

Software installation

Install the following packages before setting up WinFluor with a PCO Edge USB 3.0 camera.

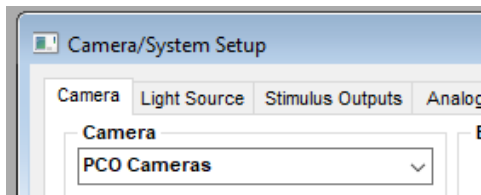
- 1) National Instruments NIDAQmx device driver software for your NI interface unit.
- 2) PCO Edge Family USB 3.0 drivers
- 3) PCO SDK Installation
- 4) PCO Camware 64 bit.

WinFluor Setup

Start WinFluor and select **Setup > Camera/System Setup**

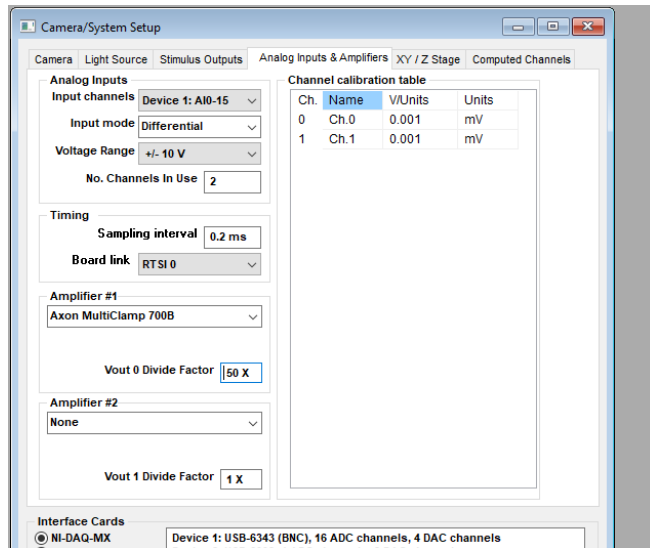
Camera

Select **PCO Cameras** as the Camera type.



Analog Inputs & Amplifiers

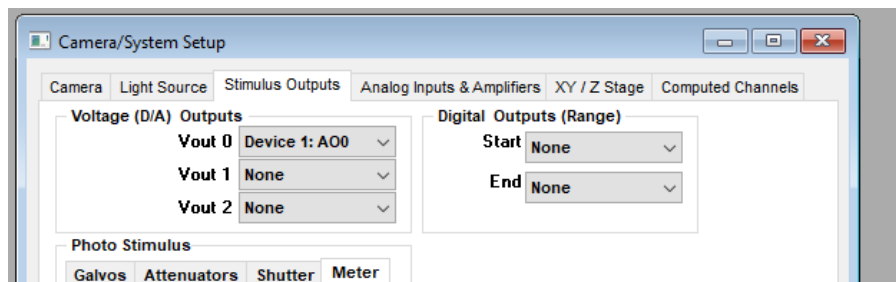
Select **Device 1: AI0-15** as the Input Channels and the Input Mode as **Differential**.. If you are using a patch clamp, select the type of amplifier as Amplifier #1 and set the No. Channels In Use to **2**.



Connect a BNC cable between the **Primary & Secondary** output channels on the Multiclamp 700B patch clamp and **AI0 & AI1** analogue inputs on the USB-6343-BNC.

Stimulus Outputs

Select **Device 1: A00** as the Vout 0 analogue output.

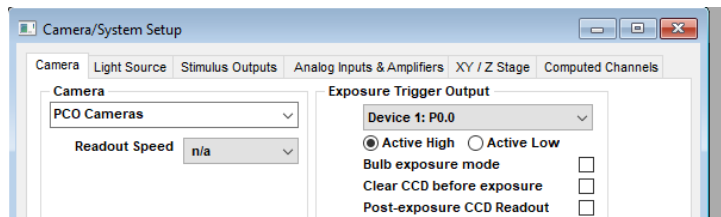


Connect a BNC cable between **A00** on the USB-6343-BNC and the command voltage input of the patch clamp.

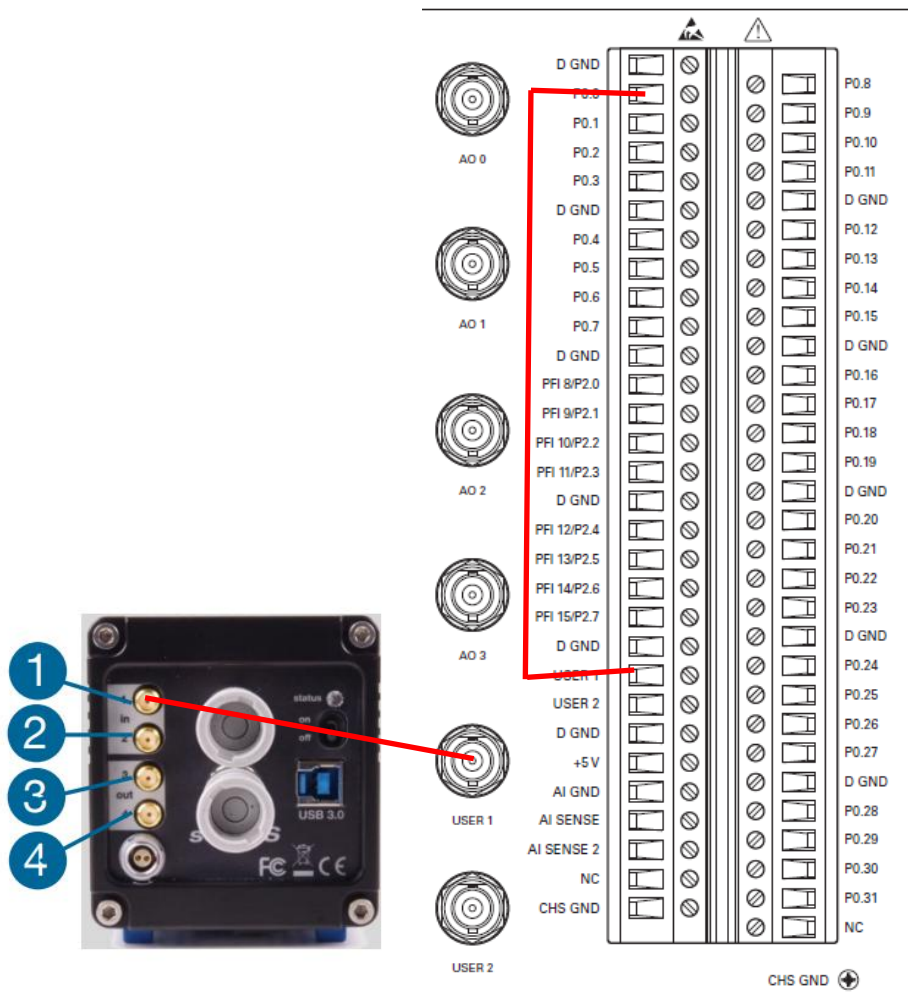
Note. It is essential for timing purposes that at least one analog output channel is selected for use, even if a patch clamp is not in use.

Camera exposure trigger

Select **Device 1:P0.0** as the Exposure Trigger Output.



- 1) Connect a jumper wire between **P0.0** and **User 1** on the USB-6343 terminal block.
- 2) Connect an SMA – BNC shielded cable between **User 1** BNC socket on the USB-6343 and **In 1** on the PCO Edge 4.2 LT.



Note. A suitable 2 metre SMA – BNC cable can be obtained from

<https://www.digikey.com/en/products/detail/cinch-connectivity-solutions-johnson/415-0028-M2-0/6579655>

Light Source: CoolLed pe-340

Select **LED** as the Light Source type and select **Device 1:P0.1** to **Device 1:P0.3** as the outputs for LED0 to LED2.

Using shielded coaxial cables, connect:

USB-6343-BNC	CoolLED pe-340
P0.1 -> Signal	Channel 1 BNC
DGND -> Ground	
P0.2 -> Signal	Channel 2 BNC
DGND -> Ground	
P0.3 -> Signal	Channel 3 BNC
DGND -> Ground	

