Function," page 298
- "Compiling the Weighting Function," page 299

The parameter `wtfile` can be set to the name of the file containing a user-written weighting function. If the parameter `wtfile` (or `wtfile1` or `wtfile2`) does not exist, it can be created with the commands

```
create('wtfile','flag')
setgroup('wtfile','processing')
setlimit('wtfile',15,0,0).
```

If wtfile exists but wtfile='' (two single quotes), VnmrJ does not look for the file: wtfile is inactive. To enable user-written weighting functions, set wtfile=filename, where filename is the name of the executable weighting function (enclosed in single quotes) that was created by compiling the weighting function source code with the shell script wtgen (a process described in the next section).

VnmrJ first checks if filename exists in wtlib subdirectory of the user's private directory. If the file exists there, VnmrJ then checks if the file filename.wtp, which may contain the values for up to ten internal weighting parameters, exists in the current experiment directory. If filename.wtp does not exist in the current experiment directory, the ten internal weighting parameters are set to 1.

VnmrJ executes the filename program, using the optional file filename.wtp as the source for parameter input. The output of the program is the binary file filename.wtf in the current experiment directory. This binary file contains the weighting vector that will be read in by VnmrJ. The total weighting vector used by VnmrJ is a vector-vector product of this external, weighting vector and the internal VnmrJ weighting vector, the latter being calculated from the parameters lb, gf, gfs, sb, sbs, and awc. The parameter awc still provides an overall additive contribution to the total weighting vector. Although the external weighting vector cannot be modified with wti, the total weighting vector can be modified with wti by modifying the internal VnmrJ weighting vector. Note that only a single weighting vector is provided for both halves of the complex data set—real and imaginary data points of the complex pair are always weighted by the same factor.

If the filename program does not exist in a user's wtlib subdirectory, VnmrJ looks for a text file in the current experiment directory with the name filename. This file contains the values for the external weighting function in floating point format (for example, 0.025, but not 2.5e–2) with one value per line. If the number of weighting function values in this file is less than the number of complex FID data points (that is, np/2), the user-weighting function is padded out to np/2 points using the last value in the filename text file.

Writing a Weighting Function

Weighting functions must follow this format, similar to pulse sequence programs:

```
#include "weight.h"
wtcalc(wtpntr, npoints, delta_t)
int npoints;          /* number of complex data points */
float *wtpntr,        /* pointer to weighting vector */
delta_t;              /* dwell time */

{
...                   /* user-written part */
}
```

The variable wtpntr is a pointer and must be dealt with differently than an ordinary variable such as delta_t. wtpntr contains the address in memory of the first element of the user-calculated weighting vector; *wtpntr is the value of that first element. The statement *wtpntr++=x implies that *wtpntr is set equal to *x* and the pointer wtpntr is subsequently incremented to the address of the next element in the weighting vector.

The following examples show the filename program set by wtfile=filename

- Source file filename.c in a user's vnmrsys/wtlib directory:

```
#include "weight.h"
wtcalc(wtpntr, npoints, delta_t)
int npoints;          /* number of complex data points */
```

```
float *wtpntr,        /* pointer to weighting vector */
delta_t;              /* dwell time */

{
int i;
for (i = 0; i < npoints; i++)
   *wtpntr++ = (float) (exp(-(delta_t*i*wtconst[0])));
/* wtconst[0] to wtconst[9] are 10 internal weighting */
/* parameters with default values of 1 and type float. */
}
```

- Optional parameter file `filename.wtp` in the current experiment directory:

```
0.35     /* value placed in wtconst[0] */
-2.4     /* value placed in wtconst[1] */
...      /* etc. */
```

- Text file `filename` in the current experiment directory:

```
0.9879   /* value of first weighting vector element */
0.8876   /* value of second weighting vector element */
-0.2109  /* value of third weighting vector element */
0.4567   /* value of fourth weighting vector element */
...      /* etc. */
0.1234   /* value of last weighting vector element */
```

Compiling the Weighting Function

The macro/shellscript `wtgen` is used to compile `filename` as set by parameter `wtfile` into an executable program. The source file is `filename.c` stored in a user's `vnmrsys/wtlib` directory. The executable file is in the same directory and has the same name as the source file but with no file extension. The syntax is for `wtgen` is `wtgen(file<.c>)` from VnmrJ or `wtgen file<.c>` from a shell.

The `wtgen` macro allows the compilation of a user-written weighting function that subsequently can be executed from within VnmrJ. The shellscript `wtgen` can be run from within a shell by typing the name of the shellscript file name, where the `.c` file extension is optional. `wtgen` can also be run from within VnmrJ by executing the macro `wtgen` with the file name in single quotes.

The following functions are performed by `wtgen:`

1. Checks for the existence of the `bin` subdirectory in the VnmrJ system directory and aborts if the directory is not found.
2. Checks for files `usrwt.o` and `weight.h` in the `bin` subdirectory and aborts if either of these two files cannot be found there.
3. Checks for the existence of the user's directory and creates this directory if it does not already exist.
4. Establishes in the `wtlib` directory soft links to `usrwt.o` and `weight.h` in the directory `/vnmr/bin`.
5. Compiles the user-written weighting function, which is stored in the `wtlib` directory, link loads it with `usrwt.o`, and places the executable program in the

same directory. Any compilation and/or link loading errors are placed in the file `name.errors` in `wtlib`.

6. Removes the soft links to `usrwt.o` and `weight.h` in the `bin` subdirectory of the VnmrJ system directory.

The name of the executable program is the same as that for the source file without a file extension. For example, `testwt.c` is the source file for the executable file `testwt`.

5.7 User-Written FID Files

User the command `makefid(input_file <,element_number,format>)` to introduce computed data in the experiment. The required `input_file` argument is the name of a file containing numeric values, two per line. The first value is assigned to the X (or real) channel; the second value on the line is assigned to the Y (or imaginary) channel. Arguments specifying the element number and the format are optional and may be entered in either order.

The argument `element_number` is any integer larger than 0. If this element already exists in your FID file, the program will overwrite the old data. If not entered, the default is the first element or FID. `format` is a character string with the precision of the resulting FID file and can be specified by one of the following:

`'dp=n'`	single precision (16-bit) data
`'dp=y'`	double precision (32-bit) data
`'16-bit'`	single precision (16-bit) data
`'32-bit'`	double precision (32-bit) data

If an FID file already exists, `format` is the precision of data in that file. Otherwise, the default for `format` is 32 bits.

The number of points comes from the number of numeric values read from the file. Remember it reads only two values per line.

If the current experiment already contains a FID, the format and the number of points from that present in the FID file can not be changed. Use the command `rm(curexp+'/acqfil/fid')` to remove the FID.

The `makefid` command does not look at parameter values when establishing the format of the data or the number of points in an element. Thus, if the FID file is not present, it is possible for `makefid` to write a FID file with a header that does not match the value of `dp` or `np`. Use the `setvalue` command if any changes are needed since the active value is in the processed tree.

The `makefid` command can modify data returned to an experiment by the `rt` command. To avoid this, enter the following sequence of VnmrJ commands on the saved data before running `makefid`:

```
cp(curexp+'/acqfil/fid',curexp+'/acqfil/fidtmp')
rm(curexp+'/acqfil/fid')
mv(curexp+'/acqfil/fidtmp',curexp+'/acqfil/fid')
```

The command `writefid(textfile<,element_number>)` writes a text file using data from the selected FID element The default element number is 1. The program writes two values per line—the first is the value from the X (or real) channel, and the second is the value from the Y (or imaginary) channel.

Chapter 6. **Panels, Toolbars, and Menus**

Sections in this chapter:

6.1 Parameter Panel Features

The parameter panels in VnmrJ are built using xml files. The panel items may display strings, expressions, and parameter values. Some parameter panels are general and are shared with all pulse sequences and some are customized to meet the requirements of individual pulse sequences.

The liquids and solids interfaces use panels in the Start, Acquire, and Process folders. The imaging interface has an additional folder labeled Image. The LC-NMR interface has an additional folder labeled LC/MS. Panels are selected by clicking on the tab at the top of the window. Each panel contains a number of pages, and the pages are selected by clicking on the page tab at the left.

Panels in the experimental, walkup, and LC-NMR interfaces use the name of the pulse sequence, `seqfil`. Imaging interface panels utilize the parameter `layout` to select which panels are displayed. The imaging gems protocol sets `layout = 'gems'`. The parameter can be set to `layout = seqfil`. Using the `layout` parameter facilitates sequence development since a panel does not have to be created because a sequence is recompiled under a different name.

6.2 Using the Panel Editor

Starting the Panel Editor

1. Click on **Edit** on the main menu.

2. Select **Parameter Pages…** to display the panel editor window, see Figure 7.

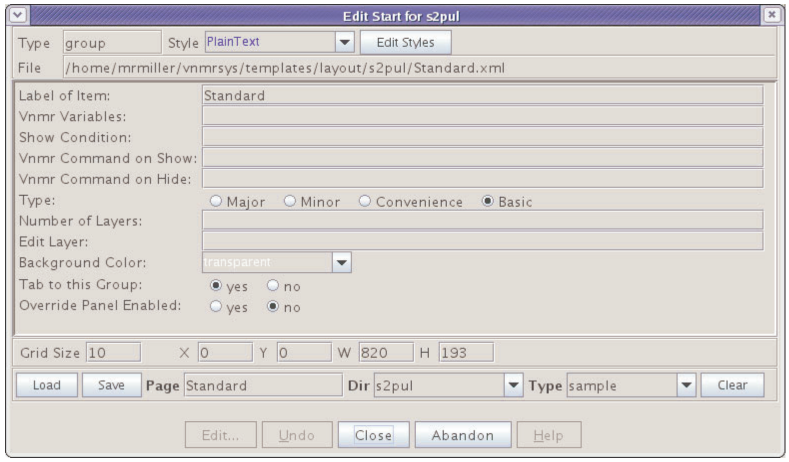


Figure 7. Panel Editor Window

The current page is displayed in the edit mode with a grid, see Figure 8.

3. Click on **Tools**.
4. Select to **Locator** to display the locator panel, Figure 8, and the basic elements used to build a panel.

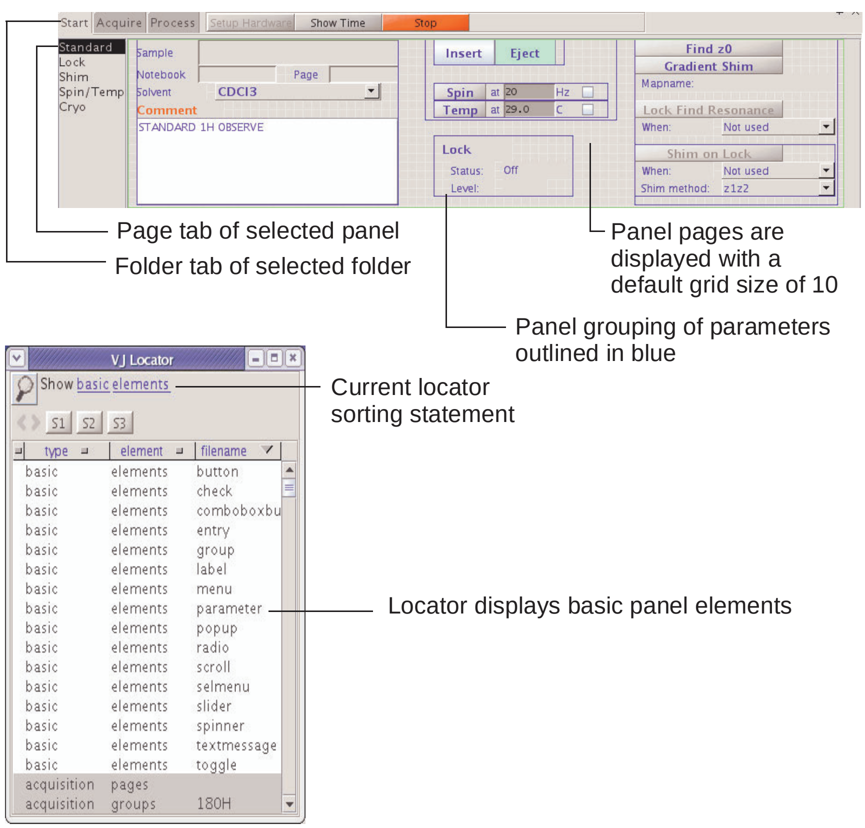


Figure 8. Panel and Locator when Panel Editor is Open

Editing Existing Panel Elements

- "Selecting a Panel Element," page 303
- "Viewing or Changing a Panel Element Attribute," page 303
- "Changing the Grid Size," page 304
- "Editing Styles," page 304
- "Saving Element or Group Changes," page 305

Selecting a Panel Element

Select a panel element as follows:

1. Double-click on an element (button, toggle, group, etc.) to select it.

   The selected element is highlighted in yellow and is ready for editing.

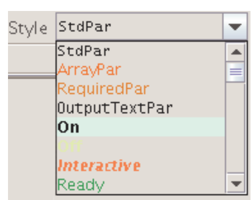
2. Double-click on an empty area within the group to select a group.
3. Double-click on an empty area within the page to select a page.
4. Double-click on an empty area outside a page to select a folder.

   Expand the panel display area until it is larger than the page if there is no area outside the page.

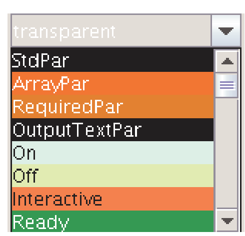
Viewing or Changing a Panel Element Attribute

The panel editor displays the attributes of a selected element. A list of elements and their attributes is given in 6.3 "Panel Elements," page 307. The panel editor can also set the following attributes:

Style –The Style drop-down menu sets the font, style, size, and color of the element.



Background color – The Background Color drop-down menu sets the background color of the element.



Location – Move an element to a new location using one of the following methods:

1. Drag the element to the desired location with the mouse.
2. Use the arrow keys to move the element to the new location.
3. Enter the position in the **entry boxes X** (horizontal) and **Y** (vertical) in pixels. The top left corner is X=0, Y=0.

Size – Resize an element using one of the following methods:

1. Drag the edges of the element with the mouse.
2. Hold the control key down and resize the element using the arrow keys.

3. Enter the size in the **entry boxes W** (Width) and **W** (Height) in pixels.

Changing the Grid Size

The default grid size is 10. The grid size can be changed as follows:

1. Enter a **new value** in the field next to Grid Size, see Figure 7.
2. Press **Enter**.

Editing Styles

Clicking on the **Edit Styles** button opens the **Display Options** editor.

Opens the display options editor.

The editor is used for setting the styles of panel elements. Changing the font, style, size, or color in Display Options changes all elements in the interface of that style.

Adding and Removing Panel Elements

Selecting an Element from the Locator

1. Select an element in the Locator.
2. Drag the element from the locator to the desired position on the page.

Copying an Element to Another Location on the Same Page

1. Select an existing element or group of elements by double-clicking it (make sure the borders are highlighted).
2. Hold the control key down and drag it to the new location–a new element is automatically created.

Copying an Element Between Pages Within a Folder

1. Select an existing element or group of elements on a page by double-clicking it (make sure that the borders are highlighted).
2. Hold the control key down and drag it to a location outside the page. Use the arrow keys to move the copy outside the page if the area outside the page cannot be viewed.
3. Select a new page to the left in the page tab list.
4. Move the copied element within the new page.

Creating a New Page from the Locator

1. Select **Show all elements** in the Locator.
2. Find the **page** element in the Locator.

3. Drag the **page** element into the parameter panel or into the tab list to the left of the parameter panel in the appropriate folder.

   New Page appears as the tab on the left.

4. Change the position and size of the page using one of the following methods:
   - Use the mouse buttons to click on an edge or corner and drag the page to a new size.
   - Use the ctrl-arrow keys to resize the page.
   - Type in values for width (W) and height (H) in the template editor.

Copying an Existing Page from the Locator

1. Set the columns of the locator to show **type**, **directory**, and **filename**.
2. Find the desired page in the Locator.
3. Drag the desired page into the tab list to the left of the panels in the appropriate folder.

   The page will appear as a new tab in the list.

Removing Panel Items

1. Select the panel element, group, page, or folder to remove by double-clicking on it.
2. Click the **Clear** button at the lower right corner of the template editor.

Removes all items from the page or folder, or deletes the selected item or group (highlighted with yellow border).

The item can also be dragged to the trash.

Saving Panel Changes

- "Saving Element or Group Changes," page 305
- "Saving Page Changes," page 306
- "Saving Folder Changes," page 306

Saving Element or Group Changes

1. Double-click on an element or group.

   The **Save** button is followed by the element type, an entry field for specifying the name of the saved element, and is grayed out until a name is specified.

2. Enter a name and press **Enter**.

   The group, including all elements within the group, is saved when saving a group.

3. Select a choice from the **Type** menu to set the element type.

   The element type may be used for searching for all elements of this type in the Locator. It does not impose any restrictions on the use of the element.

4. Press the **Save** button to save the element or group.

Saves the element or group under the name in the panelitems directory. The page then has a reference to the named item within it.

5. To reload an element or group from disk, press the Load button.

Loads the element or group using the file name in the element or group entry field.

Note: A panel item may be saved in one folder using this method and copied into another folder by dragging it from the Locator.

Saving Page Changes

1. Double-click on an empty space within a page, or click on a tab on the left to select a page.

   The **Save** button is followed by **Page**, an entry field for specifying the page name, and is grayed out if no name is specified.

2. Enter a name and press **Enter**.

3. Select a choice from the **Dir** menu, Figure 9, for the directory to save the page in.

   Selecting a pulse sequence name or layout saves the page in a directory for the pulse sequence or layout. Saving to a default directory makes it available to all sequences.

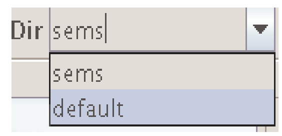


Figure 9. Dir Menu

   The default directory is `default_name` if the file `DEFAULT` exists in the directory and contains `set default default_name`. Otherwise, the default directory will be `default`. The directory for many 2D liquids sequences is `default2d`.

4. Select a choice from the **Type** menu, Figure 10, to set the page type.

   The page type is used for searching for all pages of this type in the Locator. It does not impose any restrictions on the use of the page.

5. Press the **Save** button to save the page in the layout directory.

6. Press the **Load** button to reload a page from disk.

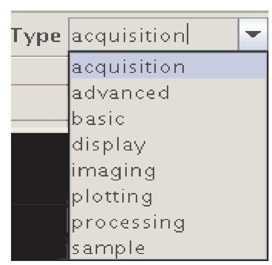


Figure 10. Type Menu

Saving Folder Changes

1. Double-click on the area outside a page. Expand the panel display area until larger than the page if no area is available.

   The **Save** button is followed by **Folder** and an entry field for specifying the folder name. The folder name must be one of the system types: `sample`, `acq`, `proc`, or `aip` if Imaging.

2. Select a directory to save the folder in from the **Dir** menu.

   The folder is saved in a directory for the pulse sequence or layout if a pulse sequence name or layout is selected. Select **default** to save it in the default directory available to all sequences.

   The default directory is `default_name` if the file `DEFAULT` exists in the directory and has contents `set default default_name`. Otherwise, the default directory will be `default`.

3. Select a choice from the **Type** menu to set the folder type.

The folder type may be used for searching for all folders of this type in the Locator. It does not impose any restrictions on the use of the folder.

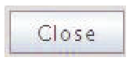
4. Press the **Save** button to save the folder specifying the order of pages in it.
5. Press the **Load** button to reload a folder from disk.

Exiting the Panel Editor

Use one of the following options to exit the panel editor:

- Exit and temporarily save changes as follows:

  Click the **Close** button.



Closes the panel editor; unsaved changes retained only for the current VnmrJ session. Changes are not saved when VnmrJ is exited.

  Changes are saved and retained only for the current VnmrJ session. Changes are lost when VnmrJ is exited.

- Exit, apply the changes to the current VnmrJ session, save the changes for the next VnmrJ session, or abandon the changes as follows:

1. Double-click on an element or group.

   The **Save** button is followed by the element type and an entry field for specifying the name of the saved element. The Save button is grayed out until a name is specified.

2. Enter a name and press **Enter**.

   The group, including all elements within the group, is saved when saving a group.

3. Select a choice from the **Type** menu to set the element type.

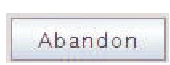
   The element type may be used for searching for all elements of this type in the Locator. It does not impose any restrictions on the use of the element.

4. Do one of the following:
   - Press the **Save** button to save the element or group.

Saves the element or group under the mane in the panel items directory. The page is referenced to the named item within it.

   - Exit and make no changes:

     Click the **Abandon** button to exit and make no changes.



Exits the panel editor, discards unsaved changes, and reloads previously saved pages.

5. Press the Load button to reload an element or group from disk.

Loads the element or group using the file name in the element or group entry field.

6. Click the **Close** button to exit the panel editor.

6.3 Panel Elements

- "Element Style," page 308
- "Panel Element Attributes," page 308

- "Panel Elements," page 309
- "Advanced Panel Elements," page 319

Element Style

The font style (plain, bold, italic, bold-italic), size, font, and color that is selected in the **Style** section at the top of the panel editor window determines the appearance of the text associated with the element. The specifics of an element style can be modified by clicking **Edit Styles** in the panel editor window or by selecting **Display Options…** from the top menu **Edit**.

Changing the appearance of a given style will immediately affect any existing elements that use that style.

Panel Element Attributes

Commonly used panel element attributes are listed in Table 42.

Table 42. Common Attributes of Panel Elements

Attribute	*Description*
Label of item	Text label of item.
Icon of item	Icon of item. This is used only for some elements (button, label).
Label justification	Justification of label of item. Choices are Left, Right, Center.
Vnmr variables	VNMR parameters that can change the Value of item, Enable condition, or Show condition of the item.
Value of item	The value of the item. This string is a MAGICAL expression that sets the value of `$VALUE`. The value of some items (checkbox, radio, toggle) can be either true (1) or false (0). Other items (comboboxbutton, menu, selmenu) match a value from the Value of choices. For still other items (entry, textmessage) it is a number or string to display.
Decimal Places	The number of decimal places to truncate to in a real expression in Value of item.
Vnmr command	The command sent when the item is executed or selected. This string is a MAGICAL expression that can use `$VALUE`, which is read from the value entered in or set by the item.
Vnmr command2	The command sent when the item is deselected. This is used only by some items (checkbox, radio, toggle).
Enable condition	The expression that determines whether an item is active or not. This string is a MAGICAL expression that sets `$ENABLE` or `$VALUE`, which can evaluate to either active (1), inactive (0), or disabled (-1). A disabled item does not allow the item to change the parameter value, while an inactive item simply changes the background color but still allows parameter entry.
Label of choices	Text labels used in a menu or comboboxbutton.
Value of choices	Values in a menu or comboboxbutton used to set the Vnmr command.
Status parameter	Parameter from the acquisition or hardware status. A status parameter can change the item or value of the item to display. Status parameters cannot be used in combination with MAGICAL expressions. They are mutually exclusive from Vnmr variables.The status parameter is any of the names listed by the command `Infostat`.
Show condition	The expression which determines whether a group is shown or not. This string is a MAGICAL expression that sets the value of `$SHOW` or `$VALUE`, which evaluates to show (1) or hide (0).

Table 42. Common Attributes of Panel Elements

Attribute	*Description*
Vnmr command on show	In a group, the command sent when the group is shown. This string is a MAGICAL expression.
Vnmr command on hide	The command sent when the group is hidden. This string is a MAGICAL expression.
Editable	Sets whether or not text may be entered in the item (yes or no).

Panel Elements

Basic Panel Elements

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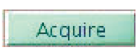
Button 

A button causes an action to occur in VnmrJ. The command behind a button is anything that can be written in a macro or entered on the command line.

The button attributes are:

Label of item
Icon of item
Enable condition
Vnmr command
Background color
Vnmr variables— en-/disable a button based on the parameter value.
Status parameter—en-/disable a button based on the status parameter value.
Enable status values— list of status parameter values that enable the button.

Example: the **Acquire Profile** button in the sems layout is a button.

Attribute	*Value*
Label of item	`Acquire Profile`
Icon of item	
Vnmr variables	
Enable condition	
Vnmr command	`au`
Status variables	

Attribute	*Value*
Label of item	`Acquire Profile`
Enable status values	
Background color	`transparent`

.

Check 

The check box element selects and de-selects some mode or state, often as a yes or no selection. It is presented as a small square box to the left of a label.

The attributes of a check box are:

Value of element — the check box is checked if `$VALUE` evaluates to a positive integer.	Enable condition
Vnmr command	Vnmr command2

Inversion Recovery is a check box example:

Label of Item	Inversion Recovery
Vnmr variables:	`ir`
Value of element:	`$VALUE = (ir='y')`
Vnmr command:	`ir='y'`
Vnmr command2:	`ir='n'`

The commands in the **Vnmr command** and **Vnmr command2** fields are executed when the check box is selected or deselected. The parameter `ir` is set to `y` when the box is selected, and when the box is deselected, `ir` is set to `n`.

The **Value of element** field determines, based on the current value of `ir`, whether the check box is shown as selected or deselected. Thus, this element needs to "listen to" the parameter `ir`, which requires `ir` to be in the **Vnmr variables** list.

Vnmr command and the **Value of element** must be consistent.

Comboboxbutton

The **comboboxbutton** button provides a number of choices using a drop-down menu. Selecting an option from the menu sets the menu item. Clicking on the button executes the Vnmr command specified in the menu.

The attributes of a comboboxbutton are

Label of item	Vnmr variables
Value of item	Enable condition
Vnmr command	Label of Choices
Value of Choices	Editable

An example is a **comboboxbutton** that displays the number of complex transform points fn/2:

Attribute	*Value*
Vnmr variables	`fn`
Value of item	`$VALUE = fn/2`
Enable condition	`on('fn'):$ENABLE`
Vnmr command	`fn = $VALUE * 2`

Label of Choices	`"64" "128" "256" "512" "1024" "2048"`
Value of Choices	`"64" "128" "256" "512" "1024" "2048"`
Editable	`Yes`

.

Entry field 

Use the entry element to directly enter values for VnmrJ parameters.

The entry field attributes are:

Vnmr Variables	Value of item
Enable condition	Vnmr Command
Decimal places	Disable style
Status parameter	

The number of transients or averages, `nt`, is an example:

Attribute	*Value*
Vnmr Variables:	`nt`
Value of item:	`$VALUE = nt`
Enable condition	
Vnmr Command:	`nt = $VALUE '`
Decimal places:	
Disable style:	
Status parameter:	

The entry field created in the above example functions as follows after exiting the editor:

Enter a value into the entry field, e.g., 4.

Enter a list of values into an entry field a parameter that can be arrayed (`nt`=1,1,1,1,1). The value is displayed as the string array.

String parameters require enclosing the `$VALUE` with quotes: `n1='$VALUE`. All math functions must be done to a value prior to assigning it to a VnmrJ parameter, for example `te` in the imaging interface:

Vnmr Command: `te = $VALUE/1000`

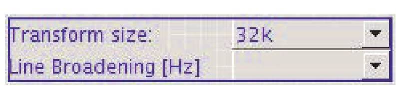
Entering a list of values for `te` in this case, e.g., 10, 20, 30, 40, results in dividing only the last value by 1000 and `te` array ends up with the values 10, 20, 30, 0.04. Enclose `$VALUE` in square brackets, [] to force the math to be applied to all entered values.

Vnmr Command: `te = [$VALUE]/1000`

The value is correctly divided by 1000 for all entered values.

This is only an issue for entry fields which allow arbitrary values. The options for the entered value are predefined for menus, checkboxes, etc.

Group



Groups are used to delineate a collection of basic elements that are connected. There are three types of groups: Major, Minor, and Convenience.

Group attributes are:

Label of item	Vnmr variables
Show condition	Vnmr Command on Show
Vnmr Command on Hide	Type
Number of Layers	Edit Layer
Background Color	Tab to this Group Disabled
Override Panel Enabled	

Major groups are outlined with a visible border and can have a label associated at the top of the group. The major group width is restricted to a multiple of 70 pixels, and the group has an automatic margin of 5 pixels inside all edges. Major groups cannot contain major groups.

Minor groups only appear inside major groups, cannot be nested, or contain major groups. The left alignment and width snaps to the grid size. A label given to a minor group is not displayed.

Convenience groups are simply used to make editing pages easier and have no visible effect on the page. They can be used anywhere and have no restrictions on alignment. They are independent of the hierarchical restrictions placed on other types of groups.

Major and minor groups may also be mutable. Their contents can change depending on other parameters. Multiple layers are available. Set the number of layers greater than one to enable this property. Use the editor to select the current active for editing. Mutable groups have a distinctive look.

Populate a group by first placing the group on the page, sizing it to hold all the elements to be added to it, and placing the individual elements inside the group.

A group cannot be created around existing elements. Placing a new (empty) group on top of existing elements gives the appearance of placing those elements in the group but none of the elements can be selected because they are behind the group. A group cannot be resized to encompass neighboring elements. Place elements inside a group by moving the elements into the group one by one.

An element within a group cannot be resized so that the element extends beyond the group. An element that extends beyond the group is no longer considered part of the group and it cannot be selected from within the group. The element must reside inside the group. The group cannot be moved or resized to cover the element.

Groups can be hidden using Show Condition false. False is a negative integer or 0; true is a positive integer. For example, a group might only be suitable for display if the parameter `relax` is set to `'y'`. In this case, the value of the Show Condition can be calculated by a MAGICAL expression, for example:

`"if relax='y' then $SHOW=1 else $SHOW=0 endif"`
alternatively
`"$SHOW=(relax='y')"`

For this attribute, `$SHOW` is equivalent to `$VALUE`, and either may be used.

The same space on the page can be used for different groups having a functionality determined by the value of a parameter. Editing this type of group is best done by separating the groups on the page and at the end of the editing process repositioning the groups on top of one another. It is important, in this case, that the groups not fit within each other. Convenience groups can be nested and "hidden" within each other, if desired.

Groups can have multiple layers, hidden or shown, depending on the show condition for a particular layer. **Number of Layers** sets the number of layers in a group. **Edit Layer** is the number of the layer being edited between 1 and the number of layers.

.

Label 

The label element is a non-interactive label with a pre-defined text. Labels are typically used to give a title, or a description of some other field.

Example: **Transform size** in front of an entry field for entering the number of transformed points.

The attributes of a label are:

Label of item	Icon of item
Vnmr variables	Used for setting the Enable condition
Enable condition	Changes label’s appearance, but can not make it invisible. Put the label in a group and set the show condition on the group to make the label invisible.
Label justification	

An example is:

Attribute	*Value*
Label of item	`Transform size`
Icon of item	
Vnmr variables	
Enable condition	
Label justification	`Left`

.

Menu 

The menu element gives a number of choices in a drop-down menu. Selecting an option from the menu executes the specified Vnmr command, and displays the last selected option in the menu.

The attributes of a menu are:

Value of element	Enable condition
Vnmr command	Label of choices
Value of choices	Editable

The menu for `np` where the value displayed is the number of complex pairs, i.e., `np/2` is an example:

Attribute	*Value*
Vnmr variables	`np`
Value of element	`$VALUE = np/2`
Vnmr command	`np = $VALUE*2`
Label of choices	`"32" "64" "128" "256" "512" "1024"`
Value of choices	`"32" "64" "128" "256" "512" "1024"`

The menu displays and returns the number of complex pairs and the value of `np` is adjusted through multiplying and dividing by 2. To illustrate that the "Label of choices" and "Value of choices" do not need to be identical, an alternative implementation would be to have the menu return the number of data points but display the number of complex pairs:

Attribute	*Value*
Value of element	$VALUE = np
Vnmr command	np = $VALUE
Label of choices	"32" "64" "128" "256" "512" "1024"
Value of choices	"64" "128" "256" "512" "1024" "2048"

A value not included in the list of choices can be typed in if the menu is editable.The typed-in value is added to the list of label choices and to the list of value choices.

.

Parameter 

The parameter element offers a combination of a label, a checkbox, an entry field, and a menu (typically used for selecting the units of the parameter in question). Each of these sub-elements is optional. The elements within a parameter are:

Parameter element function	*Description*
Label	Style permits changing font and units.
Check box	Enables or disables selected conditions.
Entry field	Enter a value with optional decimal places
Units	Label for parameter units. Selected from a menu is optional.

Entry Size and Unit Size establish the size of the label box, and Units Label adds the desired units description at the end of the box.

The label and menu have the same font.

The following example uses fixed units. Type **Label**.

Attribute	*Value*
Parameter Name:	`temp`
Label of item:	`Temperature`
Enable Condition:	`vnmrinfo('get','tempExpControl'):$tc=0 then $ENABLE=-1 else on ('temp'):$ENABLE endif`
Vnmr variables:	`temp tin`
Checkbox Enable Condition:	`vnmrinfo('get','tempExpControl'):$tc $ENABLE=$tc*2-1`
Checkbox Value:	`on('temp'):$VALUE`
Checkbox Vnmr Command:	`on('temp') tin=Y`
Checkbox Vnmr Command2:	`off('temp') tin='n'`
Entry value:	`$VALUE=temp`
Entry size:	`80`
Entry Vnmr Command:	`temp=$VALUE tin=Y`
Entry Decimal Places:	`1`
Entry Disable Styles:	`Grayed out`

Units Enable:	`Label`
Units size:	`30`
Units Label:	C
Units value:	
Units Vnmr Command:	
Menu Choice Label:	
Menu Choice Value:	

Menu units are included in the following parameter example:

Attribute	*Value*
Parameter Name:	`d1`
Label of item:	Relaxation Delay
Enable Condition:	`$SHOW=1`
Vnmr variables:	`d1`
Checkbox Enable Condition	:
Checkbox Value:	
Checkbox Vnmr Command:	
Checkbox Vnmr Command2:	
Entry value:	`vnmrunits('get','d1'):$VALUE`
Entry size:	`50`
Entry Vnmr Command:	`vnmrunits('set','d1',$VALUE)`
Entry Decimal Places:	`2`
Entry Disable Styles:	`Grayed out`
Units Enable:	`Menu`
Units size:	`10`
Units Label:	
Units value:	`parunits('get','d1'):$VALUE`
Units Vnmr Command:	`parunits('set','d1','$VALUE')`
Menu Choice Label:	`'s''ms''us'`
Menu Choice Value:	`'sec''ms''us'`

.

Radio button

Radio buttons are used when a few mutually exclusive choices are available for a particular state. Whenever one option is selected, the others are deselected. If there are more than 3-4 choices, a menu is a better element to use.

A collection of radio buttons related to a particular parameter must be within a single group to separate them from other sets of radio buttons, even if the groups of radio buttons use different parameters. The radio buttons must be explicitly programmed to be mutually exclusive.

The attributes of a radio button are:

Label of item	Vnmr variables
Value of element	Enable condition
Vnmr command	Vnmr command2

An example of two radio buttons is the selection of either chess or wet water suppression method in the steam protocol. The chess and wet buttons have the following attributes:

Attribute	`Chess`	`WET`
Vnmr variables	`wss`	`wss`
Value of element	`$VALUE=(wss='chess')`	`$VALUE=(wss='wet')`
Enable condition	`$VALUE=(ws='y')`	`$VALUE=(ws='y')`
Vnmr command	`wss='chess'`	`wss='wet'`

`Vnmr command2` is not used.

This example also shows an example of using the Enable condition to gray out the radio button if water suppression (`ws`) is turned off altogether (`ws = 'n'`).

.

Scroll 

The scroll element adjusts a parameter with increment and decrement buttons (typically up and down arrow scroll buttons respectively). The parameter's current value is displayed to the left of the scroll buttons. Each click of the left mouse button on an arrow selects a new value for the parameter in the direction implied by the button to the current parameter. Changes in the parameter, from value to value, do not have to be equally spaced. The parameter value can be a number or a string. The "Spinner," page 317, is similar and does require a defined step size.

The attributes of a scroll are:

Vnmr variables	Value of element
Enable condition	Vnmr command
Value of choices	

An example is the selection of a decoupling modulation mode from a defined list:

Attribute	*Value*
Vnmr variables	`dmm`
Value of element	`$VALUE = dmm`
Enable condition	
Vnmr command	`dmm = '$VALUE'`
Value of choices	`"ccc" "ccw" "ccg"`

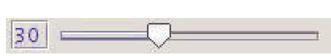
.

Selmenu 

The selmenu (select menu) element is similar to a menu and gives a number of choices in a drop-down menu. The difference between a menu and a selmenu is that the selmenu always displays the same text (the "Label"), regardless of what was last selected. The exception to this is if the selmenu is "Editable", in which case it displays the last selected option.

The attributes of a selmenu are the same as for a menu.

.

Slider 

The slider element adjusts a parameter with a slider. The current value of the parameter is displayed to the left of the slider. The value is incremented by clicking the left mouse button or decremented by clicking the right mouse button in the scale or dragging the slider to the right (increase) or to the left (decrease). The value can also be set by entering it in the entry box to the left of the slider.

The attributes of a slider are:

Vnmr variables	Value of element
Enable condition	Vnmr command
Status parameter	Limits parameter
Min displayed value	Max displayed value
Coarse adjustment value	Fine adjustment value
Number of digits to display	Ms between updates while dragging

The limits parameter is a Vnmr parameter name used to control the range of the slider.

The Min/Max displayed value entries control the range of the slider. These entries are inactive when there is an entry in the status parameter box and the limits box.

The Coarse/Fine adjustment values establish how much the value changes when the slider is moved by clicking the right or left mouse button in the scale.

`Ms` between updates while dragging establishes the delay in reacting to the slider.

Example:

Attribute	*Value*
Vnmr variables	
Value of element	
Enable condition	
Vnmr command	`setshim ('Z0',$VALUE)`
Status parameter	`Z0`
Limits parameter	`Z0`
Min displayed value	
Max displayed value	
Coarse adjustment value	10
Fine adjustment value	1
Number of digits to display	6
Ms between updates while dragging	0

.

Spinner 

The spinner element applies a defined step size change to the value of a parameter using increment and decrement buttons (typically up and down arrow buttons). The range of values is set by the minimum and maximum displayed value attributes. The “Scroll,” page 316, is similar but does not require a defined step size.

The attributes of a spinner are:

Vnmr variables	Value of item
Enable condition	Vnmr command
Status parameter	Limits parameter
Min displayed value	Max displayed value
Mouse click adjustment value	

Example:

Attribute	*Value*
Vnmr variables	`vtairflow`
Value of item	`$VALUE = vtairflow`
Enable condition	`$SHOW = (vtairflow>6)`
Vnmr command	
Status parameter	
Limits parameter	
Min displayed value	7.0
Max displayed value	25.0
Mouse click adjustment value	1.0

.

Textmessage 

The textmessage element displays a non-interactive label that displays an expression and the current value of the expression. The display is updated if the expression's value changes. The expression can not be changed using this element.

The attributes of a textmessage are:

Status parameter to display	Vnmr Variables
Enable condition	Vnmr expression to display
Number of digits	

Example

Attribute	*Value*
Status parameter to display	
Vnmr Variables	np
Enable condition	
Vnmr expression to display	$VALUE = np/2
Number of digits	0

.

Toggle button 

A toggle button is used to execute one action when the button is selected and another action when the button is de-selected. Clicking the toggle button runs an action, and the button changes to appear pressed in. Clicking the button again runs the other action, and the button is released. An example of such a toggle button is FID shimming, which starts FID shim acquisition until the button is clicked a second time to abort acquisition.

A different use for a toggle button is in switching between two mutually exclusive states, such as inserting or ejecting a sample. To this usage, two or more toggle buttons are placed within a group.

The attributes of a toggle button are:

Label of item	Vnmr variables
Value of item	Enable condition

Vnmr command (executed when the button is selected)

Vnmr command2 (executed when the button is deselected)

Status variables	Selecting status values
Enabling status values	

Example:

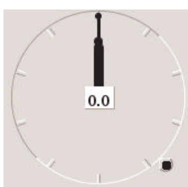
	Button 1	Button 2
Label of item	Insert	Eject
Vnmr variables		
Value of item		
Enable condition		
Vnmr command		
Vnmr command2		
Status variables	air	air
Selecting status values	insert	eject
Enabling status values	eject	insert

Advanced Panel Elements

- "Dial," page 319
- "Filemenu," page 320
- "Page," page 320
- "Shimbutton," page 321
- "Selfilemenu," page 321
- "Shimset," page 322
- "Statusbutton," page 322
- "Textfile," page 323

The advanced panel elements are described here and are accessed using the Locator.

Dial



A dial is a non-interactive display of the value of any parameter. It is typically used to display the FID area while shimming or setting the lock. A parameter can not be set using the dial.

The attributes of a dial are:

Vnmr variables	Value of item
Enable condition	Status variable
Min value	Max value
Max value elastic	Number of hands
Digital readout	Show max value
Max marker color	Show pic slice
Show color bars	

Example:

Attribute	*Value*
Vnmr variables	`fidarea`
Value of item	`$VALUE = fidarea`
Enable condition	
Status variable	
Min value	`0.0`
Max value	`1000.0`

Max value elastic	`no`
Number of hands	`2`
Digital readout	`yes`
Show maximum value	`yes`
Max marker color	`GraphForeground`
Show pie slice	`yes`
Show color bars	`yes`

Filemenu

A filemenu is used when the choices and values associated with a menu are given in a file. This is useful for having a dynamic menu, where entries may be added or removed (typically by macros) during a session. The filemenu contains pairs of strings on multiple lines. Spaces in strings are contained within double quotes.

The attributes of a filemenu are:

Label of item	Selection variables
Content variables	Value of item
Enable condition	Vnmr command
Menu source	Menu type
Show dot files	

An example of a filemenu is the orientation menu in Plan page in the Imaging interface, where the orientation of previously acquired data is dynamically added to the orientation menu during a study:

Attribute	*Value*
Label of item	
Selection variables	`orient planValue`
Content variables	`sqdir studyid`
Value of item	`$VALUE = planValue`
Enable condition	
Vnmr command	`iplanType = 0 planValue='$VALUE'` `setgplan('$VALUE')`
Menu source	`$VALUE=sqdir+'/plans'`
Menu type	`file`
Show dot files	`yes`

Page

The page element has the same attributes as a group element, with a size of a whole page and "Tab to this Group" enabled. The page size may be changed for particular use. The position of the page should always be X=0 Y=0. See the description of the group element for further details.

Page attributes are:

Label of item	Vnmr variables
Show condition	Vnmr Command on Show
Type	Vnmr Command on Hide
Number of Layers	Edit Layer

Background Color	Tab to this Group Enabled
Override Panel Enabled	

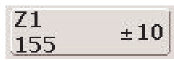
Selfilemenu

The selfilemenu element is similar to a filemenu and gives a number of choices in a drop-down menu. However, the difference between a filemenu and a selfilemenu is that the selfilemenu always displays the same text (the Label), regardless of what was last selected. The exception to this is if the selfilemenu is "Editable", in which case it displays the last selected option.

The attributes of a selfilemenu are the same as for a filemenu.

.

Shimbutton



This button is typically used to adjust the shims. It can be used for any numerical Vnmr or status parameter.

A shimbutton displays a text (the "Label"), the current value of the parameter, and a step size. The parameter value is adjusted in steps by clicking the mouse buttons: left and right mouse button to increase and decrease the parameter value, respectively. The value can be entered directly by holding the shift key while clicking on the value with the left mouse button. The step size can be changed by clicking the middle mouse button (goes through 3 values), or a new step size can be entered by holding the shift key while clicking the middle mouse button.

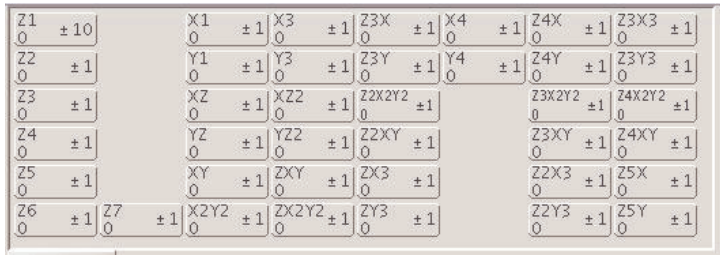
The attributes of a shimbutton are:

Vnmr variables	Value of item
Label	Vnmr command
Status variable	Limits parameter
Min allowed value	Max allowed value
Pointy style	Rocker style
Arrow feedback	Arrow color
Values wrap around	

Example:

Attribute	*Value*
Vnmr variables	
Value of item	
Label	`Z0`
Vnmr command	`setshim ('Z0',$VALUE)`
Status parameter	`Z0`
Limits parameter	`Z0`
Min allowed value	
Max allowed value	
Pointy style	`False`
Rocker style	`True`
Arrow feedback	`True`
Arrow color	`GraphForeground`
Values wrap around	`False`

Shimset



The shimset element brings up an entire set of shimbuttons, corresponding to the shim hardware.

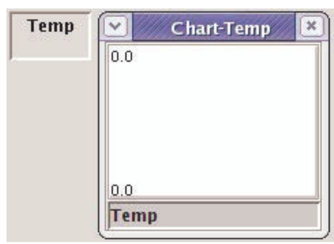
The attributes of a shimset are:

Border type	Freeze layout
Vnmr shim set parameter	Vnmr shim set value
Shim setting command	Status parameter for shim
Vnmr variables for shim	Vnmr expression for shim

.

Statusbutton 

A status button brings up a popup window that shows the temporal change in a given parameter.



The attributes of a statusbutton are:

Status Title	Chart Window Title
Status Color	Chart Max Points
Status Variable	Display Value
Vnmr variables	Min value
Value of item	Max value
Vnmr command	Chart Show Range
Vnmr command2	Chart Background Color
	Chart Foreground Color

Example of the FID shim button.

Attribute	*Value*
Status Title	`FID Shim`
Status Color	`fg`
Status Variable	
Vnmr variables	`fidarea`
Value of item	`$VALUE=fidarea`
Vnmr command	`fid_scan`
Vnmr command2	`aa('exit FID shim')`

Chart Window Title	`FID Shim area`
Chart Max Points	`200`
Display Value	`no`
Min value	`0`
Max value	`1000`
Chart Show Range	`True`
Chart Background Color	`StdPar`
Chart Foreground Color	`StdPar`

Textfile

index	freq(ppm)	intensity
1	153.843	16.134
2	134.617	40.562
3	127.294	38.5841
4	126.546	39.1135
5	123.834	36.3087
6	77.435	55.9474
7	77.0099	59.4785
8	76.5847	59.5
9	48.7526	41.5768
10	32.3261	41.637
11	24.4683	39.4181
12	11.6114	33.1797

The textfile window displays the text file corresponding to the file path value. The file contents can change and the display updates whenever a file name variable updates. For example, if `n1` is listed as a *file name variable*, setting `n1 = n1` will update the display.

The attributes of a textfile are:

File name variables	Value of file path
Vnmr command	Enable condition
Editable	Wrap lines

6.4 Creating a New Panel

Writing Commands

The panel editor uses the MAGICAL command syntax and a special variable, `$VALUE`, that is a local variable for each attribute associated with a panel element.

The variable, `$VALUE`, holds the value of the entry in an entry field. The value in the entry field may be a real or string value, the output evaluation of a boolean expression (1, or 0), or the result from the evaluation of an expression. A string variable, in an expression, is set in single quotes, for example: `p1pat = '$VALUE'`. Other local panel variables are `$SHOW` and `$ENABLE`, see Table 42, page 308.

Creating a New Panel Layout

A new layout is created using either a blank panel or an existing layout that is similar to the desired new panel. Use an existing layout (existing user layouts are located in `~/vnmrsys/templates/layout`) by copying an existing user layout and giving it a new name or by copying an existing system layout to the user directory and renaming the copied layout. An example:

```
cp -r /vnmr/imaging/templates/layout/gems ~/vnmrsys/
templates/layout/mygems
```

1. Load the **protocol**, pulse sequence, and or parameter set that will use the new layout.
2. Set **`seqfil`** or **`layout='mygems'`**.

   The current panels are edited if `seqfil` or `layout` is not set to the new name.
3. Open the **panel editor**:
   a. Click on **Edit** on the main menu.
   b. Select **Parameter Pages**.
4. Modify any page.
5. Double click within a page or select the tab to the left.

   The selected page border is highlighted in yellow.
6. Click the **Save** button and save the page.

   Save the entire folder if new pages were created:
   a. Select the folder by double-clicking in the area outside the page grid.

      Nothing is high-lighted in yellow and at the bottom of the panel editor window the button Save is followed by the word Folder and an entry field.
   b. Click on the **Save** button.

The folders (three for liquids and four for imaging) must be named: Start, Acquire, Process, Image (imaging only), and LC/MS (LC-NMR only and uses the file LcMs.xml). Arbitrary names cannot be used. The name of the file that governs the Start folder is always sample.xml, the Acquire folder acq.xml, the Process folder proc.xml, and for the fourth folder in the imaging interface aip.xml (advanced imaging processing).

Varian standard imaging pages use the following convention:

- Pages in the Start folder start with **samp**
- Pages in the Acquire folder with **acq**
- Pages in the Process folder with **proc**
- Pages in the Image folder with **aip**

Press the **Clear** button outside the current page to **delete all pages** in the current folder. Click the **Abandon** button to reload the folder and pages from disk before clicking the **Save** button if the **Clear** button is clicked by error. See 6.2 “Using the Panel Editor,” page 301 for details.

Creating a New Page

1. Select **Show all elements** in the Locator.
2. Find the page element.

3. Drag the page element into the tab list to the left of the panels in the appropriate folder.

   The New Page appears as the tab on the left.

4. Change the size of the page by using one of the following:
   - The mouse buttons and clicking on a corner and dragging the page to a new size.
   - Use the ctrl-arrow keys to resize the page.
   - Type in values for size W(idth) and H(eight).

Defining and Populating a Page

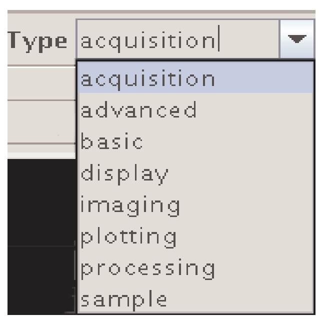
1. Save the page.

   Select the entire page by double-clicking somewhere within the page frame, but not on any of the elements within the page. The entire page frame is highlighted in yellow. At the bottom of the panel editor window, the name of the page is shown in an entry field to the right of the Save button.

2. Click the **Save** button and save the page.

   The keyword **Page** appears between the Save button and the entry field. Use either the original name (already shown) or enter a new name. The page **Type** is provided for refining a search of pages for future use.

Type



Undo any changes made since the most recent save by clicking on the **Load** button to reload the file that is saved on disk.

The **Clear** button deletes the current page in the folder. Click the **Abandon** button to reload the page from the disk before clicking the **Save** button or closing the editor if the **Clear** button is clicked on by mistake.

Saving and Retrieving a Panel Element

Save and retrieve a panel element for use in a different panel as follows:

1. Double-click on an element.

   The **Save** button is followed by the element type and an entry field for specifying the name of the saved element.

2. Enter a name and press **Enter**.

   Saving a group saves the group and all elements within the group.

3. Set the element type from the menu (acquisition, advanced, basic, display, imaging, plotting, processing, and sample) for easy Locator search.

4. To retrieve a saved element, use the Locator to find the element (try sorting alphabetically by name or by type) and drag it on to the desired page.
5. Saving an individual element is merely a tool to save and retrieve an element for use in a different panel.

Files Associated with Panels

See Table 43 for panels and locations.

Table 43. Panels and Locations

Panel owner	*Panel*	*Location*	*Comment*
VnmrJ	Experimental	`/vnmr/templates/layout`	Named according to the pulse sequence name and used by all interfaces.
	Walkup	`/vnmr/walkup/templates/layout`	Walkup panels not shared with the experimental interface.
User	user defined	`~user/vnmrsys/templates/layout`	User panels named according to the pulse sequence name or layout.

The panel search path is defined in Applications dialog in the **Edit** menu, in directories allowed by the VnmrJ administrator under appdir. The default is in the user's home directory in `vnmrsys/templates/layout`, then optionally an application-dependent directory (e.g. `/vnmr/imaging/templates/layout`), and finally `/vnmr/templates/layout`.

Panels are first searched for in the pulse sequence directory, then in the default directory. If the file DEFAULT exists in the pulse sequence or layout directory and has contents `set default default_name`, an additional default directory of `default_name` will be searched.

Search path example:

COSY panels in the walkup interface, with a DEFAULT file of `set default default2d`.

1. `~/vnmrsys/templates/layout/COSY`
2. `/vnmr/walkup/templates/layout/COSY`
3. `/vnmr/templates/layout/COSY`
4. `~/vnmrsys/templates/layout/default2d`
5. `/vnmr/walkup/templates/layout/default2d`
6. `/vnmr/templates/layout/default2d`
7. `~/vnmrsys/templates/layout/default`
8. `/vnmr/walkup/templates/layout/default`
9. `/vnmr/templates/layout/default`

Panel elements and groups are saved in `templates/vnmrj/panelitems` in either `vnmrsys` or `/vnmr`.

Sizing Panels

The panel size is determined by the number of pixels on the page when the page is created. Scroll bars appear automatically if the panel size is reduced and all the elements in the panel cannot be displayed. Scroll bars also appear automatically when the text is too long to be displayed in elements that support scroll bars. The Textfile element is an example. Some elements that contain text do not support scroll bars and display a portion of the text with an … to indicate that not all the text is displayed.

The default environment variable setting for VnmrJ is `squish=1.0` to maintain the size of the font when vnmrj is resized. Set VnmrJ to automatically resize the fonts as follows:

1. Login as the system administrator, typically vnmr1.
2. Open a terminal window.
3. Enter **`cd /vnmr/bin`**
4. Enter **`cp vnmrj vnmrj.backup`**
5. Edit the `/vnmr/bin/vnmrj` script and set the parameter `squish=0.5` to automatically resize the fonts. Use vi or any ASCII text editor provided with the operating system.
6. Save the change and exit the editor.
7. Restart VnmrJ to make VnmrJ read the new value of the parameter.

6.5 Graphical Toolbar Menus

- "Editing the Toolbar Menu," page 327
- "Graphics Toolbar Parameters," page 328
- "Icons," page 328
- "Menu File Description Example, dconi," page 328

Editing the Toolbar Menu

The graphics toolbar menu is invoked with the command `menu(filename)` and `filename` is the name of a file in the directory `menujlib` that exists in any of the following locations:

- `/vnmr`
- `$HOME/vnmrsys`
- any `appdir` accessible path.

Menus and toolbars are a special form of macro containing other macros. The definitions are plain text files and can be edited using vi or any ASCII text editor supplied with the operating system.

Graphics Toolbar Parameters

Each button displayed in the graphics toolbar menu is specified by three attributes that are set by the index of three arrayed global parameters: micon, mlabel, and mstring. The following global parameters are associated with the Graphic Toolbar menus:

Parameter	*Description*
micon	Saves the name of the GIF file associated with the button in micon[i]. This parameter is typically arrayed with one icon for each button and is set when a menu is called. A noicon.gif is used if an icon does not exist.
mlabel	Stores the tooltip for a menu button. This parameter is typically arrayed with one tooltip for each button in the menu. This parameter is set whenever a menu is called. mlabel[i] contains the tooltip for the ith button.
mstring	Stores command or macro strings to be executed when a VnmrJ menu button is clicked. Usually the mstring parameter is arrayed, with one string for each button in the menu. The string can be any string of commands that can otherwise appear in a macro or on the command line. This parameter is set whenever a menu is called. The following rules apply: — No new lines (that is, carriage returns) in the text string. — Single quotes in the text string must be replaced by reverse single quotes (`...`) or by the escape sequence back slash with single quote (\'...). — The length for the text string is subject to a maximum. A menu string can simply contain the name of a macro.

Icons

VnmrJ icons available to all users are .gif files located in: /vnmr/iconlib

Size all button icons to 24x24 pixels. Use any graphics editor that can create a .gif file.

Menu File Description Example, dconi

The following is a line by line description of the dconi menu file.

The line numbers in the listing for the dconi menu file are for reference only and are not part of the file.

The header contains comments and file history. It is not required but it is good practice to provide this or similar information when creating new or editing existing menu files.

Line 1 is the first line of the menu and checks the graphics mode display.

Lines 2 through 9 establish the conditions for displaying the dconi menu.

Lines 10 through 12 initialize the mlabel, micon, and mstring to null strings to clear any traces of a previous menu.

Button 1

Lines 14 through 22 establish the first button ($vjm=1) as a toggle between the cursor and box modes (crmode='b'). The temporary parameter $vjm is used as button index.

Line 16 sets the label for the button to Cursor (mlabel[$vjm]='Cursor') and the icon to 2D1cur.gif (micon[$vjm]='2D1cur.gif') when the cursor operation is in the box mode (crmode='b').

Clicking on the button changes the button to `Box` (`mlabel[$vjm]='Box'`) and the icon to `2D2cur.gif` (`micon[$vjm]='2D2cur.gif'`) when the it is in the cursor mode

Line 22 specifies the command to toggle `dconi` between modes:
`mstring[$vjm]='dconi('toggle')'`

Button 2

Line 24 through 28 establish the next button (`$vjm=$vjm+1`) and the `mlabel`, `micon`, and `mstring` strings are set to define the name, icon, and vnmrj command string.

Buttons 3 through 7

Line 29 through 53 increment the index to the next buttons (`$vjm=$vjm+1`) and the `mlabel`, `micon`, and `mstring` strings are set to define the name, icon, and command string.

Button 8

The button (lines 54 through 57) is similar to buttons 2 through 7 with the inclusion of conditional statement in the parameter `mstring` on line 56.

Buttons 9 through 11

The buttons (lines 59 through 72) are similar to buttons 2 through 8.

Buttons 12 and 13

Line 74 is the `if` part of an `if then else endif` condition that reads the value of the parameter `appmode`.

Lines 75 through 84 are the `then` part of the `if then else endif` statement.

Lines 76 through 83 specify button attributes for display scaling if the statement in line 74 is true.

Line 85 is the `else` part of an `if then else endif` statement.

Lines 86 through 95 specify button attributes for display scaling if the statement in line 74 is false.

Line 96 is `endif` part of an `if then else endif` condition.

Button 14

This button (lines 98 through 101) is similar to buttons 2 through 7.

Button 15

This button (lines 103 through 108) is optional displayed depending upon the value of the parameter `appmode`. The construct is similar to **Button 12** without the `else` statement.

Button 16

The return button action (lines 103 through 108) is determined by the conditions set in lines 113, 116, and 119 as part of a nested set of `if then else endif` statements.

Line 122 is the `endif` statement associated with the initial `if then else` on lines 2 through 9.

```
"@(#)dconi 5.9 03/08/07 Copyright (c) 1991-2007
Varian, Inc. All Rights Reserved."
"  ********************************  "
"  ****  M E N U :   D C O N I  ****  "
"  ********************************  "
graphis:$vjmgd
if (($vjmgd <> 'dconi') and ($vjmgd <> 'dpcon')
and ($vjmgd <> 'dcon') and ($vjmgd <> 'ds2d')) then
  if (lastmenu<>'') then
    menu(lastmenu) lastmenu=''
  else
    menu('display_2D')
  endif
else
mlabel=''
mstring=''
micon=''

$vjm=1
if (crmode = 'b') then
  mlabel[$vjm]='Cursor'
  micon[$vjm]='2D1cur.gif'
else
  mlabel[$vjm]='Box'
  micon[$vjm]='2D2cur.gif'
endif
mstring[$vjm]='dconi(`toggle`)'

$vjm=$vjm+1
mlabel[$vjm]='Show Full Spectrum'
micon[$vjm]='2Dfull.gif'
mstring[$vjm]='mfaction(\'mfzoom\',0)'

$vjm=$vjm+1
mlabel[$vjm]='Zoom in'
micon[$vjm]='1Dexpand.gif'
mstring[$vjm]='mfaction(\'mfzoom\',1)'

$vjm=$vjm+1
mlabel[$vjm]='Zoom out'
micon[$vjm]='1Dzoomout.gif'
mstring[$vjm]='mfaction(\'mfzoom\',-1)'

```

```
$vjm=$vjm+1
mlabel[$vjm]=’Zoom mode’
mstring[$vjm]=’setButtonMode(2)’
micon[$vjm]=’ZoomMode.gif’

$vjm=$vjm+1
mlabel[$vjm]=’Pan & Stretch Mode’
mstring[$vjm]=’setButtonMode(3)’
micon[$vjm]=’1Dspwp.gif’

$vjm=$vjm+1
mlabel[$vjm]=’Trace’
mstring[$vjm]=’dconi(‘trace‘)’
micon[$vjm]=’2Dtrace.gif’

$vjm=$vjm+1
mlabel[$vjm]=’Show/Hide Axis’
mstring[$vjm]=’if(mfShowAxis=1) then mfShowAxis=0 else
mfShowAxis=1 endif repaint’
micon[$vjm]=’1Dscale.gif’

$vjm=$vjm+1
mlabel[$vjm]=’Projections’
mstring[$vjm]=’newmenu(‘dconi_proj‘) dconi(‘restart‘)’
micon[$vjm]=’2Dvhproj.gif’

$vjm=$vjm+1
mlabel[$vjm]=’Redraw’
mstring[$vjm]=’dconi(‘again‘)’
micon[$vjm]=’recycle.gif’

$vjm=$vjm+1
mlabel[$vjm]=’Rotate’
mstring[$vjm]=’if trace=‘f2‘ then trace=‘f1‘ else
trace=‘f2‘ endif dconi(‘again‘)’
micon[$vjm]=’2Drotate.gif’

if appmode=’imaging’ then

$vjm=$vjm+1
mlabel[$vjm] = ’Scale +7%’
mstring[$vjm] = ’vs2d=vs2d*1.07 dconi(‘redisplay‘)’
micon[$vjm]=’2Dvs+20.gif’
$vjm=$vjm+1
mlabel[$vjm] = ’Scale -7%’
mstring[$vjm] = ’vs2d=vs2d/1.07 dconi(‘redisplay‘)’
```

```
micon[$vjm]='2Dvs-20.gif'

else

$vjm=$vjm+1
mlabel[$vjm] = 'Scale +20%'
mstring[$vjm] = 'vs2d=vs2d*1.2 dconi(`again`)'
micon[$vjm]='2Dvs+20.gif'
$vjm=$vjm+1
mlabel[$vjm] = 'Scale -20%'
mstring[$vjm] = 'vs2d=vs2d/1.2 dconi(`again`)'
micon[$vjm]='2Dvs-20.gif'

endif

$vjm=$vjm+1
mlabel[$vjm]='Phase2D'
mstring[$vjm]='newmenu(`dconi_phase`) dconi(`trace`)'
micon[$vjm]='1Dphase.gif'

if appmode<>'imaging' then
  $vjm=$vjm+1
  mlabel[$vjm]='Peak Picking'
  mstring[$vjm]='newmenu(`ll2d`) dconi(`restart`)'
  micon[$vjm]='2Dpeakmainmenu.gif'
endif

$vjm=$vjm+1
mlabel[$vjm]='Return'
micon[$vjm]='return.gif'
if (lastmenu<>'') then
  mstring[$vjm]='menu(lastmenu) lastmenu=``'
else
  if appmode='imaging' then
    mstring[$vjm]='menu(`main`)'
  else
    mstring[$vjm]='menu(`display_2D`)'
  endif
endif
endif
```

Appendix A. Status Codes

Codes marked with an asterisk (*) are not used on *MERCURYplus/-Vx* systems. Codes marked with a double asterisk (**) apply only to *Whole Body Imaging* systems.

Table 44. Acquisition Status Codes

Done codes:	11. FID complete
	12. Block size complete (error code indicates bs number completed)
	13. Soft error
	14. Warning
	15. Hard error
	16. Experiment aborted
	17. Setup completed (error code indicates type of setup completed)
	101. Experiment complete
	102. Experiment started
Error codes:	**Warnings**
	101. Low-noise signal
	102. High-noise signal
	103. ADC overflow occurred
	104. Receiver overflow occurred*
	Soft errors
	200. Maximum transient completed for single precision data
	201. Lost lock during experiment (LOCKLOST)
	300. *Spinner errors*:
	301. Sample fails to spin after 3 attempts to reposition (BUMPFAIL)
	302. Spinner did not regulate in the allowed time period (RSPINFAIL)*
	303. Spinner went out of regulation during experiment (SPINOUT)*
	395. Unknown spinner device specified (SPINUNKNOWN)*
	396. Spinner device is not powered up (SPINNOPOWER)*
	397. RS-232 cable not connected from console to spinner (SPINRS232)*
	398. Spinner does not acknowledge commands (SPINTIMEOUT)*
	400. *VT (variable temperature) errors:*
	400. VT did not regulate in the given time `vttime` after being set
	401. VT went out of regulation during the experiment (VTOUT)
	402. VT in manual mode after auto command (see Oxford manual)*
	403. VT safety sensor has reached limit (see Oxford manual)*
	404. VT cannot turn on cooling gas (see Oxford manual)*
	405. VT main sensor on bottom limit (see Oxford manual)*

Table 44. Acquisition Status Codes (continued)

406. VT main sensor on top limit (see Oxford manual)*
407. VT sc/ss error (see Oxford manual)*
408. VT oc/ss error (see Oxford manual)*
495. Unknown VT device specified (VTUNKNOWN)*
496. VT device not powered up (VTNOPOWER)*
497. RS-232 cable not connected between console and VT (VTRS232)*
498. VT does not acknowledge commands (VTTIMEOUT)
500. Sample changer errors:
501. Sample changer has no sample to retrieve
502. Sample changer arm unable to move up during retrieve
503. Sample changer arm unable to move down during retrieve
504. Sample changer arm unable to move sideways during retrieve
505. Invalid sample number during retrieve
506. Invalid temperature during retrieve
507. Gripper abort during retrieve
508. Sample out of range during automatic retrieve
509. Illegal command character during retrieve*
510. Robot arm failed to find home position during retrieve*
511. Sample tray size is not consistent*
512. Sample changer power failure during retrieve*
513. Illegal sample changer command during retrieve*
514. Gripper failed to open during retrieve*
515. Air supply to sample changer failed during retrieve*
525. Tried to insert invalid sample number*
526. Invalid temperature during sample changer insert*
527. Gripper abort during insert*
528. Sample out of range during automatic insert
529. Illegal command character during insert*
530. Robot arm failed to find home position during insert*
531. Sample tray size is not consistent*
532. Sample changer power failure during insert*
533. Illegal sample changer command during insert*
534. Gripper failed to open during insert*
535. Air supply to sample changer failed during insert*
593. Failed to remove sample from magnet*
594. Sample failed to spin after automatic insert
595. Sample failed to insert properly
596. Sample changer not turned on
597. Sample changer not connected to RS-232 interface
598. Sample changer not responding*
600. Shimming errors:
601. Shimming user aborted*
602. Lost lock while shimming*
604. Lock saturation while shimming*

Table 44. Acquisition Status Codes (continued)

608. A shim coil DAC limit hit while shimming*

700. Autolock errors:

701. User aborted (ALKABORT)*

702. Autolock failure in finding resonance of sample (ALKRESFAIL)

703. Autolock failure in lock power adjustment (ALKPOWERFAIL)*

704. Autolock failure in lock phase adjustment (ALKPHASFAIL)*

705. Autolock failure, lost in final gain adjustment (ALKGAINFAIL)*

800. Autogain errors.

801. Autogain failure, gain driven to 0, reduce `pw` (AGAINFAIL)

Hard errors

901. Incorrect PSG version for acquisition

902. Sum-to-memory error, number of points acquired not equal to `np`

903. FIFO underflow error (a delay too small?)*

904. Requested number of data points (`np`) too large for acquisition*

905. Acquisition bus trap (experiment may be lost)*

1000. SCSI errors:

1001. Recoverable SCSI read transfer from console*

1002. Recoverable SCSI write transfer from console**

1003. Unrecoverable SCSI read transfer error*

1004. Unrecoverable SCSI write transfer error*

1100. Host disk errors:

1101. Error opening disk file (probably a UNIX permission problem)*

1102. Error on closing disk file*

1103. Error on reading from disk file*

1104. Error on writing to disk file*

1400–1500. RF Monitor errors:

1400. An RF monitor trip occurred but the error status is OK **

1401. Reserved RF monitor trip A occurred **

1402. Reserved RF monitor trip B occurred **

1404. Excessive reflected power at quad hybrid **

1405. STOP button pressed at operator station **

1406. Power for RF Monitor board (RFM) failed **

1407. Attenuator control or read back failed **

1408. Quad reflected power monitor bypassed **

1409. Power supply monitor for RF Monitor board (RFM) bypassed **

1410. Ran out of memory to report RF monitor errors **

1411. No communication with RF monitor system **

1431. Reserved RF monitor trip A1 occurred on observe channel **

1432. Reserved RF monitor trip B1 occurred on observe channel **

1433. Reserved RF monitor trip C1 occurred on observe channel **

1434. RF Monitor board (PALI/TUSUPI) missing on observe channel **

1435. Excessive reflected power on observe channel **

1436. RF amplifier gating disconnected on observe channel **

1437. Excessive power detected by PALI on observe channel **

Table 44. Acquisition Status Codes (continued)

1438. RF Monitor system (TUSUPI) heartbeat stopped on observe channel **
1439. Power supply for PALI/TUSUPI failed on observe channel **
1440. PALI asserted REQ_ERROR on observe channel (should never occur) **
1441. Excessive power detected by TUSUPI on observe channel **
1442. RF power amp: overdrive on observe channel **
1443. RF power amp: excessive pulse width on observe channel **
1444. RF power amp: maximum duty cycle exceeded on observe channel **
1445. RF power amp: overheated on observe channel **
1446. RF power amp: power supply failed on observe channel **
1447. RF power monitoring disabled on observe channel **
1448. Reflected power monitoring disabled on observe channel **
1449. RF power amp monitoring disabled on observe channel **
1451. Reserved RF monitor trip A2 occurred on decouple channel **
1452. Reserved RF monitor trip B2 occurred on decouple channel **
1453. Reserved RF monitor trip C2 occurred on decouple channel **
1454. RF Monitor board (PALI/TUSUPI) missing on decouple channel **
1455. Excessive reflected power on decouple channel **
1456. RF amplifier gating disconnected on decouple channel **
1457. Excessive power detected by PALI on decouple channel **
1458. RF Monitor system (TUSUPI) heartbeat stopped on decouple channel **
1459. Power supply for PALI/TUSUPI failed on decouple channel **
1460. PALI asserted REQ_ERROR on decouple channel (should never occur) **
1461. Excessive power detected by TUSUPI on decouple channel **
1462. RF power amp: overdrive on decouple channel **
1463. RF power amp: excessive pulse width on decouple channel **
1464. RF power amp: maximum duty cycle exceeded on decouple channel **
1465. RF power amp: overheated on decouple channel **
1466. RF power amp: power supply failed on decouple channel **
1467. RF power monitoring disabled on decouple channel **
1468. Reflected power monitoring disabled on decouple channel **
1469. RF power amp monitoring disabled on decouple channel **
1501. Quad reflected power too high **
1502. RF Power Monitor board not responding **
1503. STOP button pressed on operator's station **
1504. Cable to Operator's Station disconnected **
1505. Main gradient coil over temperature limit **
1506. Main gradient coil water is off **
1507. Head gradient coil over temperature limit **
1508. RF limit read back error **
1509. RF Power Monitor Board watchdog error **
1510. RF Power Monitor Board self test failed **
1511. RF Power Monitor Board power supply failed **
1512. RF Power Monitor Board CPU failed **
1513. ILI Board power failed **

Table 44. Acquisition Status Codes (continued)

1514. SDAC duty cycle too high **
1515. ILI Spare #1 trip **
1516. ILI Spare #2 trip **
1517. Quad hybrid reflected power monitor BYPASSED **
1518. SDAC duty cycle limit BYPASSED **
1519. Head Gradient Coil errors BYPASSED **
1520. Main Gradient Coil errors BYPASSED **
1531. Channel 1 RF power exceeds 10s SAR limit **
1532. Channel 1 RF power exceeds 5min SAR limit **
1533. Channel 1 peak RF power exceeds limit **
1534. Channel 1 RF Amp control cable error **
1535. Channel 1 RF Amp reflected power too high **
1536. Channel 1 RF Amp duty cycle limit exceeded **
1537. Channel 1 RF Amp temperature limit exceeded **
1538. Channel 1 RF Amp pulse width limit exceeded **
1539. Channel 1 RF Power Monitoring BYPASSED **
1540. Channel 1 RF Amp errors BYPASSED **
1551. Channel 2 RF power exceeds 10s SAR limit **
1552. Channel 2 RF power exceeds 5 min SAR limit **
1553. Channel 2 peak RF power exceeds limit **
1554. Channel 2 RF Amp control cable error **
1555. Channel 2 RF Amp reflected power too high **
1556. Channel 2 RF Amp duty cycle limit exceeded **
1557. Channel 2 RF Amp temperature limit exceeded **
1558. Channel 2 RF Amp pulse width limit exceeded **
1559. Channel 2 RF Power Monitoring BYPASSED **
1560. Channel 2 RF Amp errors BYPASSED **

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