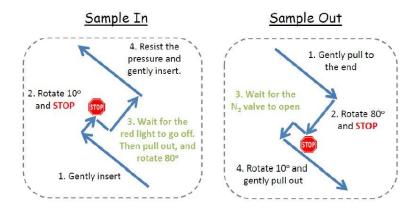
Part I: High Resolution TEM alignment

First Check:

- 1. Column valve is **CLOSED** and the vacuum is good (the vacuum scheme is all green).
- 2. Screen is **DOWN**.
- 3. The system is on **TEM**, **Mag**, **Img**, **ESI**, **BF** mode
- 4. EELS energy is **0 eV**.
- 5. Stage **X,Y&Z** position and tilt =0
- 6. Camera is inserted and temperature is -20 °C
- 7. Recall standard values for;
 - -III Shift
 - -Image shift

Load Sample:



Illumination alignment:

- 1. Verify the vacuum levels are all good. Column needs to be below $2X10^{-6}$ mBar or better
- 2. **OPEN** column valve.
- 3. Go to standard condition: Ill index = 11, Mag = 31.5K
- 4. Find your sample on the screen
- 5. Press Cal to calibrate objective lens, Press Foc Aid, the image starts wobbling. Use Focus control (now set to Mech) to minimize the image movement. When finished, deactivate Foc Aid. (Readjust the eucentric height after moving to a new region if needed)

6. Switch from **TEM** to **Spot** then press the "**Cal**" button (if a bright spot is not within the illuminated area of the screen switch back to TEM and contact John Dunlap or another certified user). Switch back to **TEM**.

Energy filter alignment:

- 1. Switch from **ESI** to **EELS**, make sure spectrum caustic is visible
- 2. Center the spectrum image by **Spec Shift** if needed
- 3. Switch back to ESI mode

Illumination tilt alignment

- 1. Under **TEM** tab, click Objective Wobbler, the **III Tilt** will be active
- 2. Adjust **X & Y** knob to minimize the wobble of the image. When finished, click Objective Wobble off.

Correct objective lens astigmatism

- 1. Select magnification and brightness appropriate for your sample
- 2. **Insert camera** if not inserted
- 3. Select **Camera view** to activate the CCD image.
- 4. Raise viewing screen (press **M8**)
- 5. Click **Process\Live\FFT** in Digital Micrograph to get the live FFT of the viewing image.
- 6. Switch control to **Obj Stig**
- 7. Adjust **Focus** to get the first order Scherzer defocus ring.
- 8. Adjust **Obj Stig X & Y** to make the ring as round as possible.