Siglent SDS2000, v2 [27] Firmware Observations:

Feature/Menu	Observed	Expected
History	[List On] button displays when list is on screen, [List Off] button displays when list isn't present	I expected the [List On] button to turn the list on the screen, and when list is present, [List Off] removing it.
Wave Gen	Using [Wave Type] Button to select type from menu (without using Selection Knob), in other words pressing [Wave Type] multiple times to cycle through the list – When arriving back at the beginning of the list, [WAVE GEN] feature/Button Turns OFF	I expected Arb4 -> Sine would simply change the waveform back to Sine so I could cycle through again. BTW, easy way to eat your Trial cycles up.
Vertical Scale	When changing the Channel [1-4] Vertical Scale, a convenient small window shows the current setting as you turn the Dial eventually receiving "Volts/div at limit"	Could you remove the "… at limit windows" It would be more helpful to simply show the current setting… for example 10mV/div, try to set it lower by turning knob, simply show 10mv/div AGAIN, or Beep with no display. Also an option to turn this off would be great.
Horizontal Scale	Same As Vertical Scale	Same As Vertical Scale
Default Button	Resets Scope to defaults, for example 1x Probe, Vertical/Horizontal scales, etc	There should (I could not find) a method to SET the or SAVE the current settings of the scope to DEFAULT. I would prefer 10x for example as a default.
Save/Recall Button	Appears to be no method to store a 'Default' Scope setup.	Related to item above. There should be an option for Save [TYPE] button to select DEFAULT
Save/Recall	[Save To] button exhibits that reverse behavior like the History [List On] and [List Off]	I expect it to be more clear for example make Button say: "Saving To" so you understand that is the current setting. Also button should show that there are options Internal/External, Maybe a DOT like the ARROW to show menu.
UP Button	When you arrive at the top most menu all you get is an error that it is the top, sorry going from memory on this one.	It would be nice if the UP button acted as a MENU OFF when you reach the top most items. Hitting the button on the top most menu would remove all the menu options from the screen.