

Bruker TruLive3D training protocol

Training Program

Bruker TruLive3D Light Sheet Microscope

Session 1 – Instrument and Operation Overview

Microscope Startup Procedure

1. How to turn the microscope and computer on

Microscope overview

1. What are the parts of the microscope and what is each one for

Optical Path Overview

1. Illumination + Collection objectives
2. Define XYZ directions
3. Using the space mouse to control the translation stage

Bruker Lux-Bundle Overview

1. Image Viewing Area
2. Calibration
3. Dashboard
4. Image Viewer
5. Image Processing

Microscope calibration

1. Align the two beams in water
2. Perform the line calibration

Session 2 – Setting up an experiment

Review of microscope calibration

1. Align the two beams in water
2. Perform the line calibration

Sample finding

1. Load your sample in the chamber
2. Find your sample with the BlackFly camera on the SpinView software
3. Choose an area of your sample with the detection cameras

Setting up an experiment in LuxBundle

1. Set up different channels

2. Set up z-stacks and scan areas
3. Set up a trigger

Data saving options

1. Write your data locally and then delete it
2. Write your data directly on your server
3. Fill out the book-keeping form with your data identification

Data analysis in LuxBundle

1. Image viewing in LuxBundle
2. Image processing in LuxBundle: learn how to create separate imaris headers for each stack

Shutdown Procedure and Calendar Access

1. System shutdown
2. Cleaning procedure
3. Calendar access

Session 3 – User-led Session

1. Reserve time on the microscope
2. Notify the Instructor as to the date/time of the session
3. Reserve at least two hours
4. Turn on the microscope
5. Load your sample
6. Calibrate the instrument

7. Find your sample

8. Set up an experiment

The instructor will check in on you throughout to offer assistance

Optional Session – Photomanipulation module

1. Review of Session 1

2. Beam Calibration

3. Photo-Manipulation Module

4. Calibration of the PM module

5. Load in your sample

6. Find your sample on the SpinView software with the BlackFly camera

7. Explore the different photomanipulation options

8. Set up an experiment with a photomanipulation event

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