and one 32Ω load @ 240 watts. Caution: unit may become very hot at full load. Adequate ventilation is required. Reactance: less than 10% at 100 kHz. Discontinued early in 1979 after only about 18 months in the catalog. Not replaced. Size: 9 wide x 4 high x 9 deep. Weight: 5 pounds.



IG-18 Sine/Square Audio Generator 1969-1977 \$99.95

The solid-state IG-18 was similar to the IG-72 with respect to switch-selection of frequency and general specifications, and the two models were sold sideby-side until 1976. The major difference was that the IG-18 added square waves. Frequency selection: two significant digits plus a 0-1 vernier, and multiplier (X1, X10, X100 and X1000). Accuracy: ±5%. Sine wave output: 1 Hz to 100 kHz. Voltage output: 8 ranges—0.003 to 10 volts RMS (full scale) with 10 k Ω or higher external load; 6 ranges—0.003 to 1 volt (full scale) with 600Ω internal or external load. db ranges: -62 to +22, -12 to +2 on the meter, and -50 to +20 db on the amplitude switch in 10 db steps, +2 db maximum into 600 Ω load. Output variation: +1 db from 10 Hz to 100 kHz. Output indication: two voltage and 1 db scale on meter. Output impedance: 10 volt range—0 to 1000Ω; 3 volt range—800 to 1000Ω ; 1 volt and lower— 600Ω . Meter accuracy: $\pm 5\%$ of full scale with proper load termination. Square wave output: 5 Hz to 100 kHz. Output voltage ranges (p-p): 0.1, 1.0 and 10 volts into 2000Ω or higher load. Output impedance: 0.1 and 1-volt ranges 52Ω , 10-volt range up to 220Ω. Rise time: less than 50 nS. Replaced by the IG-5218 in 1977. Power: 6 watts. Size: 5 high x 13.25 wide x 7 deep. Weight: about 8 pounds.



IG-72 Sine Wave Audio Generator 1962-1976 \$41.95

The IG-72 is a cosmetic upgrade of the AG-9. The two units are electronically identical. The IG-72 was the last of the series. See AG-9 for details and specifications.



IG-82 Sine/Square Audio Generator 1962-1969 \$51.95

The IG-82 is a cosmetic upgrade of the AG-10. The two units are electronically identical. See AG-10 for details and specifications.