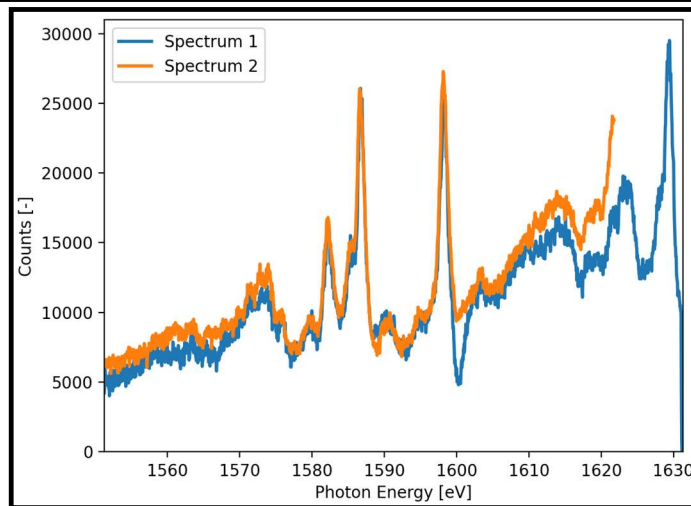
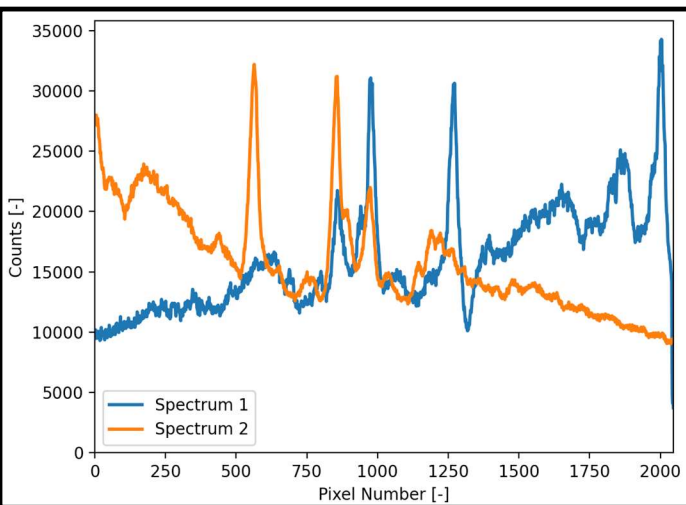


Take line outs
of each section



Flip spectra if needed, correct
background, and convert
pixel number to photon
energy with dispersion $d(E)$

Correct out filters, camera
effects, and geometry, then
bin the data

