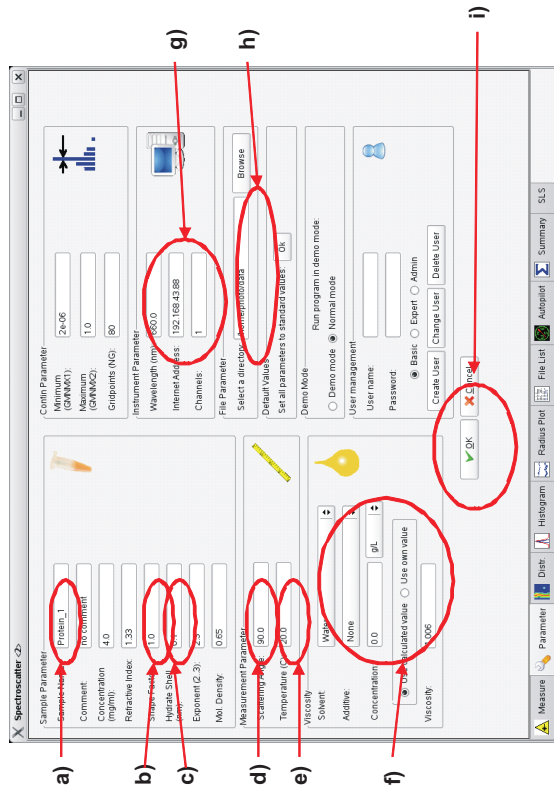


**Parameters**

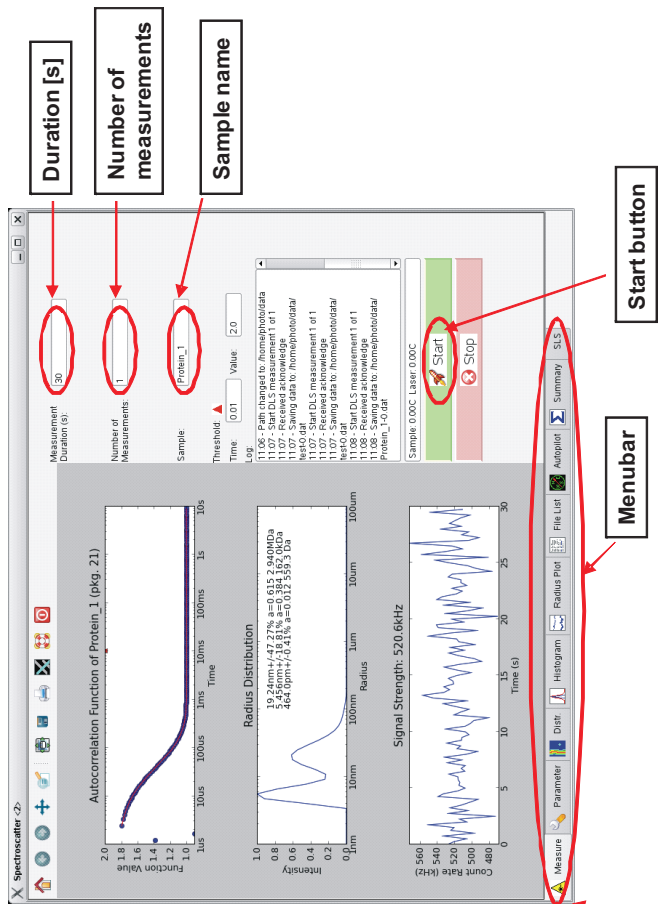
- After preparing your working directory you should check if all parameters for DLS measurements with your sample are correct. Also you have to tell the program in which directory (your working directory) the data acquired during the measurements should be saved. For this press the "Parameter" button in the menubar. The "Parameter" sub-menu appears:



- a) Sample name: enter your sample name
- b) Shapefactor: 1.000
- c) Hydrate: 0.1 nm
- d) Scatteringangle: default = 90
- e) Temperature: default = 20 C, to measure at lower or higher temperature (10 C – 30 C) just enter the desired temperature
- f) Viscosity: default = 1.006, if your solvent is not water or contains glycerol or alcohols the viscosity is different from 1.006 and you have to enter the real value
- g) Wavelength: 660 nm; IP: 192.168.43.88
- h) Working directory: default = home/photo/pms, select your working directory
- i) Press "OK" to save changes

**Starting a DLS measurement:**

- on the desktop of the PC an icon marked as Spectro is visible. Click it once with the left mouse button to start the DLS measurement program. Usually the first step is a test, whether the sample scatters light at all or not. For the standard auto save procedure an single measurement you can just enter a name at "Sample", "1" at "Number of measurements" and press start. The measurement will now begin. Before, check the default input values, described on the following pages



**Startwindow of the DLS software**

- you can also measure more automatically by using the autopilot function. The first step is to prepare a working directory where the program can save the output of the DLS measurements
- a smart strategy to find your data later on is to prepare and create your own folders.
  - Create a subdirectory with the name of your sample inside of a directory with your name. In this subdirectory you can further place a directory with the day if required; this set up should be your working directory. Now press the "ok" button