

LICENSE CFG HDD 267GB openGL4

#CPU 16 using 15 threads APP 0%

OS 7%

RAM APP 2592/20480 OS 22660/32768

orientation scale to fit linear(L)

ZOOM: 17,36% - 6002x4007 32bits - X:00853 Y:04007 R:0,025000 G:0,025000 B:0,025000

..mes/SSD1To/ASTROPHOTO

5) NORMALIZE 6) INTEGRATE 9) TOOLS

3) ANALYSE STARS 4) REGISTER

0) RAW/FITS 1) LOAD 2) CALIBRATE

Other/Processed all clean 0

Multi-Channel/Filter processing

Multi-Session processing

auto-detect Masters & Integrations

Enter DeepSky object name:

Light 1 all clean 1

Flat all clean 0

Dark all clean 0

DarkFlat all clean 0

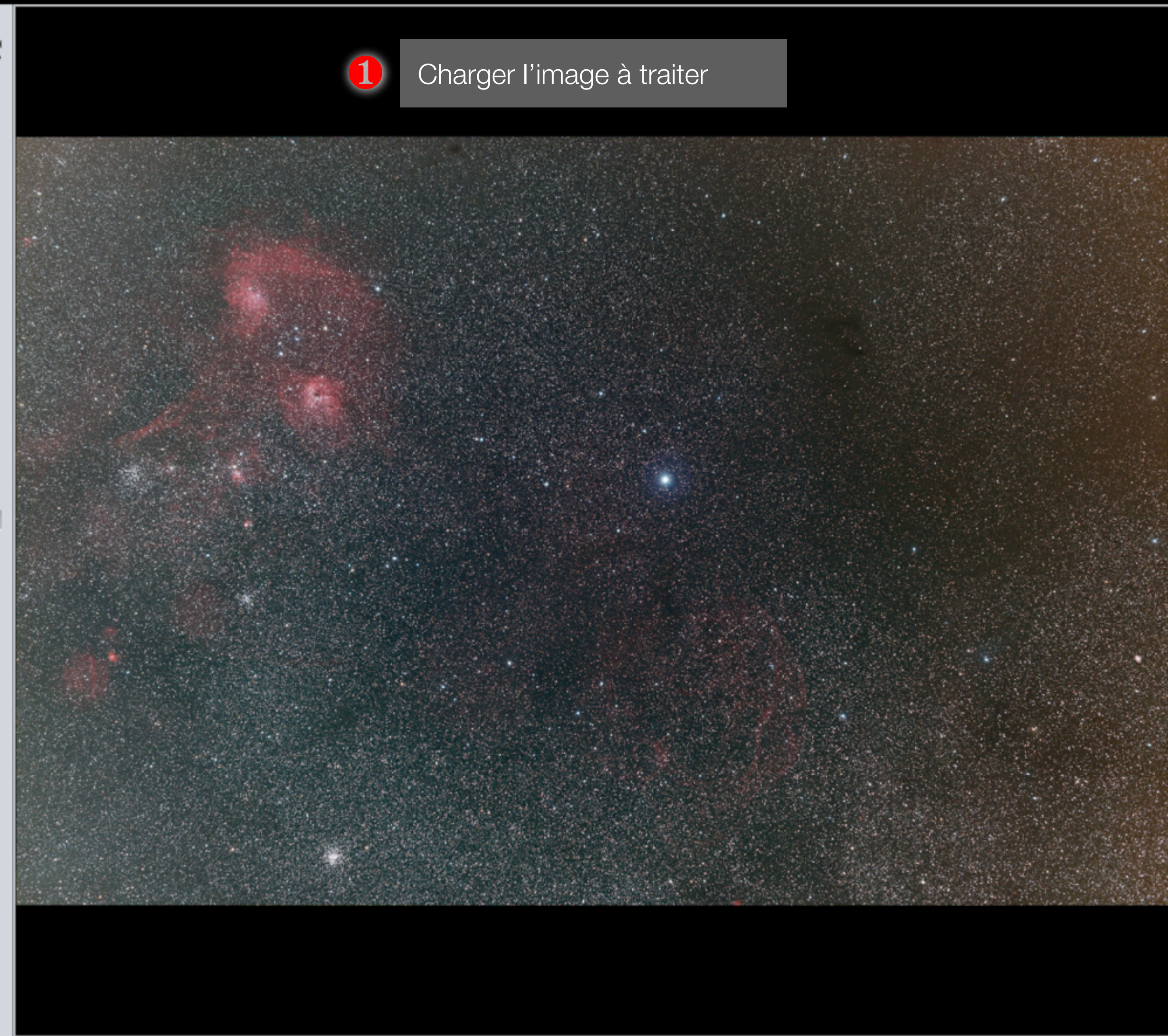
Bias all clean 0

MasterFlat all clean 0

MasterDark all clean 0

MasterDarkFlat all clean 0

```
FITS HDUs: 1
HDU1 - SIMPLE =
HDU1 - BITPIX =
HDU1 - NAXIS =
HDU1 - NAXIS1 =
HDU1 - NAXIS2 =
HDU1 - NAXIS3 =
HDU1 - EXTEND =
HDU1 - BSCALE =
HDU1 - BZERO =
HDU1 - DATE = '2020-02-'
HDU1 - SOFTWARE= 'Astro Pi
HDU1 - VERSION = '1.075
HDU1 - INTEGRAT= 'Integrat
HDU1 - CFIMAGE= 'no
HDU1 - GAIN =
HDU1 - EXPTIME =
HDU1 - BG-1 = ' 5,8870E
HDU1 - BG-2 = ' 5,8600E
HDU1 - BG-3 = ' 5,8960E
HDU1 - SCALE-1 = ' 3,1429E
HDU1 - SCALE-2 = ' 2,0945E
HDU1 - SCALE-3 = ' 2,3442E
HDU1 - NOISE-1 = ' 1,2241E
HDU1 - NOISE-2 = ' 9,7005E
HDU1 - NOISE-3 = ' 1,1375E
HDU1 - SNR-1 = ' 7,2821E
HDU1 - SNR-2 = ' 9,3191E
HDU1 - SNR-3 = ' 6,8598E
HDU1 - NUMFRAME=
HDU1 - NOTE-1 = 'NR = Noi
HDU1 - NOTE-2 = 'medNR =
HDU1 - NOTE-3 = 'refNR =
HDU1 - NOTE-4 = 'ideal no
HDU1 - NOTE-5 = 'the real
HDU1 - NOTE-6 = 'the effe
HDU1 - NOTE-7 = 'dispersi
HDU1 - NOTE-8 = 'because
HDU1 - medNR-1 = ' 4,3408E
HDU1 - medNR-2 = ' 4,3846E
HDU1 - medNR-3 = ' 4,4264E
HDU1 - refNR-1 = ' 4,3428E
HDU1 - refNR-2 = ' 4,4105E
HDU1 - refNR-3 = ' 4,4567E
HDU1 - idNR-1 = ' 1,6882E
HDU1 - idNR-2 = ' 1,6882E
HDU1 - idNR-3 = ' 1,6882E
HDU1 - ratNR-1 = ' 2,5713E
HDU1 - ratNR-2 = ' 2,5972E
HDU1 - ratNR-3 = ' 2,6220E
HDU1 - medENR-1= ' 2,0184E
HDU1 - medENR-2= ' 1,5077E
HDU1 - medENR-3= ' 1,5201E
HDU1 - refENR-1= ' 2,0158E
HDU1 - refENR-2= ' 1,5314E
HDU1 - refENR-3= ' 1,5433E
HDU1 - END
```



1 Charger l'image à traiter

log  colors

stretch  save

neutralize-BG  invert data

1 0,000 B:0,00542 0,062 3

1 0,938 W:1,00000 1,000 3

reset 10.0 G:01,00 0.1

DDP  auto  saturation

? 15% BG, 3 sigma, 2,5% base

1 0,000 ST:0,00223 0,062 3

1 0,000 BA:0,02500 0,062 3

HL:000 250

SAT:0,15 0,50

SAT.TH:0,25 1,00

1 0,000 CON:0,00000 0,062 3

SHARP:00,0 50,0

PROTECT:05,0 25,0

select	frame	file name	ISO/gain	exposure (s)	tine shot	#stars & star density	background & dispersion	SNR & noise	FWHM min, max, shape (abs & rel)	quality
<input checked="" type="checkbox"/>	Light 1	../Aubette jan20/St-avg-8550.0s-WC_1_3.0_none_x_1.0_1.0_bdr_hat-full-qua-add-sc_BWV_nvr-NI-RE-MBB5.fits	0,000	8550	N/A	-	-	-	-	-

LICENSE CFG HDD 267GB openGL4

#CPU 16 using 15 threads APP 0%

OS 0%

RAM APP 2592/20480 OS 22670/32768



..mes/SSD1To/ASTROPH0T0

- 3) ANALYSE STARS
- 4) REGISTER
- 0) RAW/FITS
- 1) LOAD
- 2) CALIBRATE
- 5) NORMALIZE
- 6) INTEGRATE
- 9) TOOLS

- batch modify
- batch rotate/resize
- correct vignetting
- remove light pollution
- calibrate background
- calibrate star colors
- combine RGB
- HSL selective color

```

FITS HDUs: 1
HDU1 - SIMPLE =
HDU1 - BITPIX =
HDU1 - NAXIS =
HDU1 - NAXIS1 =
HDU1 - NAXIS2 =
HDU1 - NAXIS3 =
HDU1 - EXTEND =
HDU1 - BSCALE =
HDU1 - BZERO =
HDU1 - DATE = '2020-02-
HDU1 - SOFTWARE= 'Astro Pi
HDU1 - VERSION = '1.075
HDU1 - INTEGRAT= 'Integrat
HDU1 - CFIMAGE= 'no
HDU1 - GAIN =
HDU1 - EXPTIME =
HDU1 - BG-1 = ' 5,8870E
HDU1 - BG-2 = ' 5,8600E
HDU1 - BG-3 = ' 5,8960E
HDU1 - SCALE-1 = ' 3,1429E
HDU1 - SCALE-2 = ' 2,0945E
HDU1 - SCALE-3 = ' 2,3442E
HDU1 - NOISE-1 = ' 1,2241E
HDU1 - NOISE-2 = ' 9,7005E
HDU1 - NOISE-3 = ' 1,1375E
HDU1 - SNR-1 = ' 7,2821E
HDU1 - SNR-2 = ' 9,3191E
HDU1 - SNR-3 = ' 6,8598E
HDU1 - NUMFRAME=
HDU1 - NOTE-1 = 'NR = Noi
HDU1 - NOTE-2 = 'medNR =
HDU1 - NOTE-3 = 'refNR =
HDU1 - NOTE-4 = 'ideal no
HDU1 - NOTE-5 = 'the real
HDU1 - NOTE-6 = 'the effe
HDU1 - NOTE-7 = 'dispersi
HDU1 - NOTE-8 = 'because
HDU1 - medNR-1 = ' 4,3408E
HDU1 - medNR-2 = ' 4,3846E
HDU1 - medNR-3 = ' 4,4264E
HDU1 - refNR-1 = ' 4,3428E
HDU1 - refNR-2 = ' 4,4105E
HDU1 - refNR-3 = ' 4,4567E
HDU1 - idNR-1 = ' 1,6882E
HDU1 - idNR-2 = ' 1,6882E
HDU1 - idNR-3 = ' 1,6882E
HDU1 - ratNR-1 = ' 2,5713E
HDU1 - ratNR-2 = ' 2,5972E
HDU1 - ratNR-3 = ' 2,6220E
HDU1 - medENR-1= ' 2,0184E
HDU1 - medENR-2= ' 1,5077E
HDU1 - medENR-3= ' 1,5201E
HDU1 - refENR-1= ' 2,0158E
HDU1 - refENR-2= ' 1,5314E
HDU1 - refENR-3= ' 1,5433E
HDU1 - END

```

orientation scale to fit linear(1)

s-WC\_1\_3.0\_none-x\_1.0\_1.0\_bdr\_hat-full-qua-add-sc\_BWV\_nor-NI-RE-MBB5.fits



- 1 Aller dans l'onglet 9) TOOLS
- 2 Cliquer sur « remove light pollution »

select	frame	file name	ISO/gain	exposure (s)	time shot	#stars & star density	background & dispersion	SNR & noise
<input checked="" type="checkbox"/>	Light 1	../Aubette jan20/St-avg-8550.0s-WC_1_3.0_none-x_1.0_1.0_bdr_hat-full-qua-add-sc_BWV_nor-NI-RE-MBB5.fits	0,000	8550	N/A	-	-	-

LICENSE CFG HDD 267GB openGL4  
#CPU 16 using 15 threads APP 0%  
OS 0%

RAM APP 2592/20480 OS 22681/32768

Creating light pollution model  
33 area select boxes created

CALCULATE 2

UNDO AREA SELECTBOX

CANCEL

OK & SAVE

0 %

SHOW CORRECTED IMAGE

REMOVE YELLOW

REMOVE RED

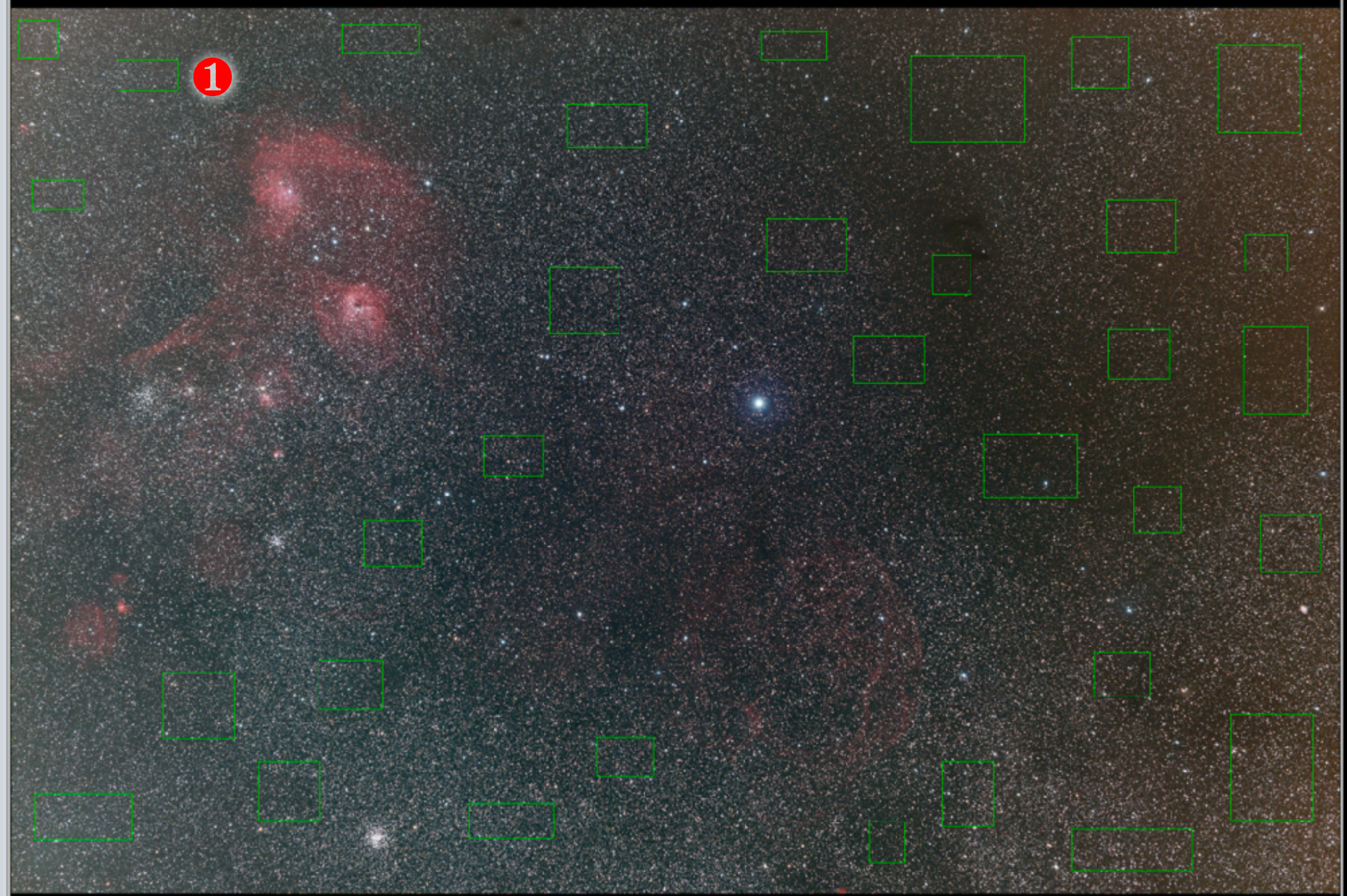
FLEXIBILITY : 01

neutralizing background of image  
St-avg-8550.0s-WC\_1.3.0\_none-x\_1.0\_1.0\_bdr...  
and forwarding to image viewer...  
starting interactive background selector...

```
FITS HDUs: 1
HDU1 - SIMPLE =
HDU1 - BITPIX =
HDU1 - NAXIS =
HDU1 - NAXIS1 =
HDU1 - NAXIS2 =
HDU1 - NAXIS3 =
HDU1 - EXTEND =
HDU1 - BSCALE =
HDU1 - BZERO =
HDU1 - DATE = '2020-02-
HDU1 - SOFTWARE= 'Astro Pi
HDU1 - VERSION = '1.075
HDU1 - INTEGRAT= 'Integrat
HDU1 - CFAIMAGE= 'no
HDU1 - GAIN =
HDU1 - EXPTIME =
HDU1 - BG-1 = ' 5,8870E
HDU1 - BG-2 = ' 5,8600E
HDU1 - BG-3 = ' 5,8960E
HDU1 - SCALE-1 = ' 3,1429E
HDU1 - SCALE-2 = ' 2,0945E
HDU1 - SCALE-3 = ' 2,3442E
HDU1 - NOISE-1 = ' 1,2241E
HDU1 - NOISE-2 = ' 9,7005E
HDU1 - NOISE-3 = ' 1,1375E
HDU1 - SNR-1 = ' 7,2821E
HDU1 - SNR-2 = ' 9,3191E
HDU1 - SNR-3 = ' 6,8598E
HDU1 - NUMFRAME=
HDU1 - NOTE-1 = 'NR = Noi
HDU1 - NOTE-2 = 'medNR =
HDU1 - NOTE-3 = 'refNR =
HDU1 - NOTE-4 = 'ideal no
HDU1 - NOTE-5 = 'the real
HDU1 - NOTE-6 = 'the effe
HDU1 - NOTE-7 = 'dispersi
HDU1 - NOTE-8 = 'because
HDU1 - medNR-1 = ' 4,3408E
HDU1 - medNR-2 = ' 4,3846E
HDU1 - medNR-3 = ' 4,4264E
HDU1 - refNR-1 = ' 4,3428E
HDU1 - refNR-2 = ' 4,4105E
HDU1 - refNR-3 = ' 4,4567E
HDU1 - idNR-1 = ' 1,6882E
HDU1 - idNR-2 = ' 1,6882E
HDU1 - idNR-3 = ' 1,6882E
HDU1 - ratNR-1 = ' 2,5713E
HDU1 - ratNR-2 = ' 2,5972E
HDU1 - ratNR-3 = ' 2,6220E
HDU1 - medENR-1= ' 2,0184E
HDU1 - medENR-2= ' 1,5077E
HDU1 - medENR-3= ' 1,5201E
HDU1 - refENR-1= ' 2,0158E
HDU1 - refENR-2= ' 1,5314E
HDU1 - refENR-3= ' 1,5433E
HDU1 - END
```

orientation scale to fit linear(1)

s-WC\_1.3.0\_none-x\_1.0\_1.0\_bdr\_hat-full-qua-add-sc\_BMMV\_nor-NI-RE-NBB5.fits



1 Placer des rectangles dans les zones de fond de ciel

2 Cliquer sur « calculate »

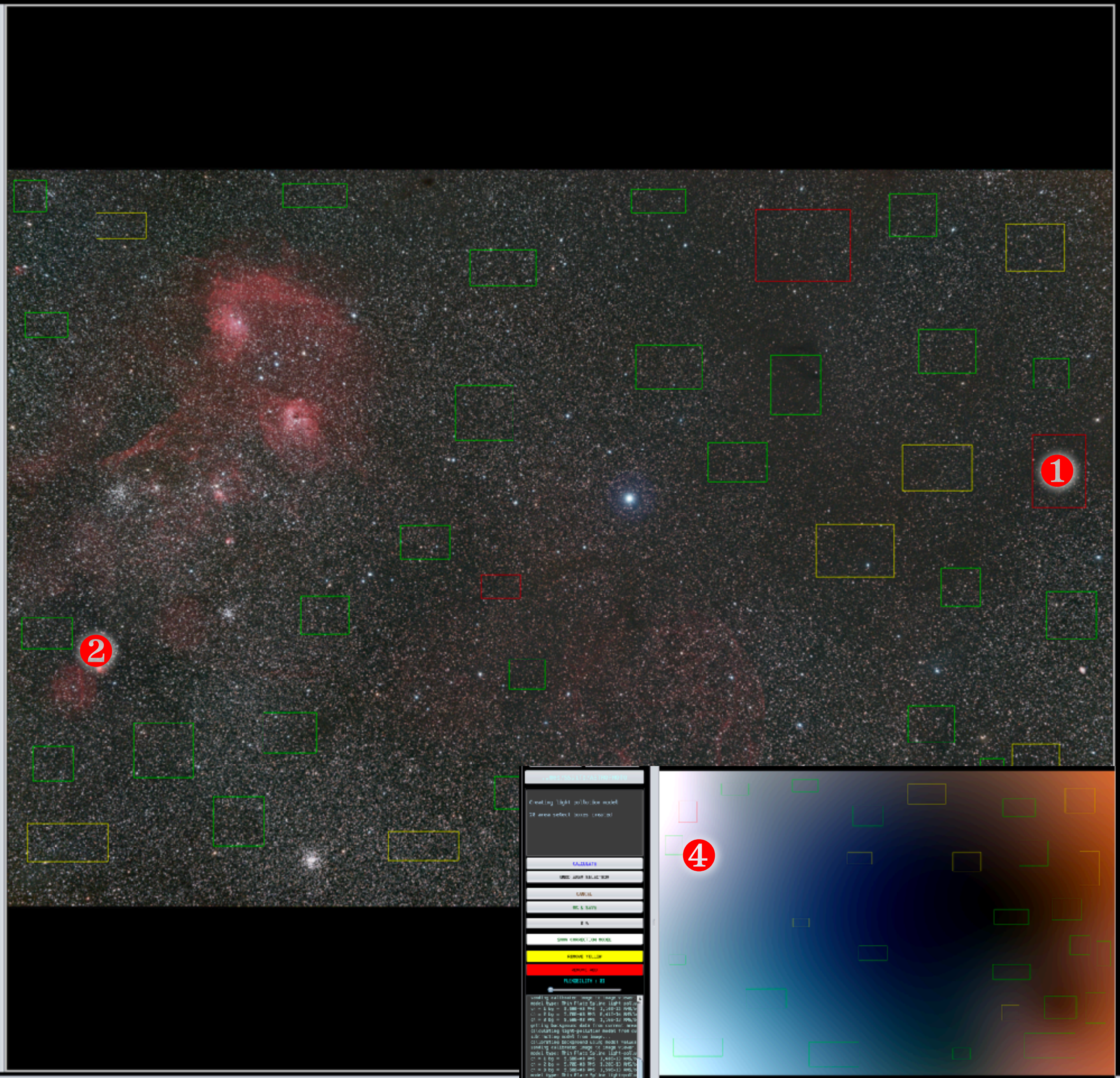
LICENSE CFG HDD 267GB openGL4  
 #CPU 16 using 15 threads APP 0% OS 8%  
 RAM APP 2592/20480 OS 22699/32768  
 ..mes/SSD1To/ASTROPHOTO

Creating light pollution model  
 38 area select boxes created

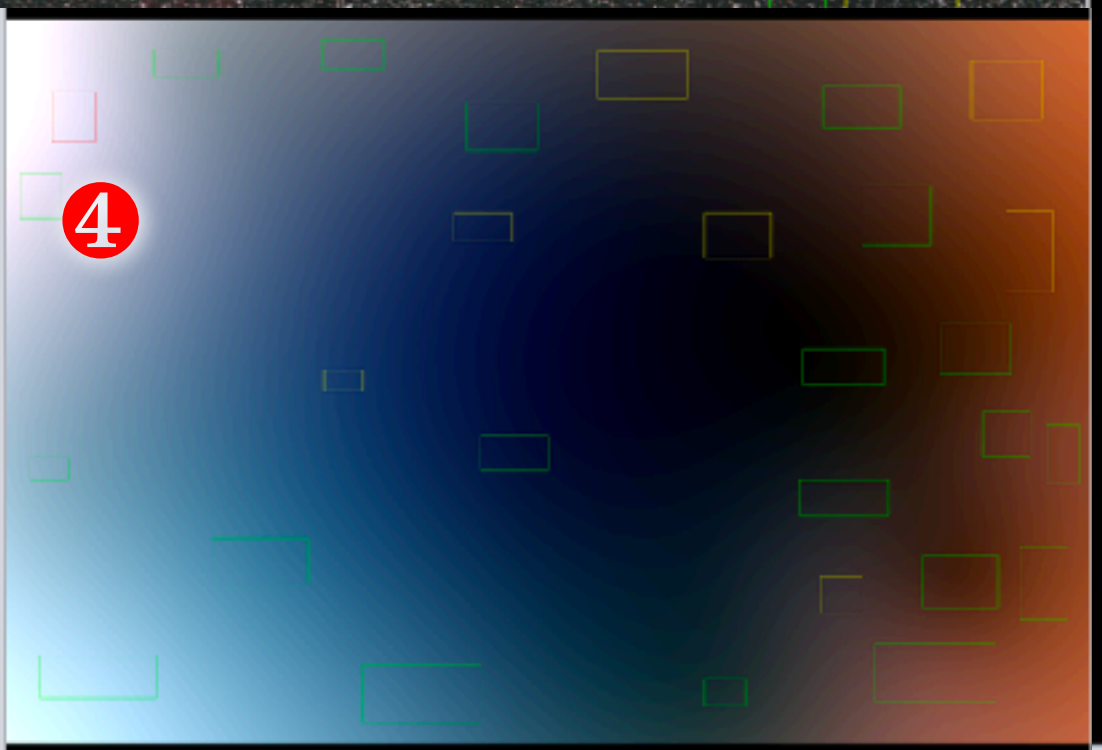
CALCULATE 5  
 UNDO AREA SELECTBOX 3  
 CANCEL  
 OK & SAVE 6  
 100 %  
 SHOW CORRECTED IMAGE 4  
 REMOVE YELLOW 1  
 REMOVE RED  
 FLEXIBILITY : 01

```
getting background data from current area
calculating light-pollution model from cu
subtracting model from image...
calibrating background using model values
sending calibrated image to image viewer.
model type: Thin Plate Spline light-pollu
ch = 1 bg = 5,67E-03 RMS 1,59E-13 RMS/b
ch = 2 bg = 5,69E-03 RMS 1,34E-13 RMS/b
ch = 3 bg = 5,67E-03 RMS 1,65E-13 RMS/b
getting background data from current area
calculating light-pollution model from cu
subtracting model from image...
calibrating background using model values
sending calibrated image to image viewer.
model type: Thin Plate Spline light-pollu
ch = 1 bg = 5,62E-03 RMS 2,04E-13 RMS/b
ch = 2 bg = 5,69E-03 RMS 1,62E-13 RMS/b
ch = 3 bg = 5,67E-03 RMS 1,88E-13 RMS/b
```

```
FITS HDUs: 1
HDU1 - SIMPLE =
HDU1 - BITPIX =
HDU1 - NAXIS =
HDU1 - NAXIS1 =
HDU1 - NAXIS2 =
HDU1 - NAXIS3 =
HDU1 - EXTEND =
HDU1 - BSCALE =
HDU1 - BZERO =
HDU1 - DATE = '2020-02-
HDU1 - SOFTWARE= 'Astro Pi
HDU1 - VERSION = '1.075
HDU1 - INTEGRAT= 'Integrat
HDU1 - CFIMAGE= 'no
HDU1 - GAIN =
HDU1 - EXPTIME =
HDU1 - BG-1 = ' 5,8870E
HDU1 - BG-2 = ' 5,8600E
HDU1 - BG-3 = ' 5,8960E
HDU1 - SCALE-1 = ' 3,1429E
HDU1 - SCALE-2 = ' 2,0945E
HDU1 - SCALE-3 = ' 2,3442E
HDU1 - NOISE-1 = ' 1,2241E
HDU1 - NOISE-2 = ' 9,7005F
HDU1 - NOISE-3 = ' 1,1375E
HDU1 - SNR-1 = ' 7,2821E
HDU1 - SNR-2 = ' 9,3191E
HDU1 - SNR-3 = ' 6,8598E
HDU1 - NUMFRAME=
HDU1 - NOTE-1 = 'NR = Noi
HDU1 - NOTE-2 = 'medNR =
HDU1 - NOTE-3 = 'refNR =
HDU1 - NOTE-4 = 'iceal no
HDU1 - NOTE-5 = 'the real
HDU1 - NOTE-6 = 'the effe
HDU1 - NOTE-7 = 'dispersi
HDU1 - NOTE-8 = 'because
HDU1 - medNR-1 = ' 4,3408E
HDU1 - medNR-2 = ' 4,3846E
HDU1 - medNR-3 = ' 4,4264E
HDU1 - refNR-1 = ' 4,3428F
HDU1 - refNR-2 = ' 4,4105E
HDU1 - refNR-3 = ' 4,4567E
HDU1 - idNR-1 = ' 1,6882E
HDU1 - idNR-2 = ' 1,6882E
HDU1 - idNR-3 = ' 1,6882E
HDU1 - ratNR-1 = ' 2,5713E
HDU1 - ratNR-2 = ' 2,5972E
HDU1 - ratNR-3 = ' 2,6220E
HDU1 - medENR-1= ' 2,0184E
HDU1 - medENR-2= ' 1,5077E
HDU1 - medENR-3= ' 1,5201E
HDU1 - refENR-1= ' 2,0158E
HDU1 - refENR-2= ' 1,5314E
HDU1 - refENR-3= ' 1,5433E
HDU1 - END
```



Creating light pollution model  
 38 area select boxes created  
 CALCULATE  
 UNDO AREA SELECTBOX  
 CANCEL  
 OK & SAVE  
 100 %  
 SHOW CORRECTED IMAGE  
 REMOVE YELLOW  
 REMOVE RED  
 FLEXIBILITY : 01



1 Le 1er calcul peut donner des rectangles jaunes ou rouges. On peut les supprimer en cliquant sur les boutons « remove »

2 Placer des rectangles supplémentaires dans les zones mal corrigées (plus sombres par exemple)

3 Si le dernier rectangle tracé n'est pas bon, on peut l'effacer par ce bouton, et remonter en arrière. Attention, on ne peut pas choisir le rectangle à effacer. C'est forcément dans l'ordre récursif de traçage.

4 Show corrected image permet de voir les gradients

5 Cliquer à chaque fois sur CALCULATE

6 Sauver l'image finale

LICENSE CFG HDD 267GB openGL4

#CPU 16 using 15 threads APP 0% OS 10%

RAM APP 2728/20480 OS 23150/32768

..mes/SSD1To/ASTROPHOTO

- 3) ANALYSE STARS    4) REGISTER
- 0) RAW/FITS        1) LOAD            2) CALIBRATE
- 5) NORMALIZE      6) INTEGRATE      9) TOOLS

- batch modify
- batch rotate/resize
- correct vignetting
- remove light pollution
- calibrate background **1**
- calibrate star colors
- combine RGB
- HSL selective color

```
FITS HDU: 1
HDU1 - SIMPLE =
HDU1 - BITPIX =
HDU1 - NAXIS =
HDU1 - NAXIS1 =
HDU1 - NAXIS2 =
HDU1 - NAXIS3 =
HDU1 - EXTEND =
HDU1 - BSCALE =
HDU1 - BZERO =
HDU1 - DATE = '2020-05-
HDU1 - DATE-OBS= 'N/A
HDU1 - SOFTWARE= 'Astro Pi
HDU1 - VERSION = '1.079
HDU1 - FRAME = 'Other/Pr
HDU1 - INSTRUME= 'notAvail
HDU1 - CFAIMAGE= 'no
HDU1 - EXPTIME =
HDU1 - GAIN =
HDU1 - AD-PEO =
HDU1 - CBG-1 = 0.0056853
HDU1 - CBG-2 = 0.0056853
HDU1 - CBG-3 = 0.0056853
HDU1 - END
```

orientation scale to fit linear(l)

ZOOM: 17,36% - 6002x4007 32bits - X:01763 Y:04007 R:0,025000 G:0,025000 B:0,025000



**1** Cliquer sur « calibrage background »

select	frane	file name	ISO/gain	exposure (s)	time shot	#stars & star density	background & dispersion	SNR &
<input checked="" type="checkbox"/>	Light 1	../Aubette jan20/St-avg-8550.0s-WC_1_3.0_none- x 1.0 1.0_bdr_hat-full-qua-add-sc BMWV nor-NI-RE-MBB5.fits	0,000	8550	N/A	-	-	
<input checked="" type="checkbox"/>	Other/Processed 1	../St-avg-8550.0s-WC_1_3.0_none- x 1.0 1.0_bdr_hat-full-qua-add-sc BMWV nor-NI-RE-MBB5-lpc-cbg.fits	0,000	8550	N/A	-	-	

LICENSE CFG HDD 267GB openGL4

#CPU 16 using 15 threads APP 0%

RAM APP 2728/20480 OS 23163/32768

..mes/SSD1To/ASTROPHOTO

Calibrating background

5 area select boxes created

CALCULATE 2

UNDO AREA SELECTBOX

CANCEL

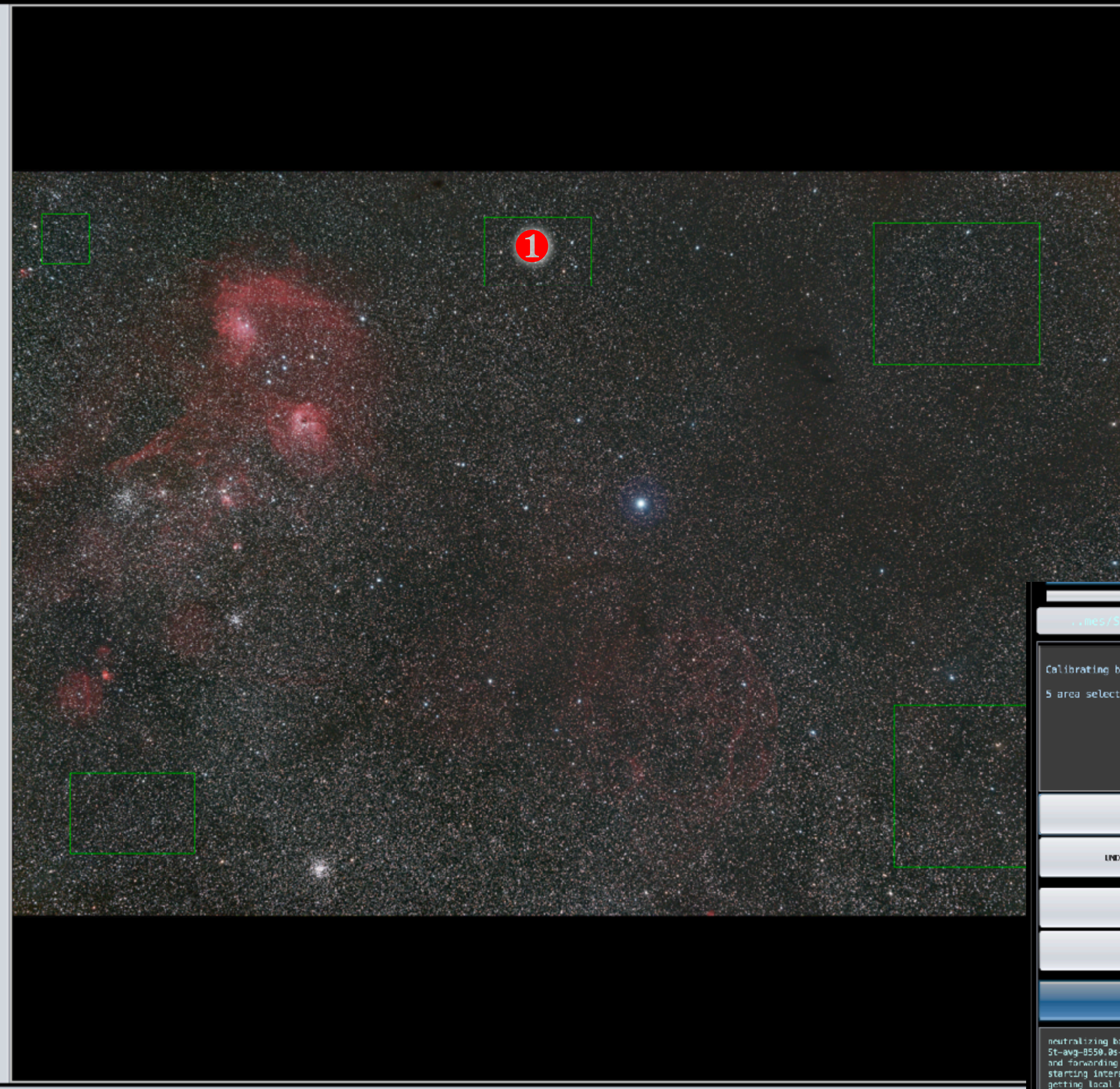
OK & SAVE 3

0 %

neutralizing background of image  
St-avg-8550.0s-WC 1 3.0 none- x 1.0 1.0 bdr  
and forwarding to image viewer...  
starting interactive background selector...

FITS HDUs: 1  
HDU1 - SIMPLE =  
HDU1 - BITPIX =  
HDU1 - NAXIS =  
HDU1 - NAXIS1 =  
HDU1 - NAXIS2 =  
HDU1 - NAXIS3 =  
HDU1 - EXTEND =  
HDU1 - BSCALE =  
HDU1 - BZERO =  
HDU1 - DATE = '2020-05-'  
HDU1 - DATE-OBS= 'N/A'  
HDU1 - SOFTWARE= 'Astro Pi'  
HDU1 - VERSION = '1.079'  
HDU1 - FRAME = 'Other/Pr'  
HDU1 - INSTRUME= 'notAvail'  
HDU1 - CFAIMAGE= 'no'  
HDU1 - EXPTIME =  
HDU1 - GAIN =  
HDU1 - AD-PED =  
HDU1 - CBG-1 = 0.0056853  
HDU1 - CBG-2 = 0.0056853  
HDU1 - CBG-3 = 0.0056853  
HDU1 - END

orientation scale to fit linear(L)  
ZOOM: 17,36% - 6002x4007 32bits - X:03981 Y:04007 R:0,025000 G:0,025000 E:0,025000



1 Placer des rectangles dans les zones de fond de ciel

2 Cliquer sur « calculate »

3 Cliquer sur « Ok & SAVE »

..mes/SSD1To/ASTROPHOTO

Calibrating background

5 area select boxes created

CALCULATE

UNDO AREA SELECTBOX

CANCEL

OK & SAVE 3

100 %

neutralizing background of image  
St-avg-8550.0s-WC 1 3.0 none- x 1.0 1.0 bdr  
and forwarding to image viewer...  
starting interactive background selector...  
getting local background data from current  
creating calibrated image using current area

HDU1 - NAXIS =  
HDU1 - NAXIS1 =  
HDU1 - NAXIS2 =  
HDU1 - NAXIS3 =  
HDU1 - EXTEND =  
HDU1 - BSCALE =  
HDU1 - BZERO =  
HDU1 - DATE = '2020-05-'  
HDU1 - DATE-OBS= 'N/A'  
HDU1 - SOFTWARE= 'Astro Pi'  
HDU1 - VERSION = '1.079'  
HDU1 - FRAME = 'Other/Pr'  
HDU1 - INSTRUME= 'notAvail'  
HDU1 - CFAIMAGE= 'no'  
HDU1 - EXPTIME =  
HDU1 - GAIN =  
HDU1 - AD-PED =  
HDU1 - CBG-1 = 0.0056853  
HDU1 - CBG-2 = 0.0056853  
HDU1 - CBG-3 = 0.0056853  
HDU1 - END

LICENSE CFG HDD 267GB openGL4

#CPU 16 using 15 threads APP 0%

RAM APP 2728/20480 OS 23207/32768

..mes/SSD1To/ASTROPHOTO

- 3) ANALYSE STARS
- 4) REGISTER
- 0) RAW/FITS
- 1) LOAD
- 2) CALIBRATE
- 5) NORMALIZE
- 6) INTEGRATE
- 9) TOOLS

- batch modify
- batch rotate/resize
- correct vignetting
- remove light pollution
- calibrate background
- calibrate star colors **1**
- combine RGB
- HSL selective color

```
FITS HDUs: 1
HDU1 - SIMPLE =
HDU1 - BITPIX =
HDU1 - NAXIS =
HDU1 - NAXIS1 =
HDU1 - NAXIS2 =
HDU1 - NAXIS3 =
HDU1 - EXTEND =
HDU1 - BSCALE =
HDU1 - BZERO =
HDU1 - DATE = '2020-05-
HDU1 - DATE-OBS= 'N/A
HDU1 - SOFTWARE= 'Astro Pi
HDU1 - VERSION = '1.079
HDU1 - FRAME = 'Other/Pr
HDU1 - INSTRUME= 'notAvail
HDU1 - CFAIMAGE= 'no
HDU1 - EXPTIME =
HDU1 - GAIN =
HDU1 - AD-PED =
HDU1 - CBG-1 = 0.0056853
HDU1 - CBG-2 = 0.0056853
HDU1 - CBG-3 = 0.0056853
HDU1 - END
```

orientation  scale to fit linear(1)

.0\_none\_x\_1.0\_1.0\_bdr\_hat-full-qua-add-sc\_BWV\_nor-NI-RE-MB35-lpc-cbg.fits



**1** Cliquer sur « calibrage star colors »

select	frame	file name	ISO/gain	exposure (s)	time shot	#stars & star density	background & dispersion	SNR &
<input checked="" type="checkbox"/>	Light 1	../Aubette jan20/St-avg-8550.0s-WC_1_3.0_none_x_1.0_1.0_bdr_hat-full-qua-add-sc_BWV_nor-NI-RE-MB35.fits	0,000	8550	N/A	-	-	
<input checked="" type="checkbox"/>	Other/Processed 1	../St-avg-8550.0s-WC_1_3.0_none_x_1.0_1.0_bdr_hat-full-qua-add-sc_BWV_nor-NI-RE-MB35-lpc-cbg.fits	0,000	8550	N/A	-	-	

LICENSE CFG HDD 266GB openGL4

#CPU 16 using 15 threads APP 0%

RAM APP 2432/20480 OS 32026/32768

OS 2%

..mes/SSD1To/ASTROPHOTO

ZOOM: 14,41% - 6002x4007 32bits - X:01458 Y:04007 R:0,000000 G:0,000000 E:0,000000

Calibrating star colors

8 area select boxes created

CALCULATE 4

UNDO AREA SELECTBOX

CANCEL

OK & SAVE 7

100 %

CALIBRATION MODE

Balance RGB 2

3 STAR REJECTION KAPPA: 3,00

MAGENTA - GREEN: 0,00 6

BLUE - RED: 0,00

B-G versus G-R

SLOPE: 1,00

MAGENTA - GREEN: CONSTANT: 0,00

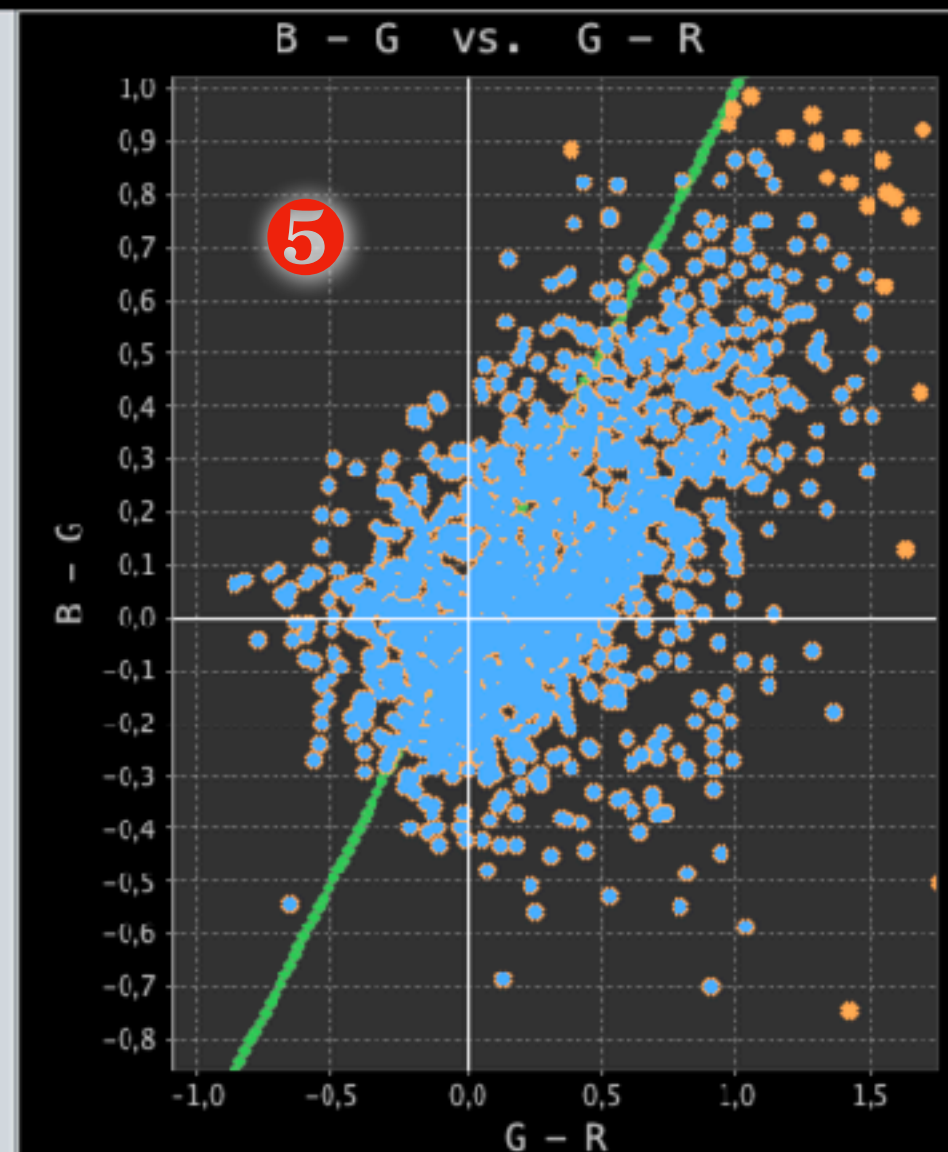
B-R versus G-R

SLOPE: 2,00

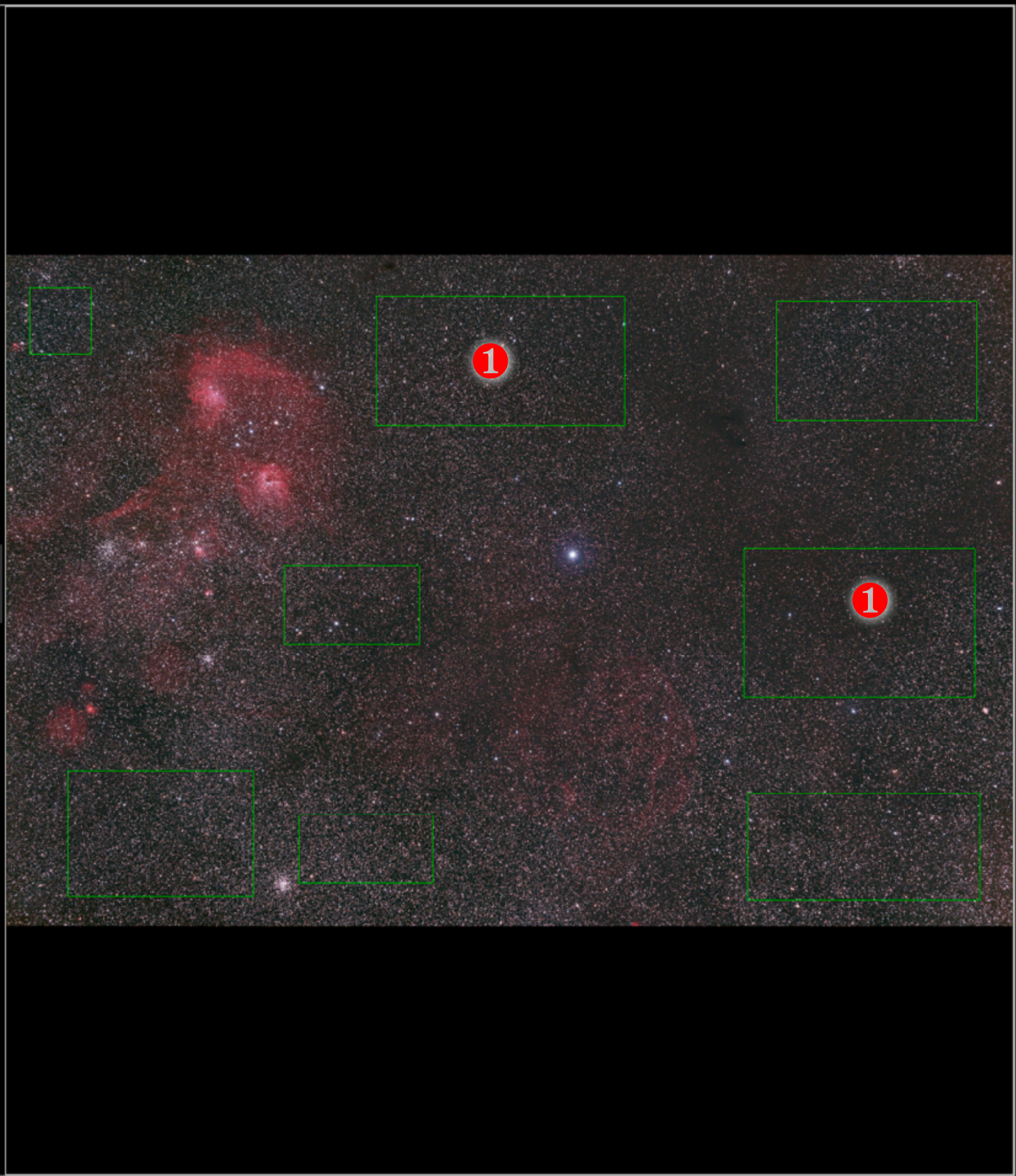
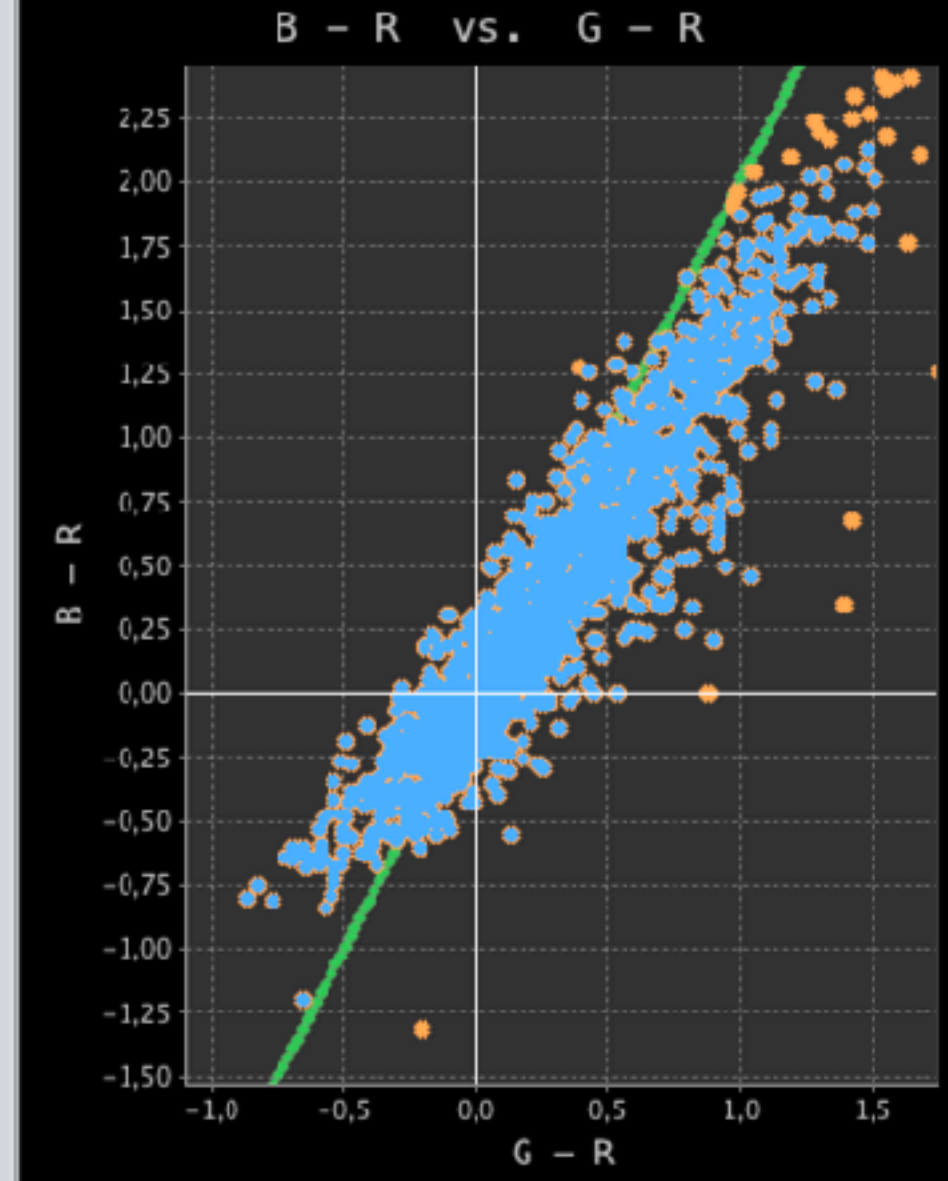
MAGENTA - GREEN: CONSTANT: 0,00

multiplicative factors:

3x3 color calibration matrix:



- calibrated stars (1725)
- star population (1753)
- Black Body model
- default Black Body model



- 1 Placer des rectangles dans les zones étoilées
- 2 Pour un APN, choisir « Balance RGB »
- 3 Monter le Kappa à 3.0
- 4 Cliquer à chaque fois sur CALCULATE dès qu'un ou plusieurs paramètres sont modifiés
- 5 Le graphe donne la distribution des étoiles.
- 6 Ajuster éventuellement changer les couleurs
- 7 Sauver l'image finale