

Oscilloscope mode is different.

A multimeter turns a circuit into a number. The oscilloscope turns it into a shape. That shape is voltage changing over time, which sounds simple until the screen fills with divisions, trigger markers, coupling modes, probe settings, frequency readings, duty cycle percentages, and tiny labels that all seem to be quietly judging you.

The exercise used an Arduino PWM output because PWM is perfect oscilloscope bait. The LED looks like it is fading, but the Arduino is not producing a smooth analog voltage. It is switching the pin on and off very quickly. Change the duty cycle, and the LED receives power for more or less of each cycle.

The oscilloscope shows the trick.

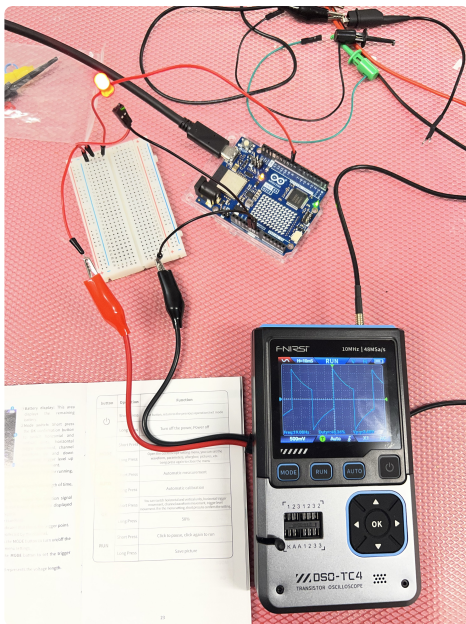
On the screen, PWM is a square wave: low, high, low, high. The "brightness" is not the peak voltage changing. It is the high-time changing.

That distinction is beautiful once you see it. It is also exactly the kind of thing a multimeter politely hides from you by averaging the chaos into one tidy number.

The Funny Waveform

At one point, my square wave stopped looking square.

Instead of clean vertical edges and flat tops, I was getting a weird sloping, distorted waveform. It looked like the signal had become tired halfway through each pulse and was sliding off the couch.



The "why does my square wave look like that?" moment. It turns out the answer was not mystical. The scope was set to AC coupling.

This is where Codex was useful in exactly the right way. I described what I was seeing, checked the screen, and the culprit was sitting there in plain sight: AC.

The scope was using AC coupling, not DC coupling.

That matters because AC coupling deliberately blocks the DC component of the signal. Internally, the scope puts a capacitor in the input path. That is useful when you want to inspect a small changing signal riding on top of a big DC offset, but it is not what you want when you are trying to understand a simple Arduino output switching between 0 V and 5 V.

With AC coupling, the scope tries to remove the baseline. A digital square wave can become centred around zero, droop between transitions, and generally look much more dramatic than it really is. The circuit has not necessarily changed. The scope has changed how it is showing you the circuit.

Switch back to DC coupling and the story becomes much saner: low is low, high is high, and the waveform starts looking like the thing the Arduino is actually doing.

This was a surprisingly important lesson. I had been treating the oscilloscope screen as reality. It is not. It is a view of reality filtered through settings. If the settings are wrong, the truth comes out wearing a fake moustache.

Ports, Modes, And Mild Humility

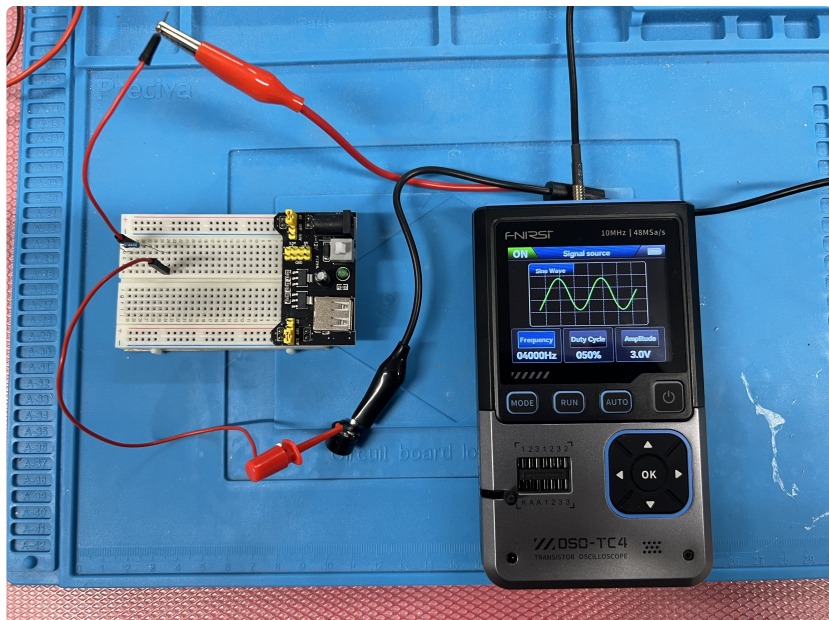
The DSO-TC4 also has separate connections for its different personalities.



The DSO-TC4 is a small box with several jobs. The trick is remembering which socket belongs to which job before blaming physics.

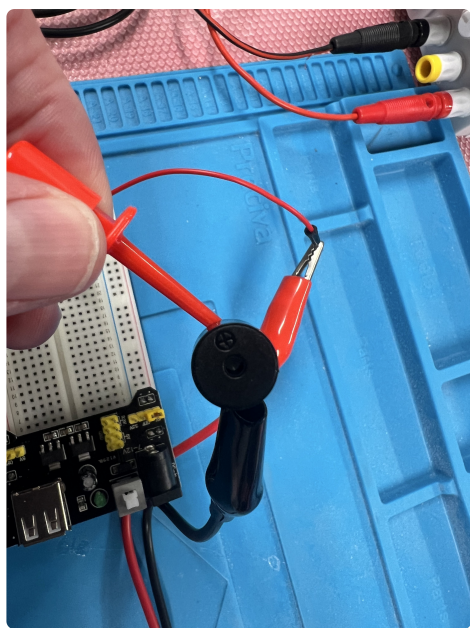
There is the oscilloscope input, the signal generator output, and the component tester socket on the front. This is very convenient, but it also means I now have a new beginner skill: making sure I have plugged the right thing into the right hole before forming an opinion.

The signal generator was the next piece of the lesson. Instead of waiting for a circuit to produce a waveform, the DSO-TC4 can produce one itself.



Signal generator mode: the DSO-TC4 producing a waveform instead of merely observing one. This felt a little like making the test equipment talk to itself.

I tried the signal source with a small buzzer. This is not a complicated circuit, but it is very satisfying: choose a frequency, connect the output through the test leads, and the buzzer turns that electrical wiggle into an audible tone.



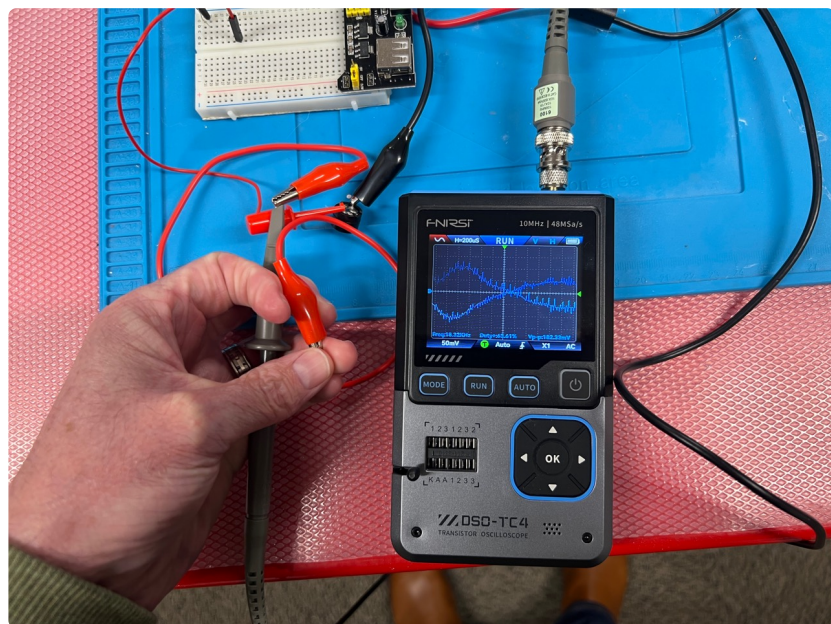
The buzzer experiment. Not elegant, but educational, which is currently the house style.

Changing the frequency changed the sound. Looking at the waveform changed how I understood the sound. The signal was no longer an abstract "tone"; it was a repeating voltage pattern arriving at a rate my ear interpreted as pitch.

That is the bridge this lesson started building for me: voltage is not just a number, it can be a shape; a shape can repeat; the repeat rate is frequency; frequency can become sound, blinking, timing, communication, or nonsense depending on the circuit.

Small Signals Are Messy

There was also some small-signal poking around: touching leads, picking up noise, and seeing that the scope can display tiny changing voltages even when the setup is not doing anything particularly dignified.



Tiny signals, nearby wiring, hands, probes, and AC coupling: a good reminder that the world is electrically noisy and the scope is perfectly happy to show you the mess.

This is where the oscilloscope starts to feel less like a measuring device and more like a little window into the invisible argument happening on the bench. Wires are antennas. Hands affect readings. Ground matters. Coupling mode matters. Probe placement matters.

That could be annoying, but I actually found it reassuring. The weirdness was not random; it was information. The skill is learning which parts of the information belong to the circuit and which parts belong to my measurement setup.

At the moment I am still very much in the "which parts belong to my measurement setup?" phase.

What Clicked

The big win from this half of the lesson was not that I can now expertly operate an oscilloscope. I cannot. Let us not get silly.

But a few things clicked:

- Volts/div controls how tall the waveform appears.
- Time/div controls how much time fits across the screen.
- Triggering is what makes a repeating waveform stand still long enough to inspect.
- PWM is a fast digital square wave, not a magic analog output.
- AC coupling removes DC offset, which can make digital signals look weird.
- DC coupling is the normal choice when I care about the actual voltage level relative to ground.
- The DSO-TC4's signal generator can create waveforms for testing simple circuits.

The AC/DC coupling mistake was probably the most valuable part. It was small, concrete, and memorable. I will forget plenty of menu options, but I do not think I will forget that AC mode made my sensible Arduino square wave look like it had joined an experimental jazz band.

Phase Zero Is Doing Its Job

Phase Zero is supposed to be about learning the tools before building bigger things. That sounded sensible when Codex wrote the curriculum, but it is only now becoming obvious how much trouble it will save me later.

If I had seen that distorted waveform during a more complicated Arduino project, I would have blamed the code, the board, the wiring, the LED, the resistor, the breadboard, USB power, solar flares, and possibly my life choices before checking the coupling mode.

Doing it now, on a tiny LED circuit, is perfect. The failure surface is small enough that the lesson has somewhere to land.

So that is Lesson 02 complete: component tester, oscilloscope basics, signal generator, Arduino PWM, and one very useful reminder that instruments have settings and settings have consequences.

Next up, I start moving from tools into the actual beginner circuits: LEDs, resistors, switches, breadboards, and the slow transformation from "I can measure electricity" to "I can make electricity do a small, supervised trick".

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