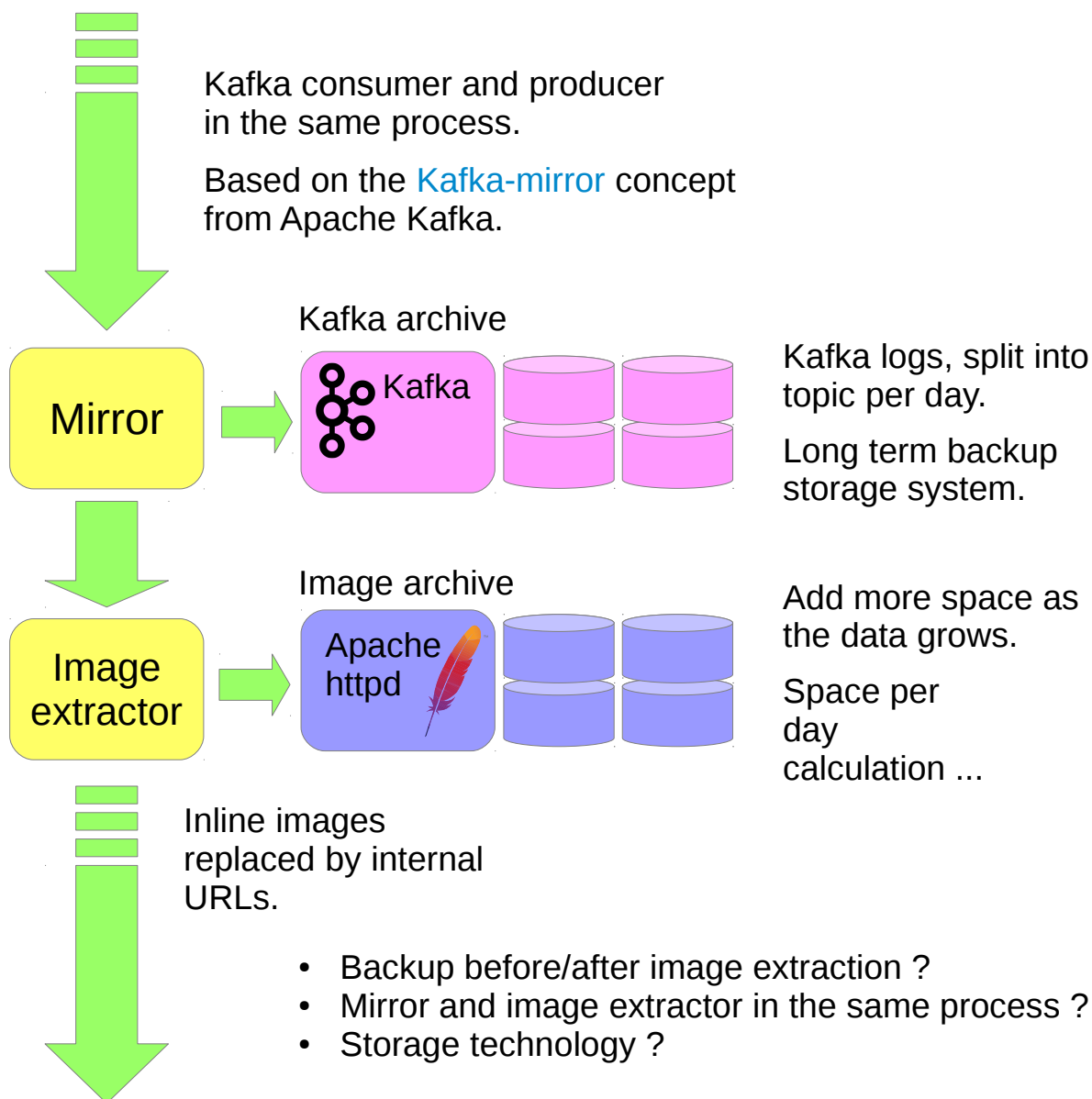
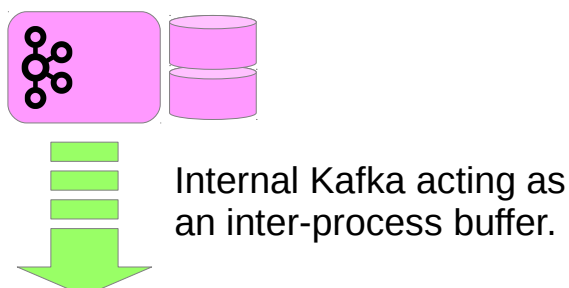


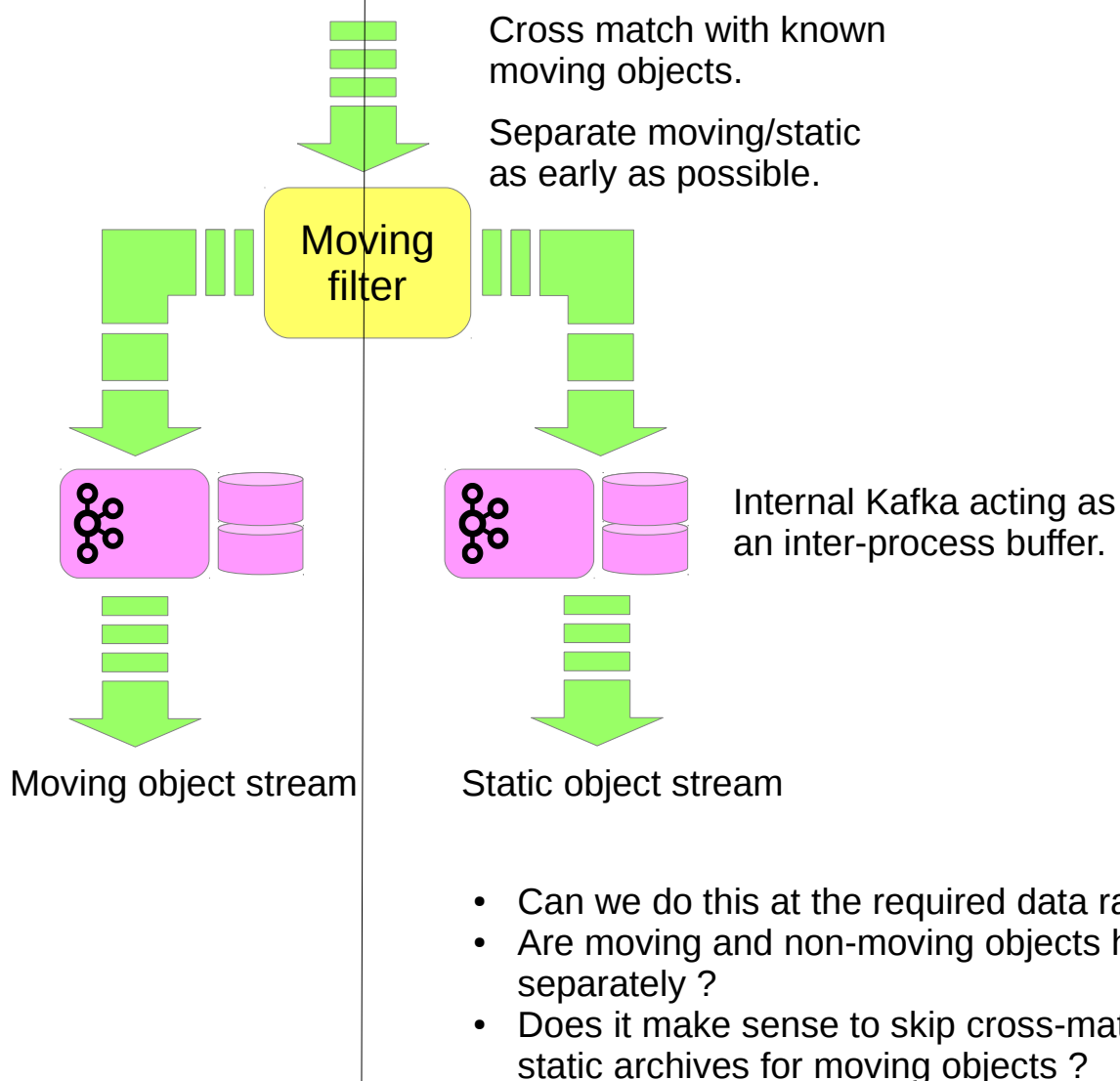
## External receiver



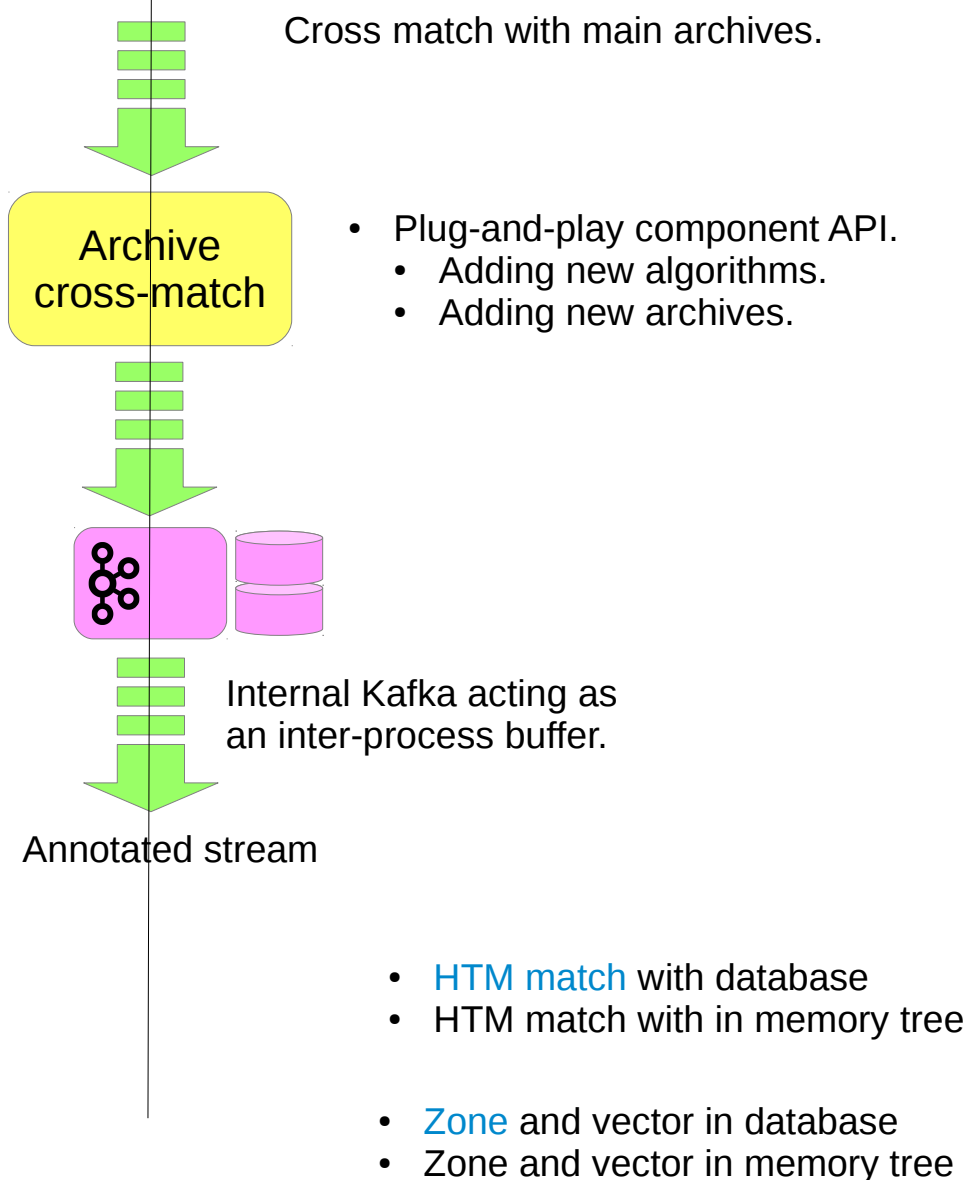
## Internal processing



# Moving objects



# Archive cross-match



# Archive cross-match

