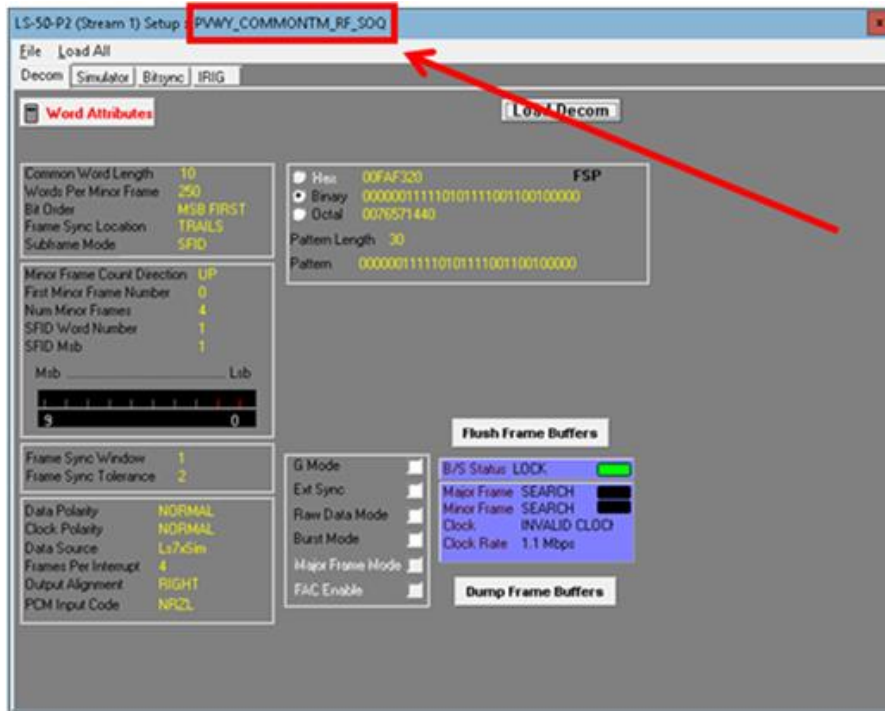


How to Modify a Project-Coupled Decom .B50 File

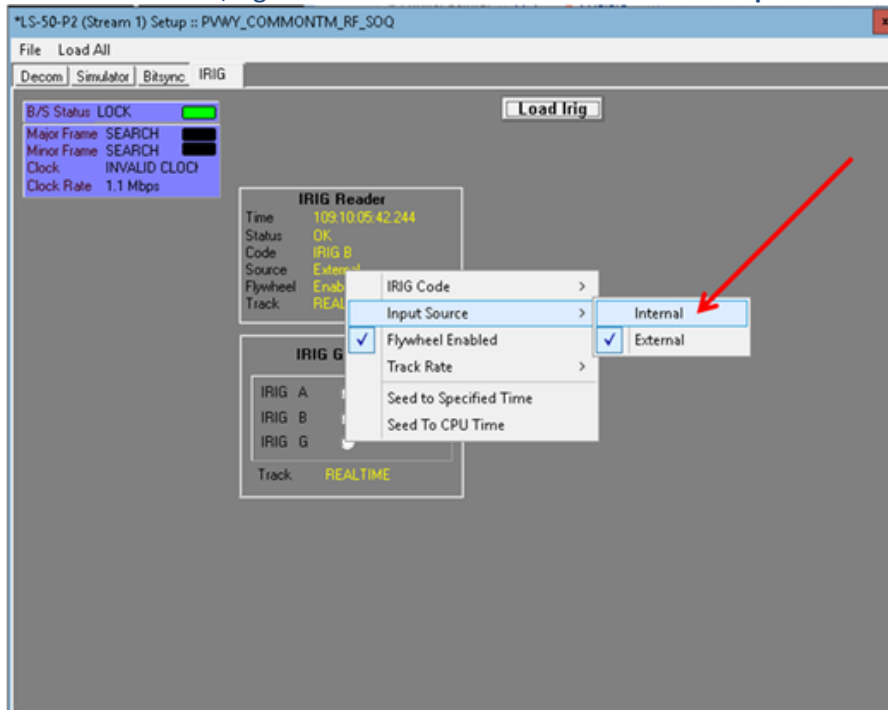
1. Make your desired changes to the Decom .B50 file as this sample suggests
 - a. How to determine which .B50 file is loaded with your Project

Load the Testing Project, click **Setup** on the **Ls50P2** control and on the **Setup Window** and in the Banner, and note the .B50 filename that was loaded:



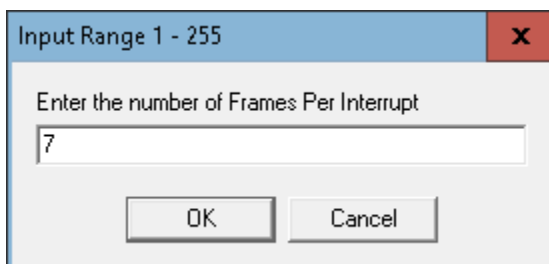
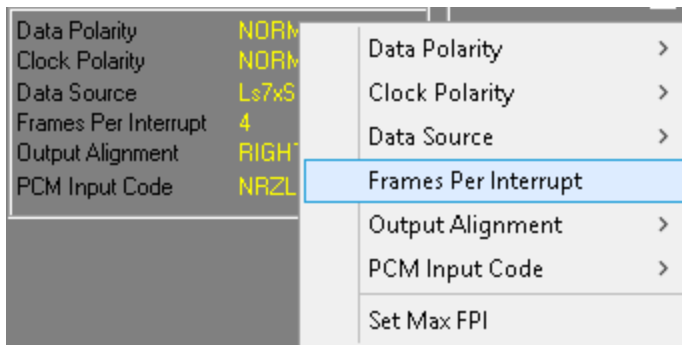
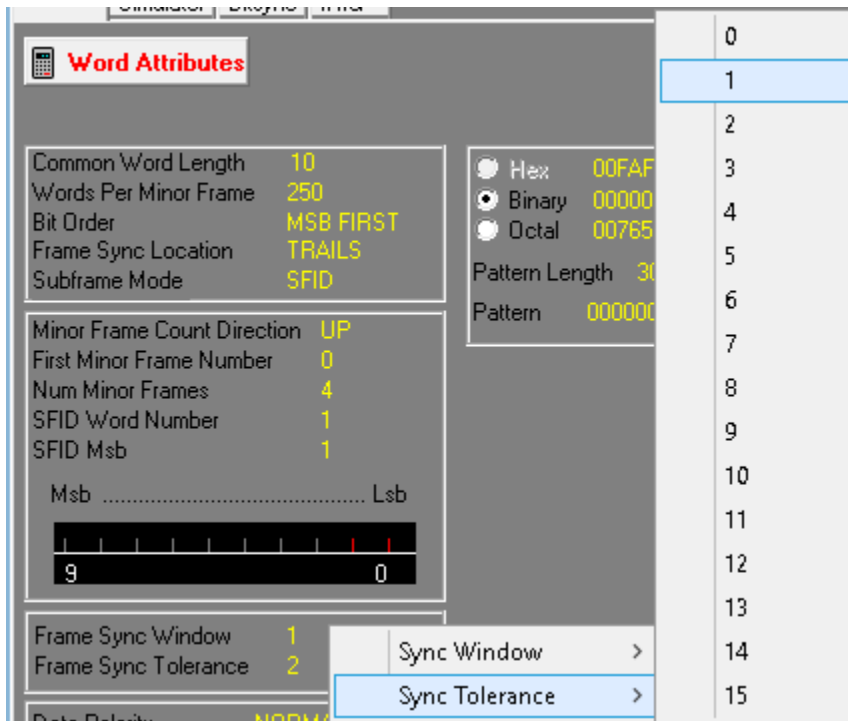
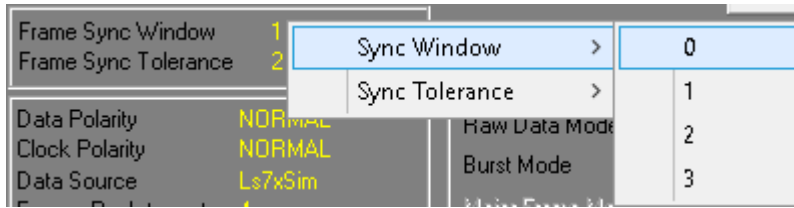
- b. Close the Project so you can edit the relevant .B50 file

Select the **IRIG** tab, right-click **IRIG Reader** section and select **Input Source > Internal**:



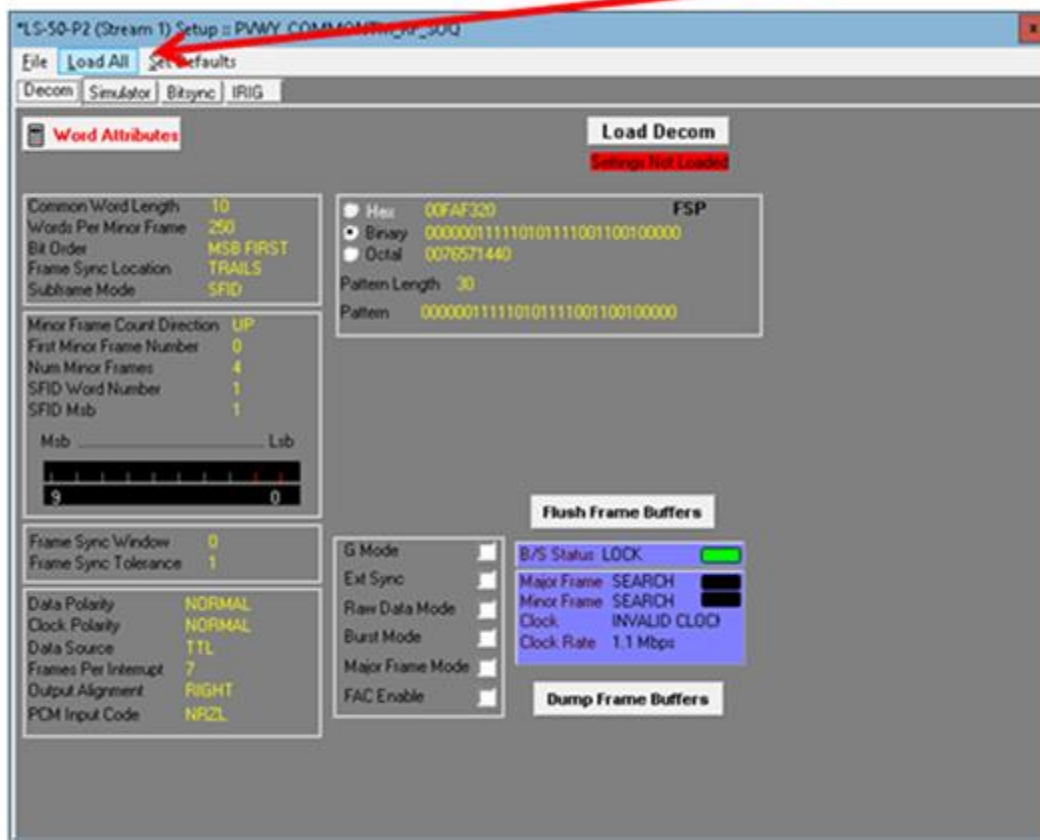
Select the **Decom Tab** and change the **Frame Sync Window** to from **1** to **0**, the **Frame Sync Tolerance** from **2** to **1**, and the **Frames per Interrupt** from **4** to **7**.

Right-click in the Windows below to change the values to those listed above:

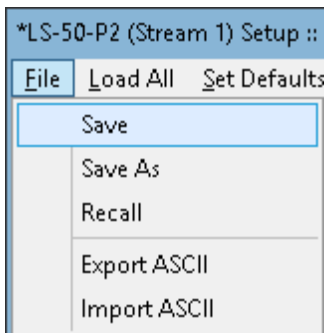


Click **OK**

Click the **Load All** drop down to accept all changes:



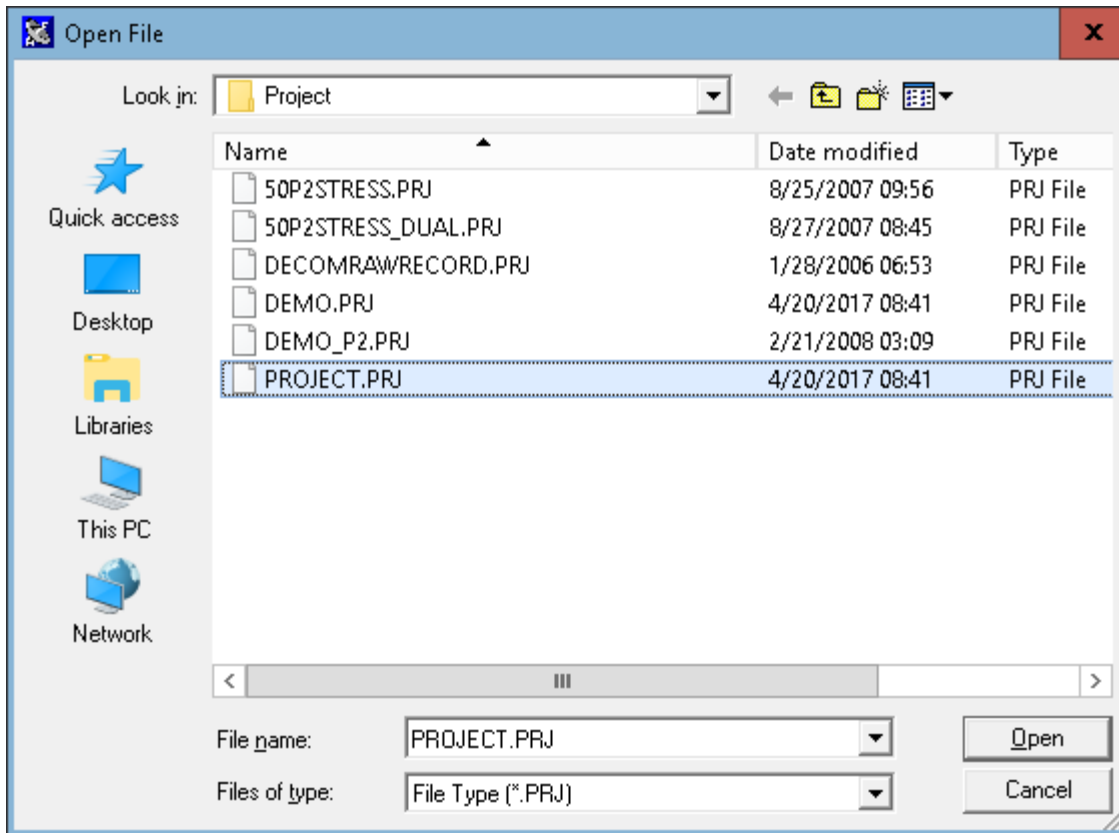
c. Then select **File > Save** to save these changes to the .B50 file:



2. Make **LDPS** save the **FPI** changes to the Project

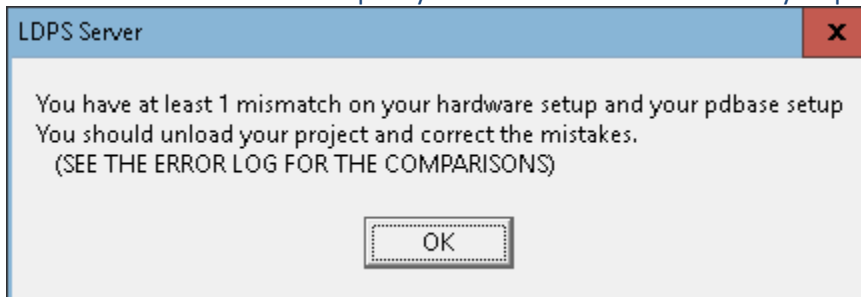
a. Load the **Project**

On the **Server** select **Project > Load** and choose the appropriate Project:



Click **Open**

LDPS will notice the **FPI** discrepancy with the **.PDB** database file by displaying:



Click **OK** and the Project will continue to load (correcting the **.PDB**).

- b. Test that all modifications have been completed

Close the **Project**, and reload the **Testing Project**

This time, no warning should show like the Window above, all is working properly.