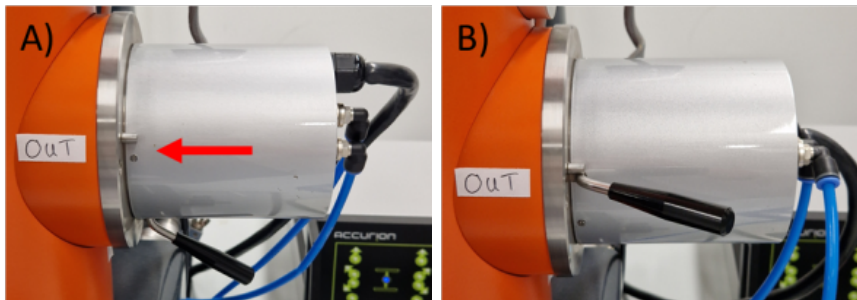


How to switch from High-Mag to Low-Mag

Summary:

1. remove the camera from the beam path
2. Click on Emission "1"
3. Click on "Lo Mag"
4. Remove the objective aperture (**Be careful**)
5. If you want to enhance the contrast in Low-Mag, insert the image aperture (First Position, **Be careful**)
6. Insert the camera into the beam path

1. remove the camera from the beam path



High Mag

2. Click on
Emission "1"

Low Mag

3. Click on
Image "Lo Mag"

TEM Control - High Mag

High Tension: 20 kv, 40 kv, 60 kv, **80 kv**, 80.00 kv

Filament (V): Eye, 3.10 A, 87:54 h, 3.10 A

Emission: **1**, 2, 3, 4, 5, 1 μA

Image: **Lo Mag**, Hi Mag, Diff

Magnification: 3000

Cal all, Wizard

Goniometer, Vacuum, Settings

Stop, Turn, Pump, Move

Vs, V3, V2, V1, V5, P2, P1, 6.1E-007 mbar, 0.5 V

Vent Column

F1: Lockin F2: Filament (Trackball) F3: Focus Coarse F4: Adjust

TEM Control - Low Mag

High Tension: 20 kv, 40 kv, 60 kv, **80 kv**, 80.00 kv

Filament (V): Eye, 2.97 A, 88:00 h, 2.97 A

Emission: **1**, 2, 3, 4, 5, 1 μA

Image: **Lo Mag**, Hi Mag, Diff

Magnification: 150

Cal all, Wizard

Goniometer, Vacuum, Settings

Stop, Turn, Pump, Move

Vs, V3, V2, V1, V5, P2, P1, 6.1E-007 mbar, 0.5 V

Vent Column

F1: Lockin F2: Filament (Trackball) F3: Focus Coarse F4: Adjust

TEM Control - Low Mag

High Tension: 20 kv, 40 kv, 60 kv, **80 kv**, 80.00 kv

Filament (V): Eye, 2.97 A, 88:00 h, 2.97 A

Emission: **1**, 2, 3, 4, 5, 1 μA

Image: **Lo Mag**, Hi Mag, Diff

Magnification: 150

Cal all, Wizard

Goniometer, Vacuum, Settings

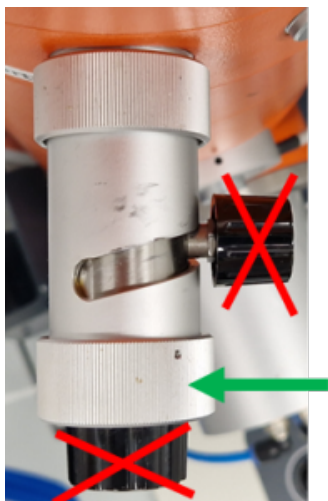
Stop, Turn, Pump, Move

Vs, V3, V2, V1, V5, P2, P1, 6.1E-007 mbar, 0.5 V

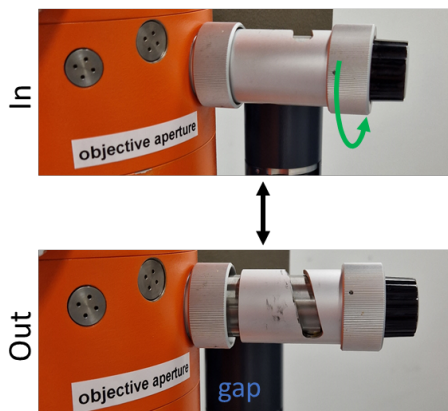
Vent Column

F1: Lockin F2: Filament (Trackball) F3: Focus Coarse F4: Adjust

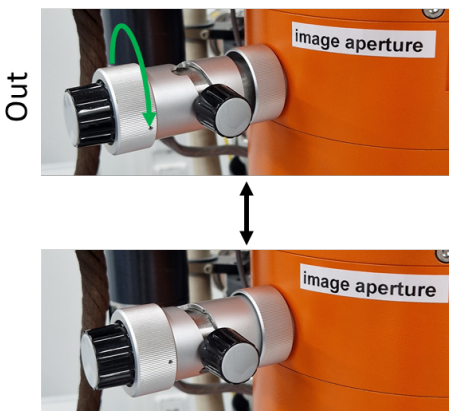
Be careful; do not touch the black knobs! They change the position of the aperture in X/Y. Only move the aperture by touching the silver ring



4. Remove the objective aperture



(4.1. Not necessary:
If you want to enhance the
contrast in Low-Mag, use the
image aperture)



First position

5. insert the camera from the beam path

