

MOBY-NET STABILITY SYSTEM LOG

CRUISE N15T LOCATION R55L  
 DATE GMT 12/5/16 LAT, LONG  
 TIME GMT TEMP, RH 24.2°C, 25.2% RH  
 INVESTIGATORS BCS PURPOSE Warmup DEPLOYMENT# 1  
 INSTRUMENT MORPH S/N ARMS or HEADS # OCC = 100 CFG# Lu1  
 COLLECTORS Lu TEL # SCANS = 9 FILTS = 1  
 SEQUENCE POSITION # SCANS = 9 FILTS = 1  
 DAQ PROGRAM V2.exe SYSTEM:PATH  
 COMPUTER # 1 SYSTEM:PATH  
 SOURCE SQM S/N 103 CFG# 1001  
 120V ac ON 20:08 FILENAME 20161205-001  
 OFF to STANDBY 20:05 LEVELS USED 1  
 STANDBY TO OFF 22:10 TIMESTEP 105°C  
 120V ac OFF 22:14 INITIAL STATE OFF  
 COMPUTER SYSTEM:PATH

SETUP SKETCH / REMARKS

IS THE SQM ABOUT TO BE SERVICED? (Y or N)  
 WAS THE SQM JUST SERVICED? IF Y SPECIFY DATE, TIME WF cleaned 12/2/16

PROCESSED DATE: By:

忘了 to select DUT = WATER now.  
 in SQM file

Full cas data every 60sec automatically to monitor the SQM from AC off → STBY → MED w/o any delays. Then keep going to test stability.  
 Good!; what should warm up interval be?  
 2) will it matter if on STBY for some time B4?  
 MED level is coming up; shut CAS monitor for v 2hr 1 scan every 60sec, BAD: NET not displaying but UV INT evidently used Also, head position was too low - need to check table settings.  
 for fixing ini. head still too low  
 Ambient (centered on SQM)  
 MED → STBY  
 STBY → OFF (File incorrect)

Inst Filename	GMT Time	LEVEL	DT	N	# S	DUT	UV INT	# occ	F1	Remarks
200726	20:07	MED	signal	50	9	mogr CAS	UV INT 100	1	1	MED level is coming up; shut CAS monitor for v 2hr 1 scan every 60sec, BAD: NET not displaying but UV INT evidently used Also, head position was too low - need to check table settings.
215826	21:58									
220150_0243	0335		Ambient	50						
220626_0718	0811		Signal	50	9	MORPHS	UV INT 100	1	1	for fixing ini. head still too low Ambient (centered on SQM)
220930	22:09		Ambient	50	9	"	"	"	"	MED → STBY
	22:14									STBY → OFF (File incorrect)

Additional information can be added to help the Operator, e.g. allowable choices, headers for blank columns in the instrument rows, etc.

cont, cur 60sec  
 3x, 0 delay