

Initial Setup & Preparation, KinExA® 3X00

Please contact Sapidyne Instruments to setup an online account if you currently do not have one.

Initial Setup

1. Plug the power cord into the instrument (**Figure 1A/2A**).
2. Connect the instrument to the computer.
 - **For 3000/3100 models:** Plug one end of the serial cable into the back instrument panel and the other into the computer's serial cable port. If no serial port is available, use a serial port/USB adapter (such as the Keyspan 19HS or Trendnet TSU9) (**Figures 1B-C**).
 - **For 3200 models:** Plug the Ethernet cable into the port on the instrument's back panel and connect directly to the Ethernet port on the computer. Do not use an "Ethernet to USB" adapter to connect the instrument to the computer (**Figures 2B**).

Note: KinExA 3200 users connecting to an external network will require a second Ethernet connection with a subnet other than 192.168.0. Please contact Sapidyne Technical Support before selecting a new subnet. For computers without a second Ethernet port, use an Ethernet to USB adapter for the network connection. For more information please see How to Guide 241 KinExA 3200 Computer Connection (**HG241**).

3. Turn the instrument on with the power switch (**Figure 1D or 2C**).

Note: KinExA 3200 users should be aware that the yellow and red lights on the Indicator Panel must turn off before using the instrument.

4. If the computer does not already have KinExA Pro software installed, install the latest version. Please contact a Sapidyne Representative to request new software.
5. To prepare the computer to run a KinExA instrument please refer to see How to Guide 212 Computer Set-up Checklist (**HG212**).

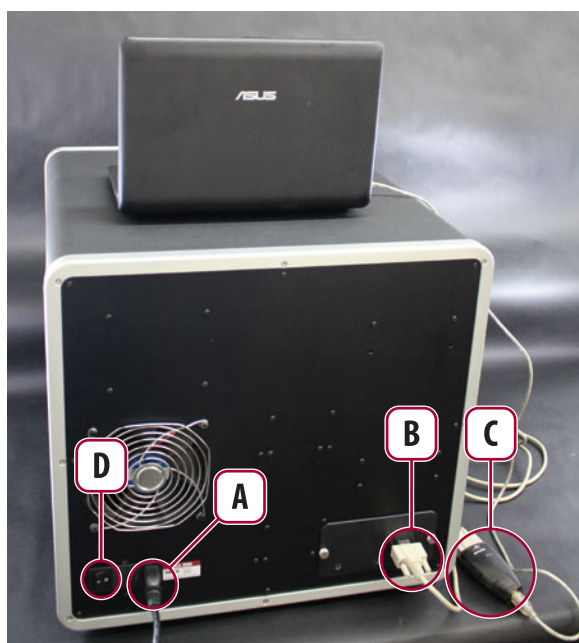


Figure 1. 3000/3100 Connections: (A) Power Cord (B) Serial Cable (C) Keyspan Adapter to USB (D) Power Switch.

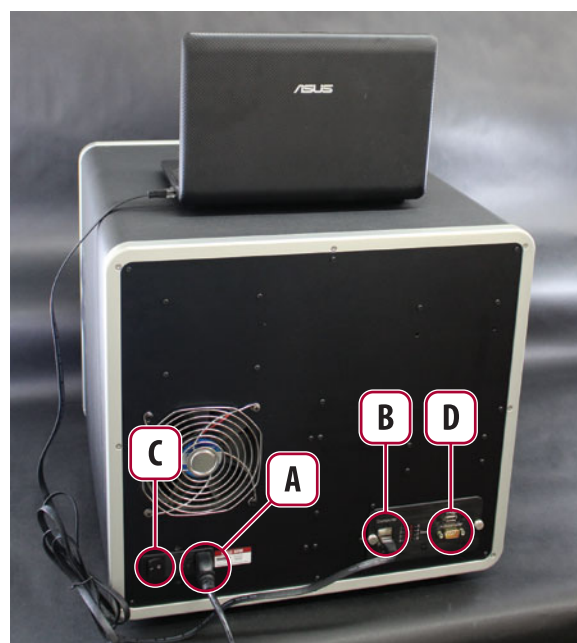


Figure 2. 3200 Connections: (A) Power Cord (B) Ethernet Cable (C) Power Switch (D) Autosampler Serial Port.

Initial Instrument Preparation


3X00 Instruments

1. Open KinExA Pro software and close the *KinExA Pro - Welcome* window.
2. Make sure the lamp is on and aligned. Refer to *How to Guide 204 Lamp Replacement and Alignment (HG204)* for more information.
3. Place buffer on the instrument. Use **Figure 3A-D** along with the instructions below to make sure all the necessary lines are submerged in liquid.



- Place the sample and inject lines into a buffer reservoir containing at least 250 mL of buffer (**Figure 3A**).
- Add ~27 mL of buffer to a 40 mL glass particle reservoir vial and screw the glass vial into the particle stirrer assembly, ensuring it is not over tightened to avoid breakage (**Figure 3B**).

Note: Avoid filling the glass particle reservoir vials to the top as liquid has been known to splash into the stirrer unit.



- Place the buffer line into a container containing 1 L of buffer (**Figure 3C**).
- Connect the waste lid to the waste bottle provided. Insert the BEADS line into the hole in the lid (**Figure 3D**).

4. Introduce buffer in all lines. Click on the **Buffer Change** [] icon and follow the on screen prompts.

5. Ensure the Injection Syringe is clean and ready to use.

- Click on the **Fill/Empty Inject** [] icon located on the top toolbar to fill the injection syringe with 5 mL of buffer.
- Once it has filled, remove the injection line from the buffer and place it over a waste container (do not submerge the line in the liquid waste).
- Click on the **Fill/Empty Inject icon** [] again to expel the buffer from the injection syringe. Repeat this process two additional times to cleanse the injection syringe and remove air. Place the inject line back into the buffer container.

6. Make sure all the sample lines are cleaned and primed with buffer.

- Click the **Rinse** [] icon and change the number of cycles to 5.
- Click **Start** []. This fills the inject, sample, and particle reservoir lines with buffer.

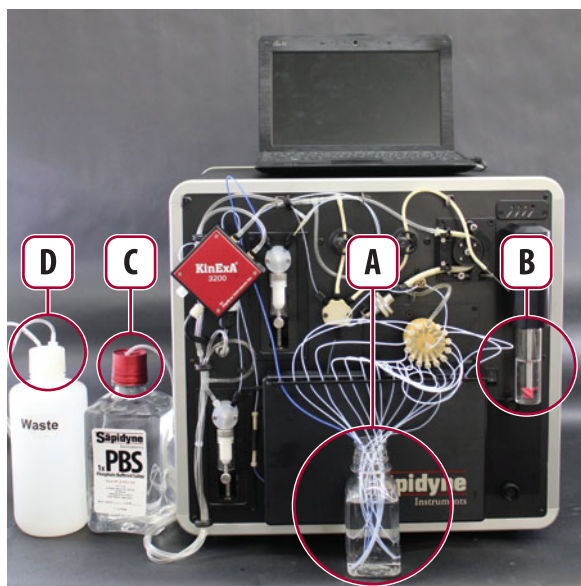


Figure 3. KinExA Instrument with lines and particle reservoir submerged in buffer.