

OPERATING INSTRUCTIONS

Important - When you first use your Q Multiplier, you will probably have trouble locating the notch. The Q BALANCE control is a nulling adjustment for which there is only one correct setting. This setting will give maximum rejection for all notching. To set Q BALANCE control for the first time follow these instructions:

1. Locate the approximate setting of the TUNING dial for some stable heterodyne or calibrator signal by using the PEAK position of switch.
2. Switch to NOTCH and carefully turn the Q BALANCE control until some rejection of the heterodyne is observed.
3. Slight adjustment alternately of TUNING and Q BALANCE will give maximum rejection of the heterodyne.
4. Note the position of the Q BALANCE control so that it may be found easily in the future when notching.

Notching Out a Heterodyne

1. Move PEAK-NOTCH switch to NOTCH position.
2. Tune in desired signal with ON-OFF switch OFF.
3. Switch to ON and turn TUNING knob to the point where the heterodyne attenuated. Slight adjustment alternately of TUNING and Q BALANCE will give maximum rejection of the heterodyne. Note: The heterodyne is caused by a beat between the desired carrier and the interfering carrier. On AM, the removal of either will stop the heterodyne but if you notch out the carrier of the desired signal, the audio will become greatly distorted.
4. If the interfering carrier drifts in frequency, follow it with the Q Multiplier TUNING; do not retune receiver. This flexibility is a distinct advantage over the crystal filter; i.e., you tune receiver for best signal; tune Q Multiplier to remove interference.

Peaking a C.W. Signal

1. Move PEAK-NOTCH switch to PEAK position.
2. Tune in a signal with ON-OFF switch OFF.
3. Switch to ON and turn TUNING knob to signal by noting a marked increase in signal level.
4. Set Q BALANCE for desired sharpness of response. Sharpest peak occurs just below point where Q Multiplier goes into oscillation.
5. Q Multiplier TUNING control can be used for a fine adjustment in tuning a signal.

