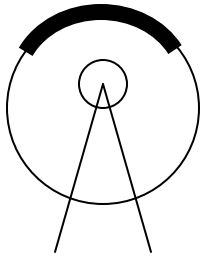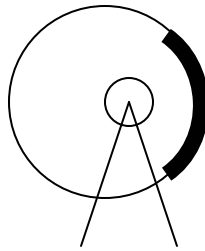By-eye corrections: 3 pixels ~ 600 nm Z{5,6,7,8,11}
                        Sense of corrections follow below cartoons.

Rotator Angle = 0 degrees   ↔   spider opens downward, to –y, on image.
increasing rotator angle   ↔   image (field & pupil) rotate counter-clockwise
decreasing rotator angle   ↔   image (field & pupil) rotate clockwise

+ Z7 commands a +Y move of the mirror (+Z7 used to also command RX tilt, but as of June 06, it only commands a translation)

+ Z8 commands a +X move of the mirror (+Z8 used to also command RY tilt, but as of June 06, it only commands a translation)
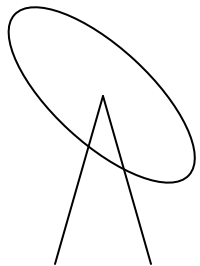
COMA

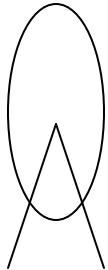extra-focal image

Z7 too –ve
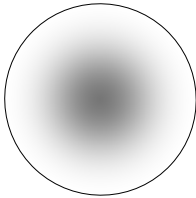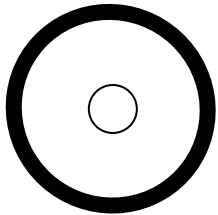needs positive Z7

extra-focal image

Z8 too +ve
needs negative Z8

ASTIGMATISM

extra-focal image

Z5 too –ve
needs positive Z5

extra-focal image

Z6 too +ve
needs negative Z6

SPHERICAL

extra-focal image

Z11 too –ve
needs positive Z11

extra-focal image

Z11 too +ve
needs negative Z11