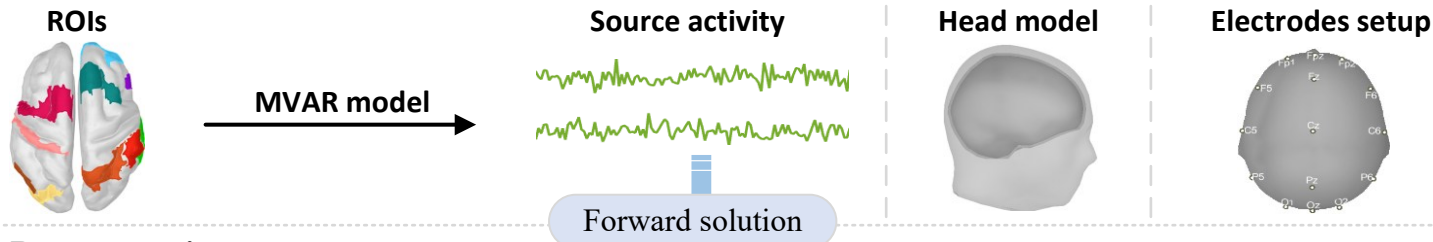
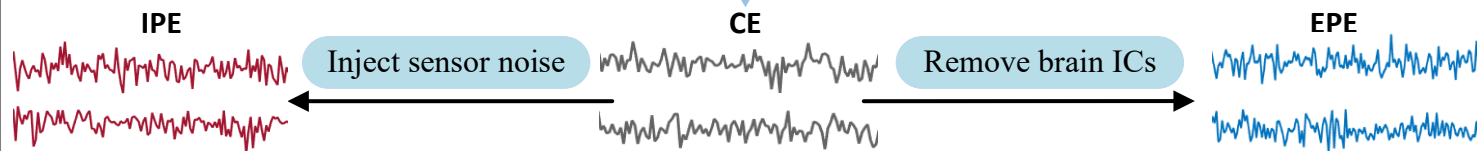


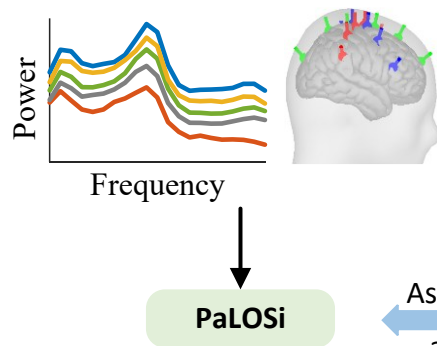
A. Simulation settings



B. Preprocessing



C. Spectral check



D. Postprocessing

