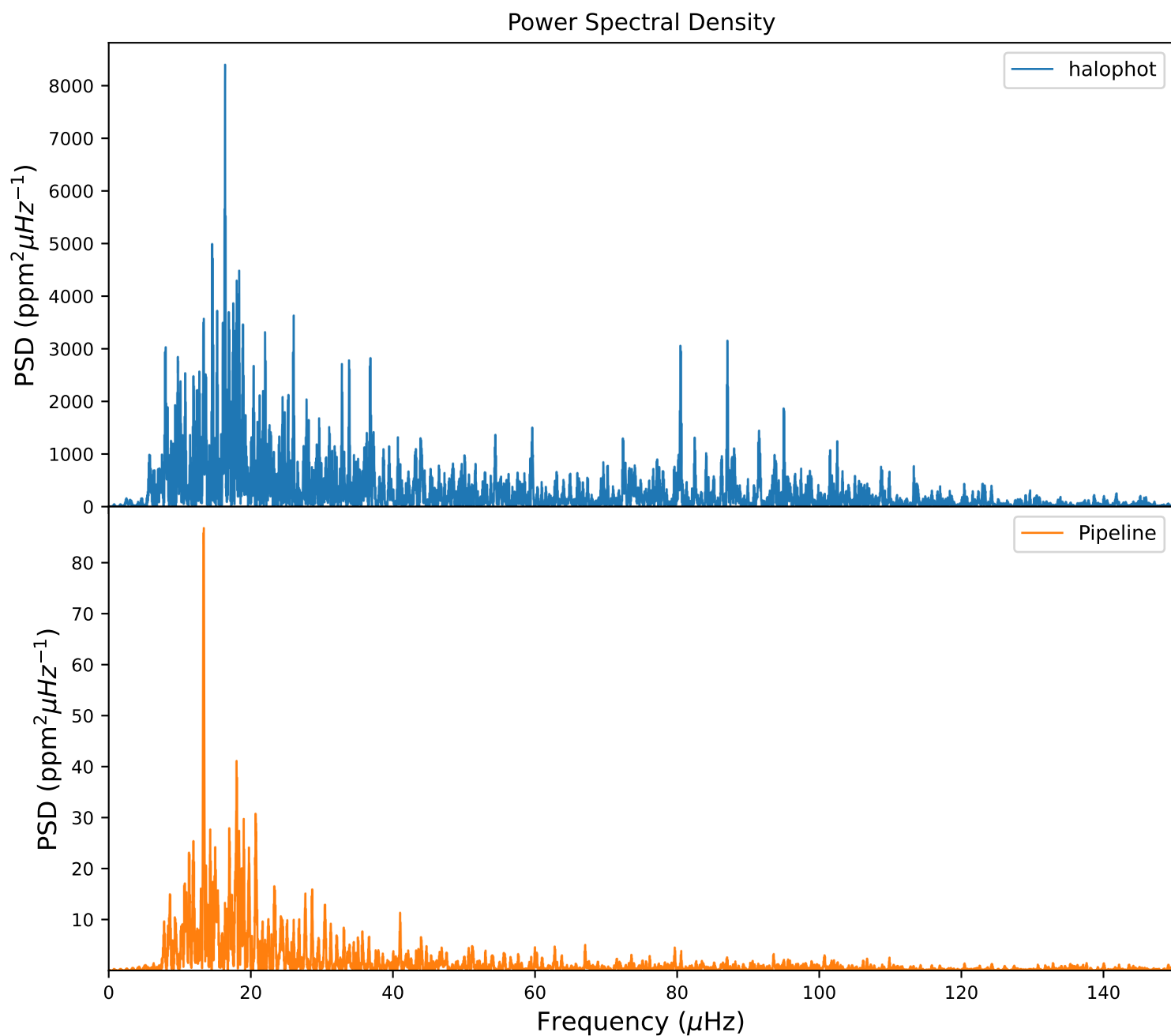
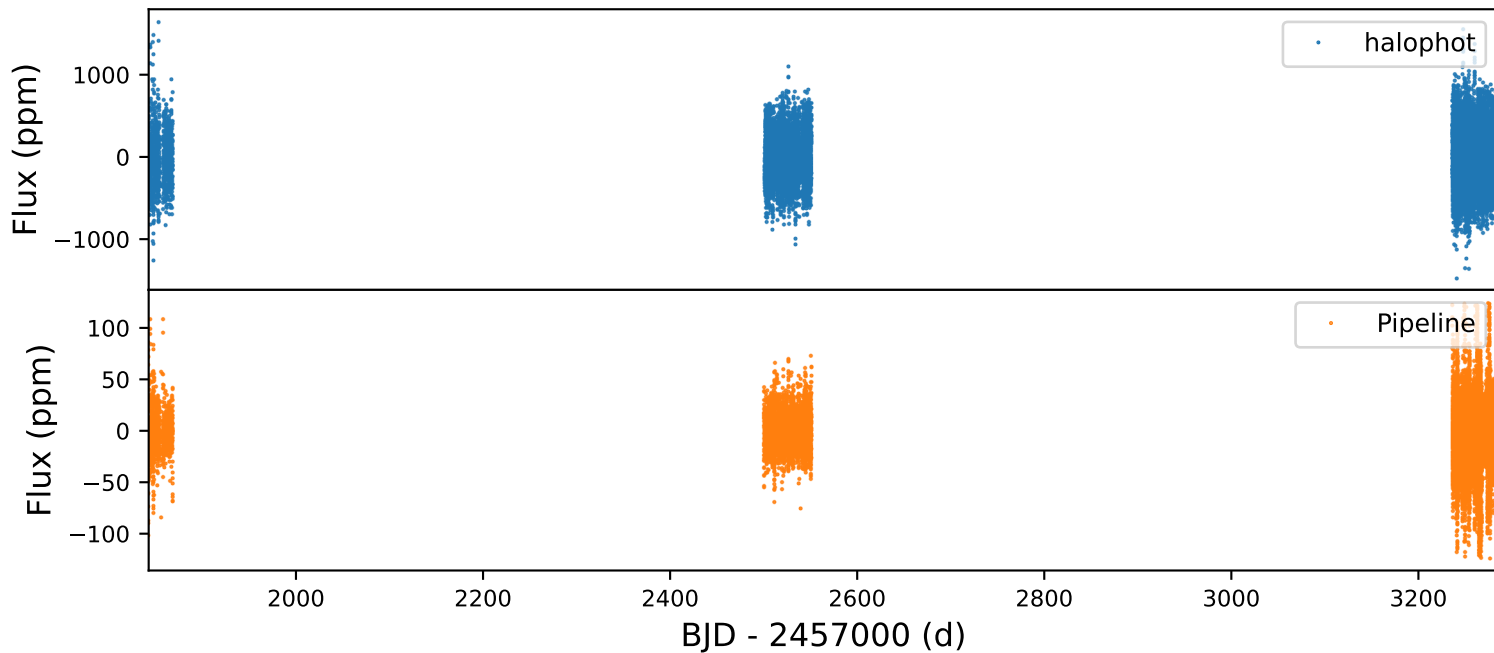


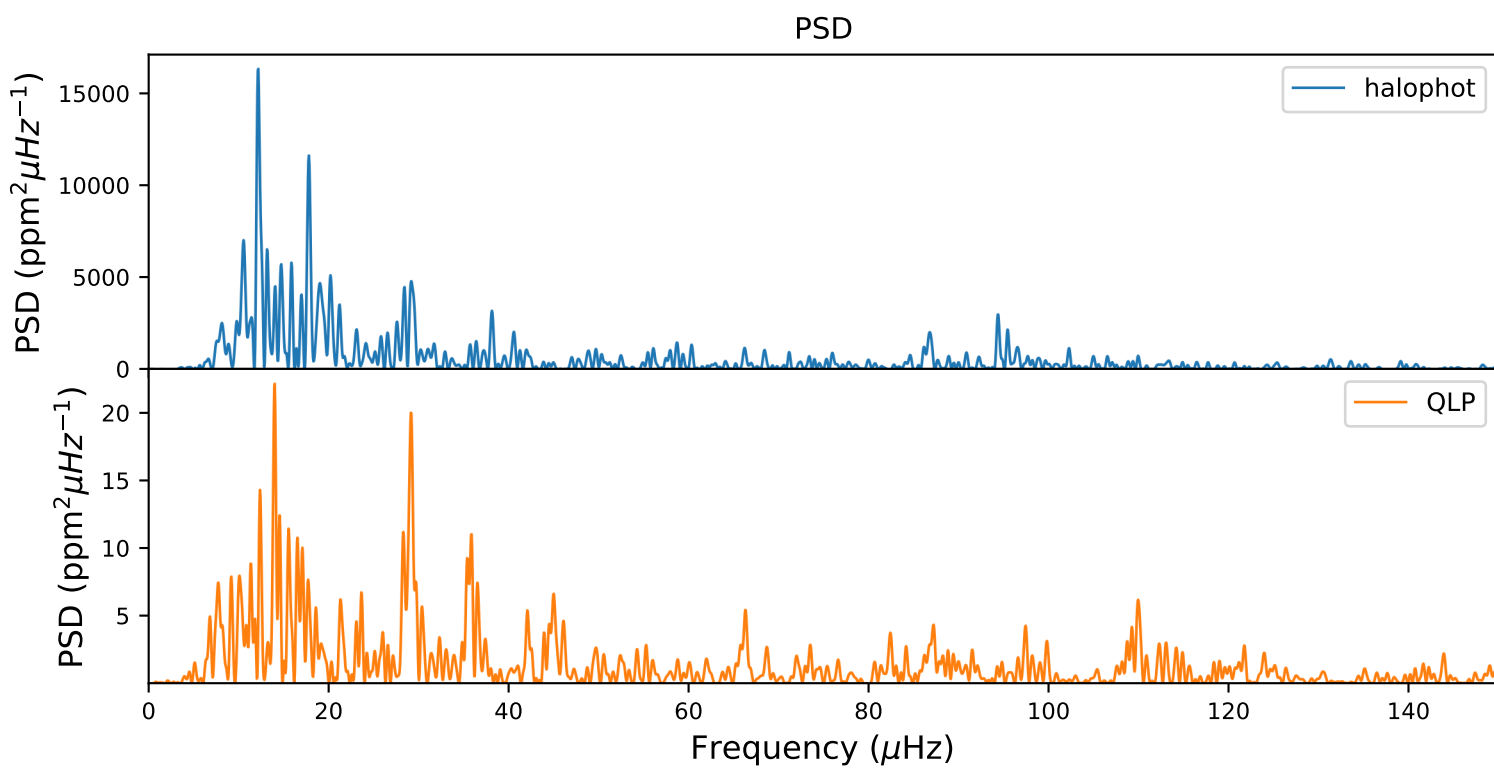
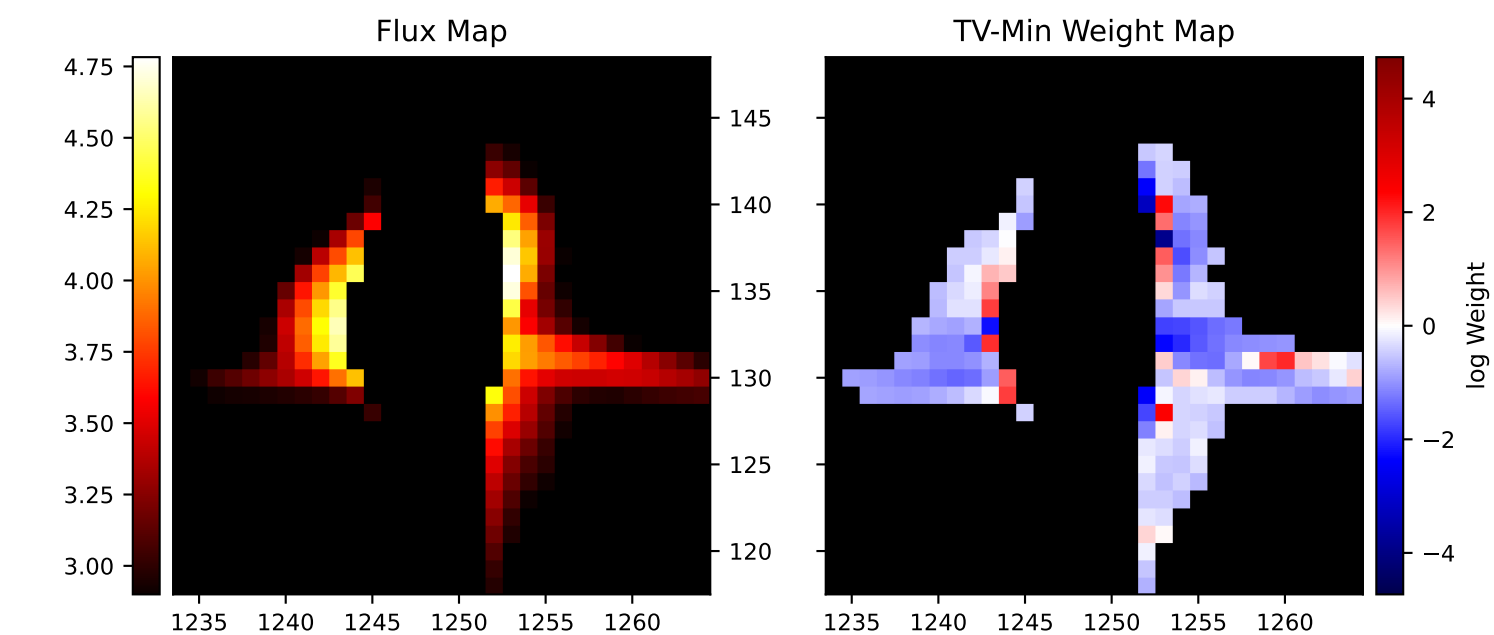
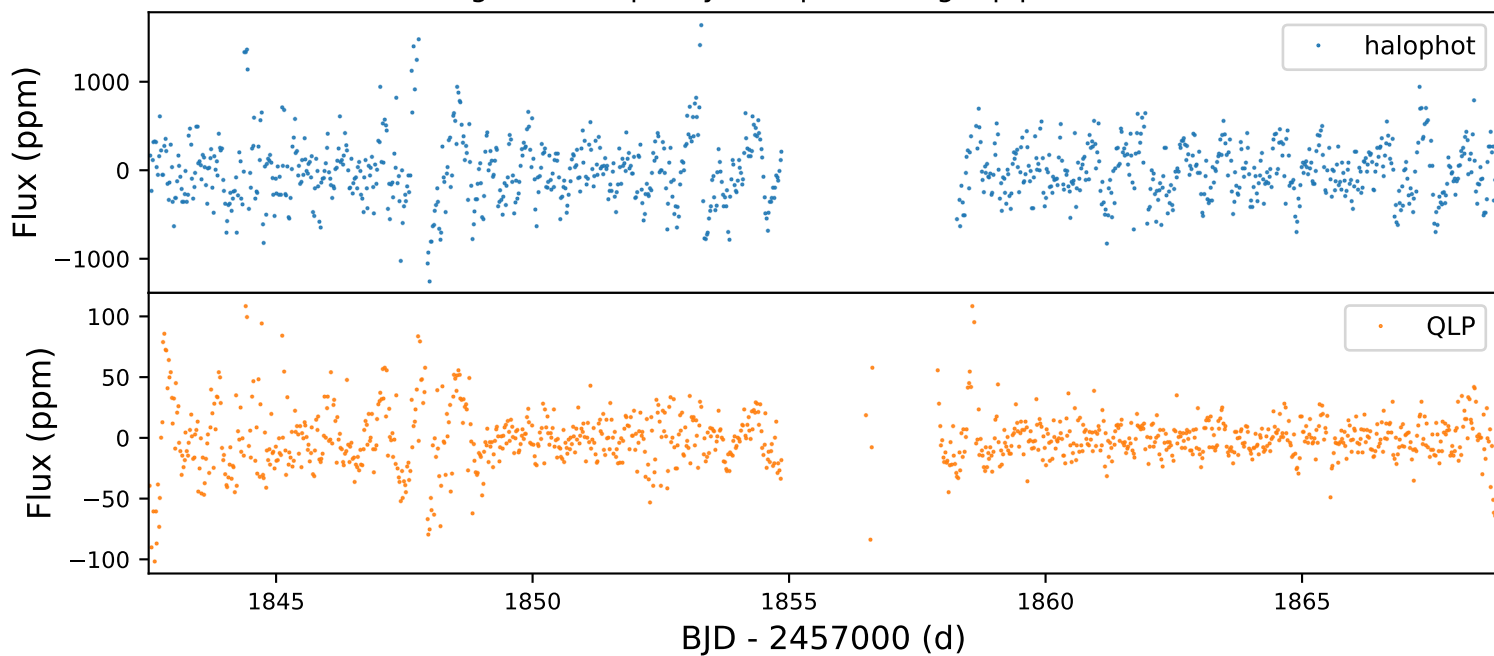
β Gem (Pollux) - all sectors

K0IIIb, V = 1.16, variability class: RG, high-pass filter width = 0.5 d



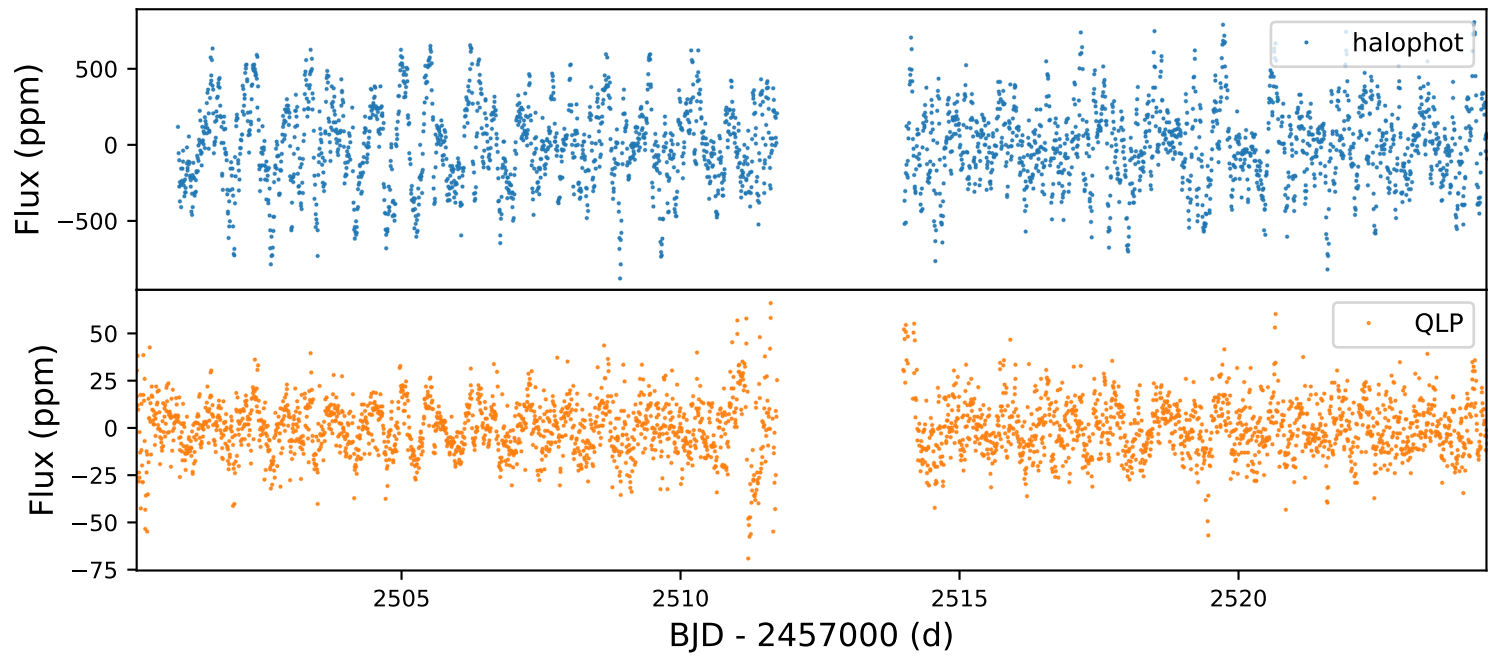
β Gem (Pollux) - Sector 20

Light curve quality: halophot = high, pipeline = low

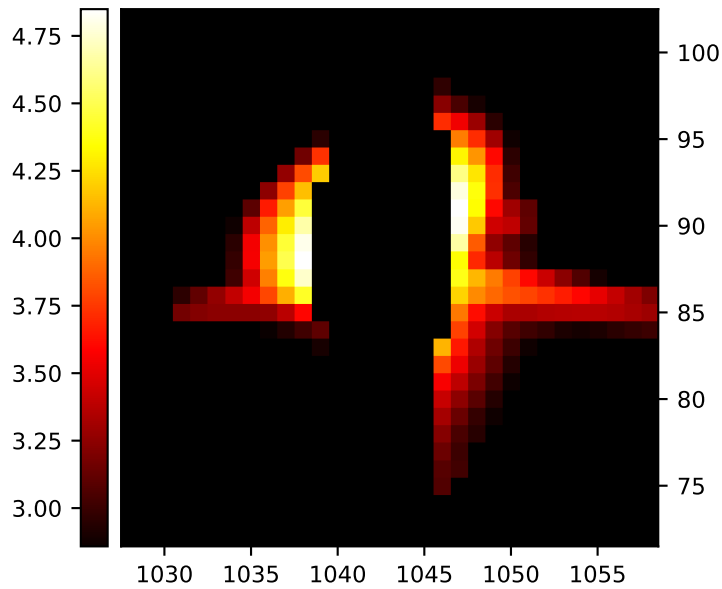


β Gem (Pollux) - Sector 44

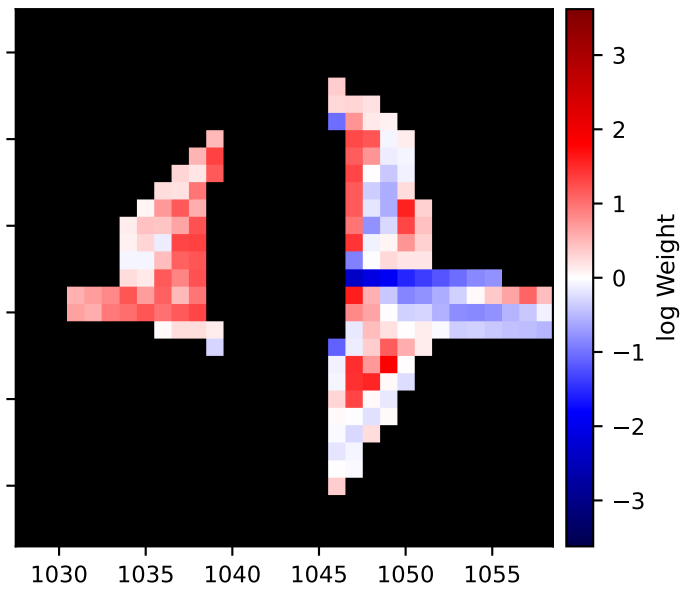
Light curve quality: halophot = high, pipeline = low



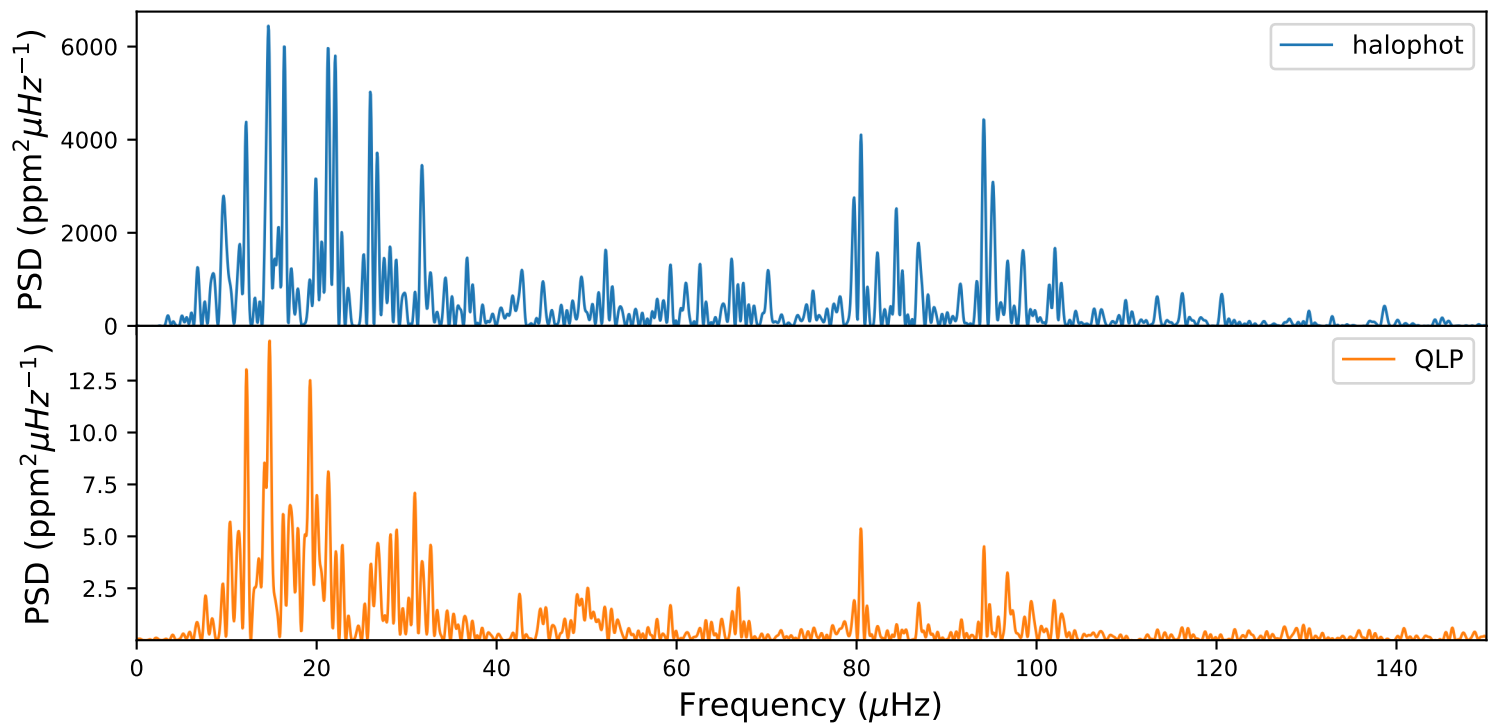
Flux Map



TV-Min Weight Map

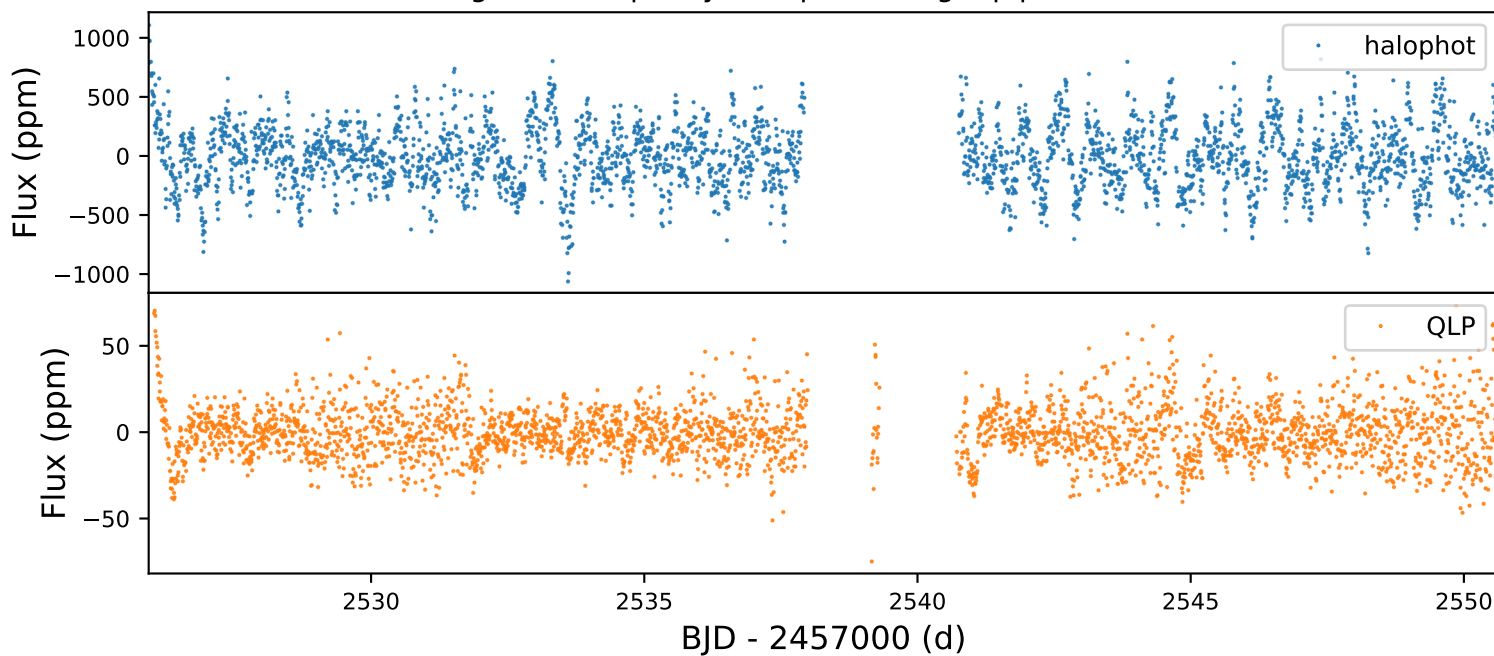


PSD



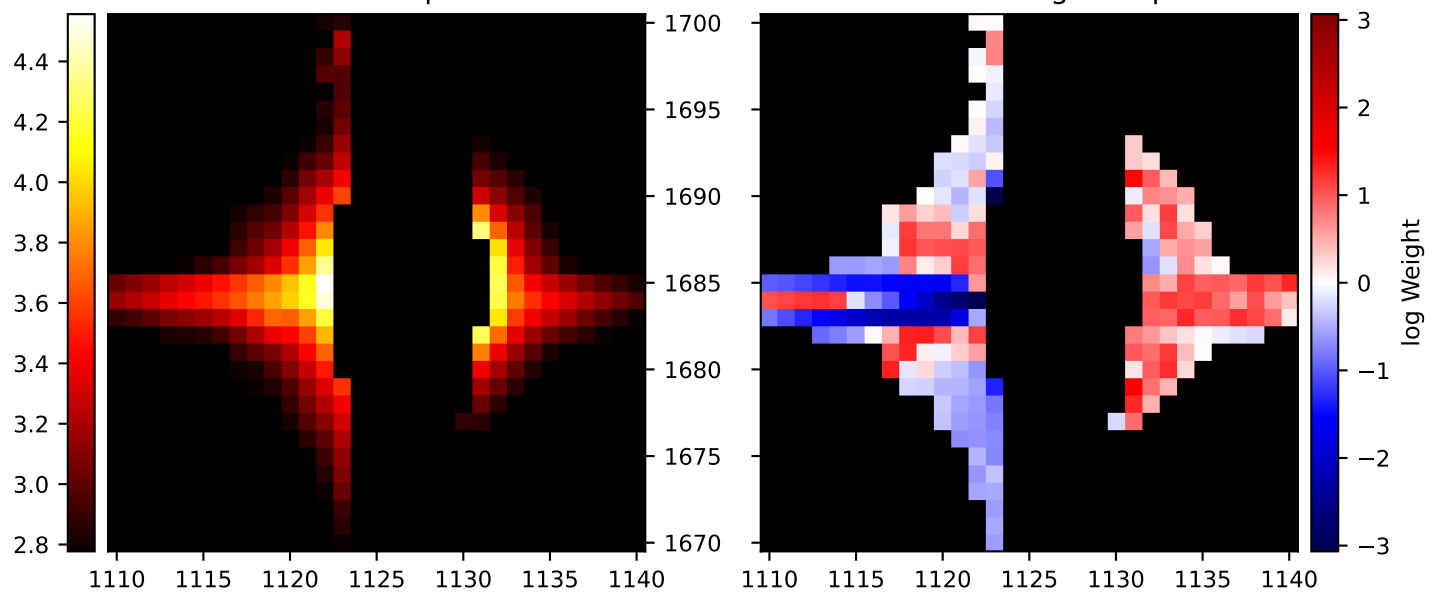
β Gem (Pollux) - Sector 45

Light curve quality: halophot = high, pipeline = low

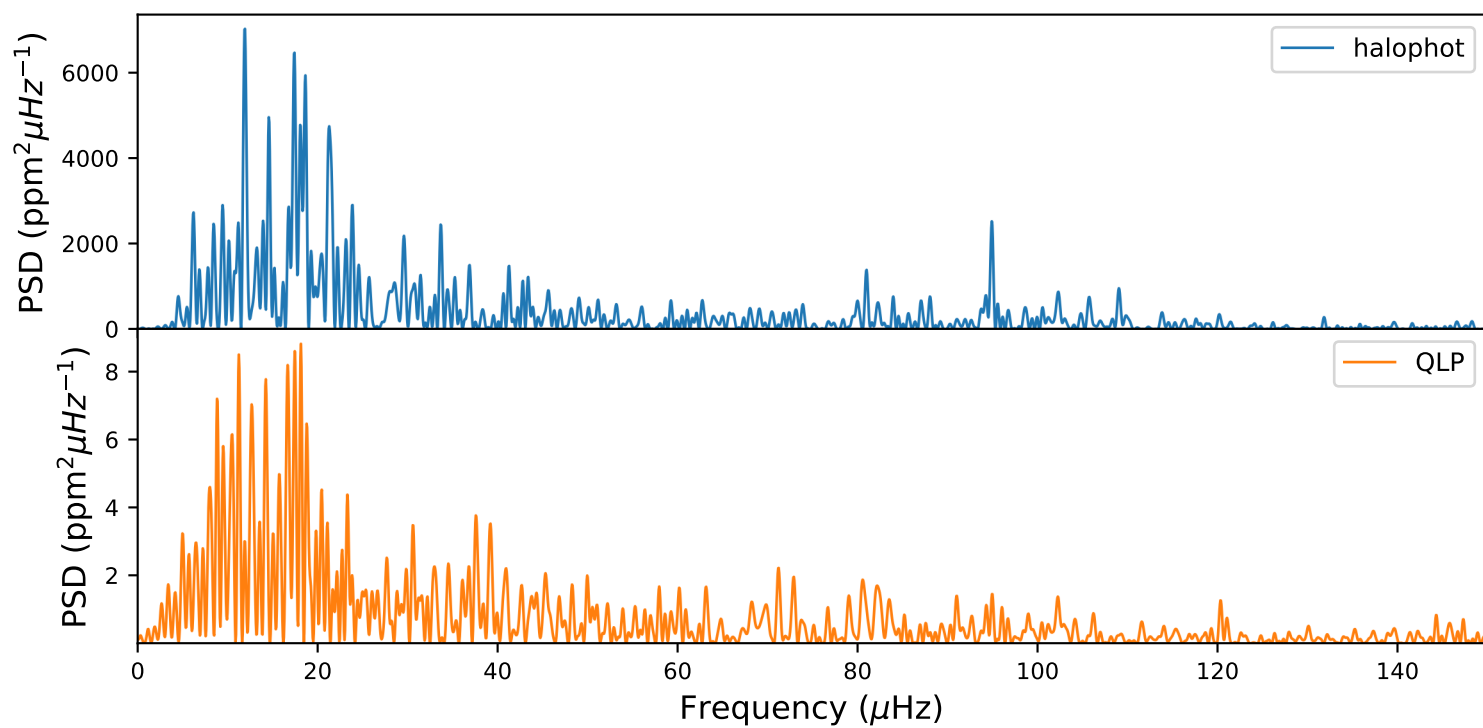


Flux Map

TV-Min Weight Map

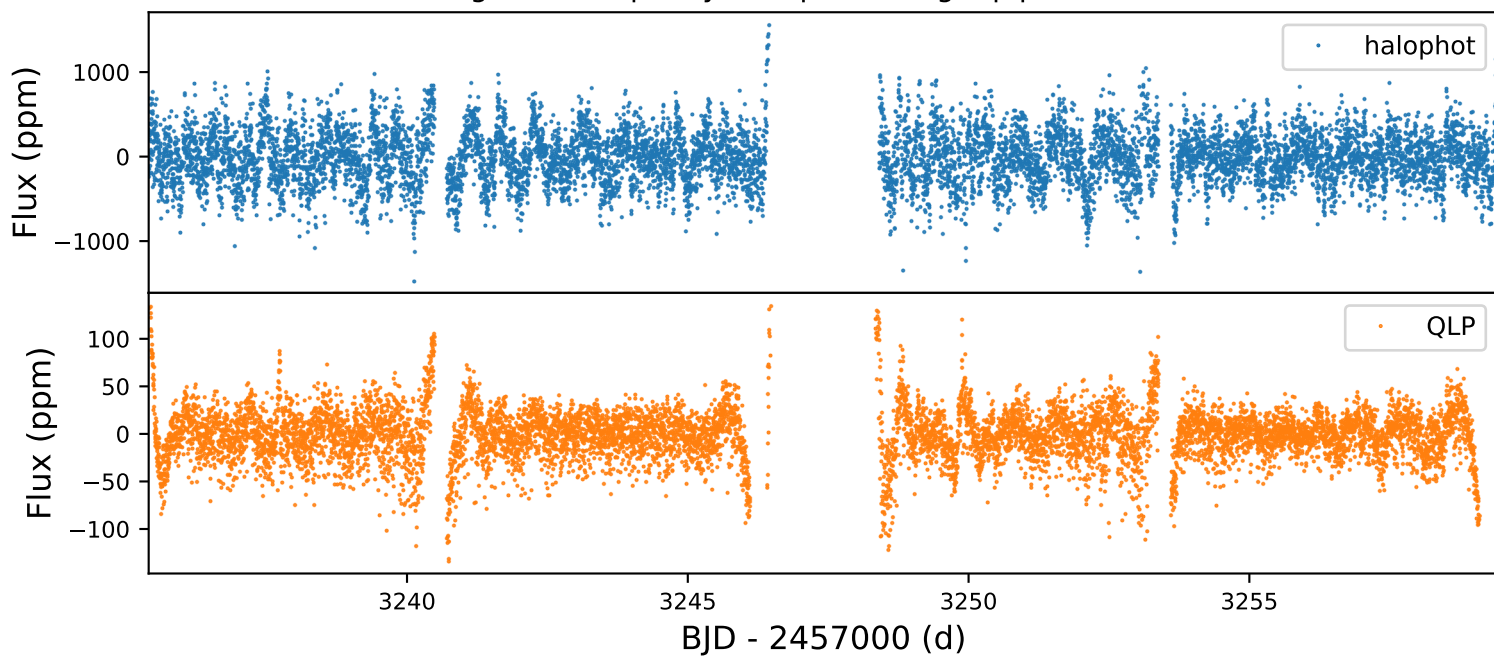


PSD

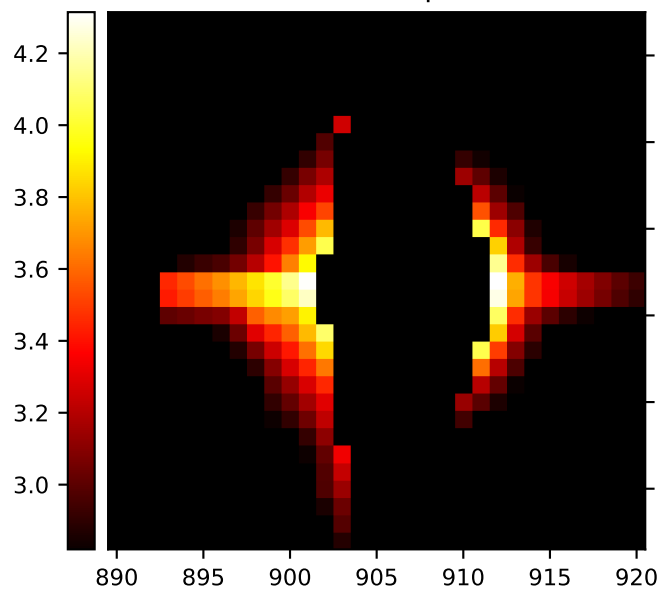


β Gem (Pollux) - Sector 71

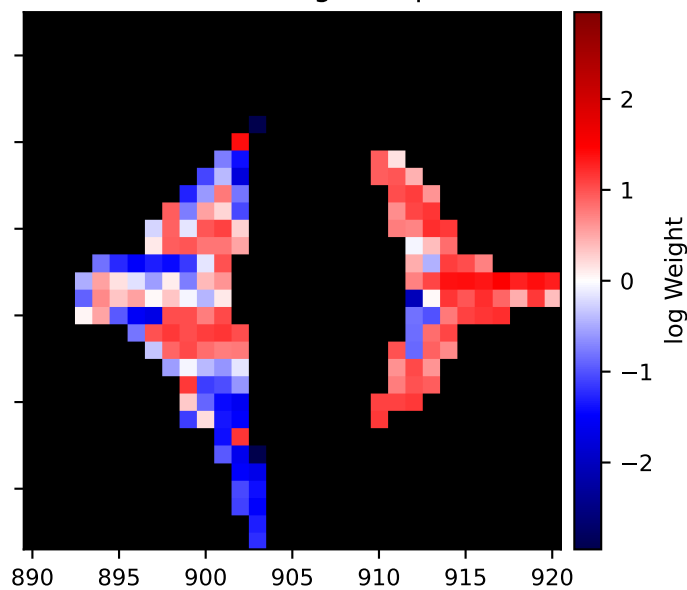
Light curve quality: halophot = high, pipeline = low



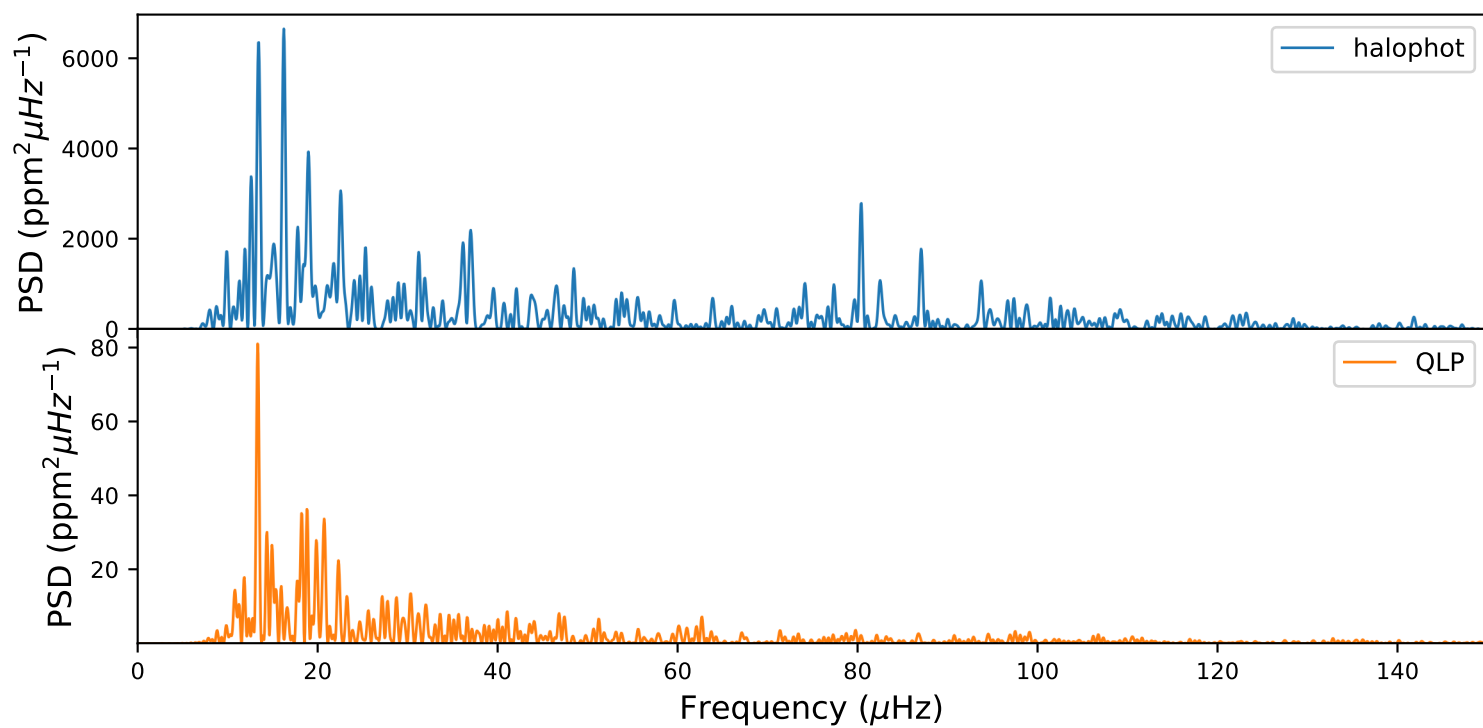
Flux Map



TV-Min Weight Map

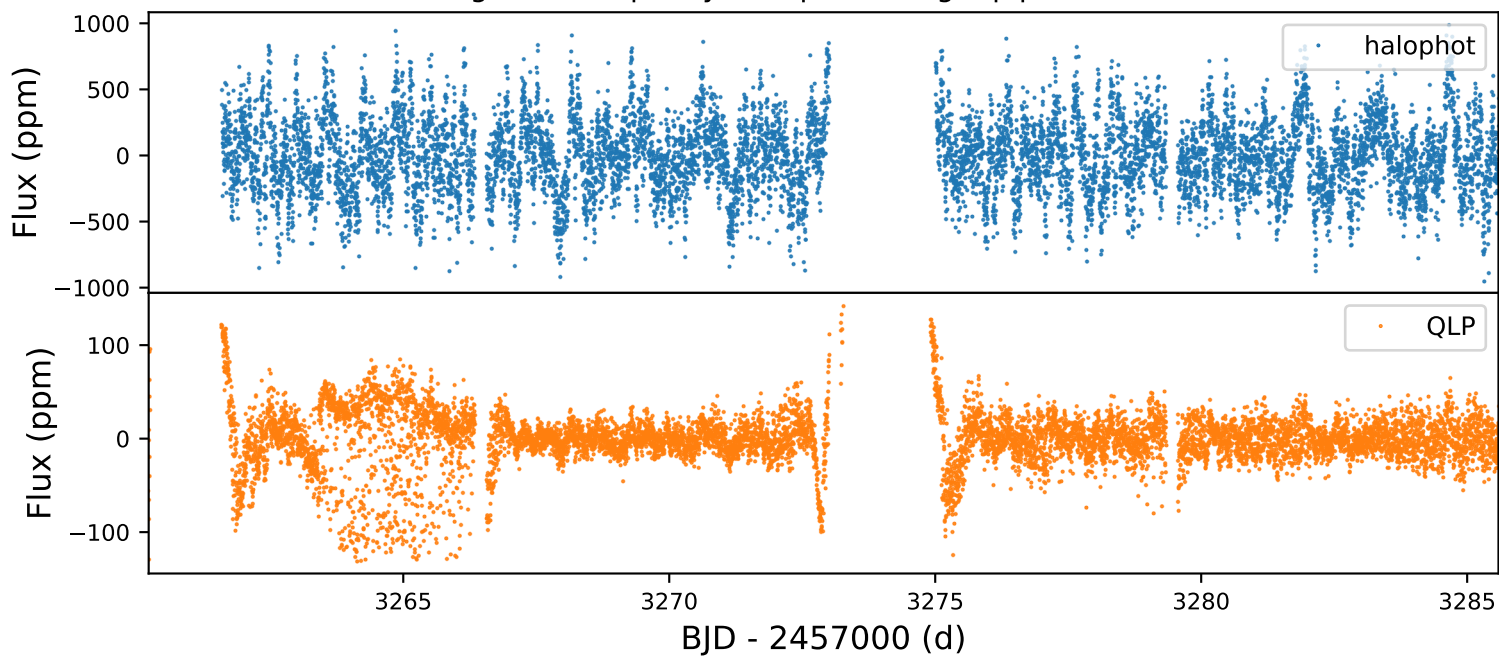


PSD



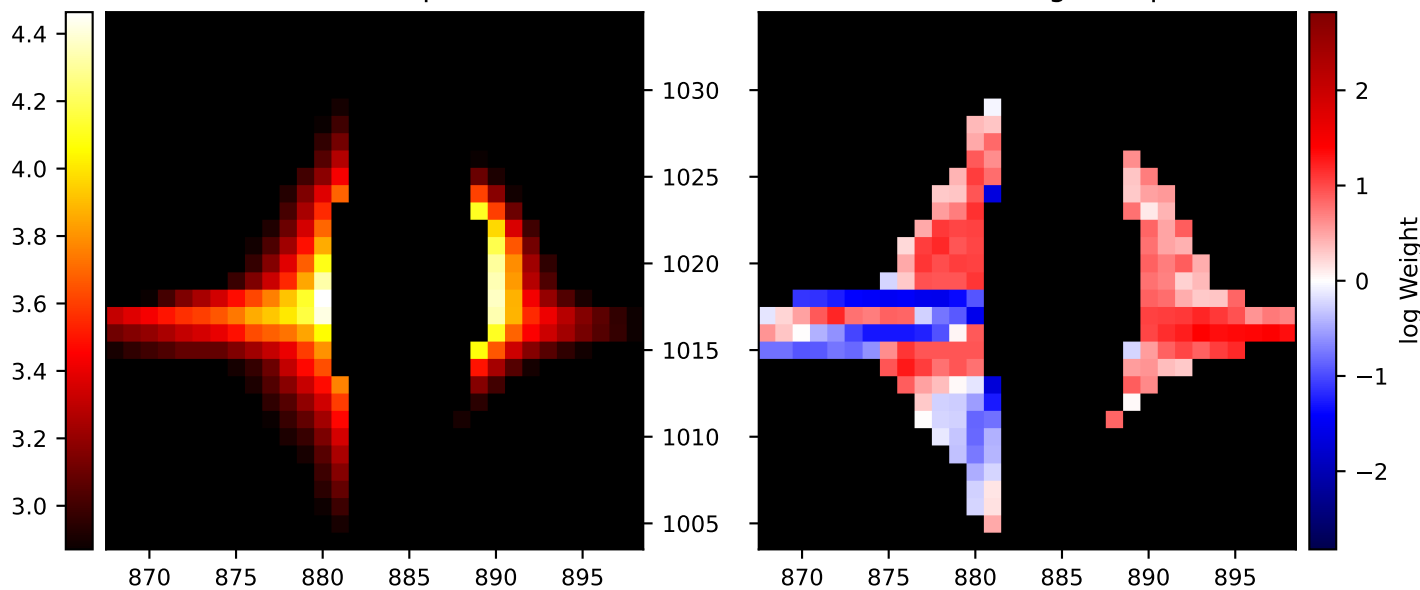
β Gem (Pollux) - Sector 72

Light curve quality: halophot = high, pipeline = low



Flux Map

TV-Min Weight Map



PSD

