Adjusting the Vertical VIZBUG. Refer to picture IMPORTANT NOTE: Vertical bugs must be operated on a secure and level position.

## Nomenclature:

A: At rest stop screw B: Pendulum damper stop screw

C: Dit tension spring D: Dit stop screw

E: Dah contact screw F: Dit contact screw

G: Top pivot screw H: Dah tension spring screw

I: Speed adjuster weight J: Dit bounce contact

K: Wire connector posts

To do a COMPLETE adjustment from scratch, loosen screws A, B, D, E and F.

Adjust screw A so that the pendulum rod is down the centerline of the base. Next adjust screw B so that it just barely touches the pendulum rod. Spring adjuster nut C should be adjusted so that the spring keeps the pendulum arm touching the stop screw A. Now adjust the dah contact screw so that it has a clearance of about the thickness of a business card between the contact points. Get a feel for how far the knob moves when you push it to the left (to make a dah). Adjust Dit screw D so that the knob moves the same distance when you push it to the right to make dits.

The next step is to adjust the dit contact screw F. This is the point at which you can make the bug sound good or horrible. Gently push the knob to the right and hold it against the stop. Adjust screw F so that it BARELY makes contact. You should now be able to push the knob to the right and make good sounding (50 percent) dits.

Adjust springs C and H for your best "FEEL". Slide weight I in and out to set desired speed.

Screw G is the pivot screw and should rarely need setting. If you feel the need, loosen the locknut and screw G in or out for minimum play on the pivot. Dit bounce contact should mate with the fixed contact. Adjust if ever necessary.

Posts "K" are for hooking up the cable to your rig.

Enjoy. Tom / K4VIZ / WWW.VIZKEY.Com

There has been a lot of interest in running bugs even slower.

Here is a tip to do so with the VIZKEY bugs.

Simply pull the rubber bumper off the screw, back it out to clear the weight and run the weight all the way out.

This will slow it down a few more WPM.



