**BX60 Start-up**

1) Turn on the mercury burner if you are using it.
2) Turn on the camera
3) Turn on the microscope
4) Establish Köhler illumination
5) Turn on the computer and camera software

---

**BX60 Objectives**

All are

U = Universal (Brightfield, Darkfield, DIC, and Polarized Light)

PlanFL = plan-semi-apochromat = corrected for 4 colors chromatically and spherically

<table>
<thead>
<tr>
<th>Objectives</th>
<th>NA</th>
<th>Resolution R=0.61*λ/NA obj</th>
</tr>
</thead>
<tbody>
<tr>
<td>UPlanFL 4x/0.13</td>
<td>0.13</td>
<td>2.581 μm</td>
</tr>
<tr>
<td>UPlanFL 10x/0.30</td>
<td>0.30</td>
<td>1.118 μm</td>
</tr>
<tr>
<td>UPlanFL 20x/0.50</td>
<td>0.50</td>
<td>0.671 μm</td>
</tr>
<tr>
<td>UPlanFL 40x/0.75</td>
<td>0.75</td>
<td>0.447 μm</td>
</tr>
<tr>
<td>UPlanFL 100x/1.30 oil/iris</td>
<td>1.30</td>
<td>0.258 μm</td>
</tr>
</tbody>
</table>

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**Shut-down – only shut down if there are no users scheduled within an hour**

1) Turn off the camera software and computer
2) Turn off the camera
3) Turn off the microscope
4) Position the 4x over the microscope
5) Always turn the mercury burner off last
6) Cover the microscope with the dust cover avoiding the mercury lamp housing

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**Pixel size by Objective for Images using Macrofire camera at 2048 x 2048**

4x = 552 pixels = 1000.00 microns = 1.81 microns per pixel
10x = 1387 pixels = 1000.00 microns = .72 microns per pixel
20x = 1744 pixels = 630 microns = .36 microns per pixel
40x = 1936 pixels = 350 microns = .18 microns per pixel