Check out these boulders in the waste area. Don't know when they formed, but I think they'll affect the flow. Interesting that there are several, like something polymerized our material about 7 times and then flowed it out towards the waste out...

Time for a new chip, I guess...

It's like something initiated their polymerization up near the MxOut area, but only polymerized a little, then the push wash sent them down to collect. I was going to possibly blame monomer solution that we haven't washed out this chip that collects between the Mx2Out valve and the flow into the waste from Mixer1. Maybe radicals from LAP formed there and sort of Johnny Appleseed'ed some of the monomer mixtures... That's a stretch though, looks pretty clean up there...

OK, thought you may be right at your comp to view these. I'm taking the chip down now. I'll snap a few pics into the album and you can peruse them while I'm swapping the chip out...

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Figured I'd check in -it looks like stuff isn't working? Is that right?

It's good, just taking time to set it up right. The only thing maybe not great is that Dy and Tm both had the beginnings or dirt or agg somehow, could just be crud. Both filtered up fine through an addtional filtration. I'll fire it up and we'll see if that junk is in check or gets progressively worse this evening...

OK, underway at 7:35. Looking good.

Just checked in at 7:49 - code #5 looking good!

Checked in at 10 - Code #27 looking good...

checked in at 11 - Code # 39 still looking good, log files still logging...

Code #127 and still looking good!

Code #140 and still looking good!

Wow, fantastic! I fell asleep without much fanfare at about 11:30 after getting home. I was hoping for the best with the codes! Still deciding on LBNL or UCSF. Looking like LBNL, except that I know we will be firing up the 3## code set next Mon or so... This set will be done by about noon, so I'll come to UCSF and do some of the other tests we discussed from yesterday. If we have time in the afternoon, let's fire up the second mixer and test it out? Code 150!

Just came down at code #159 and everything still looks good. I don't see any weirdness on the Matlab feed either, so that's good news.

Still looking good at 167!

Still looking good at 176!

Still on at 184! Gonna do it!

Last code...