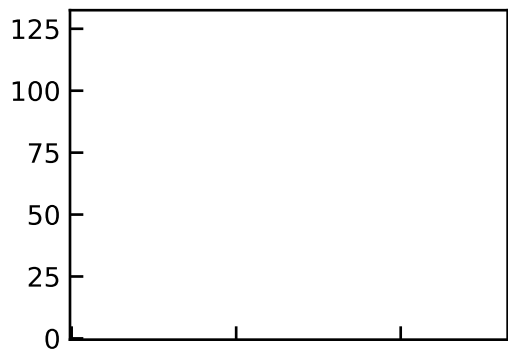
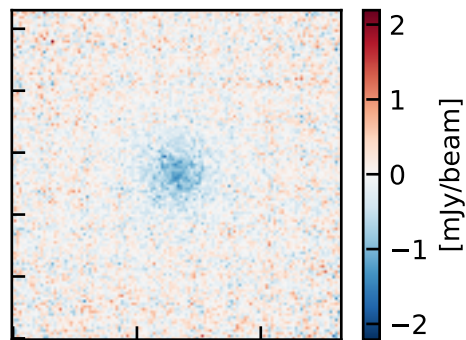


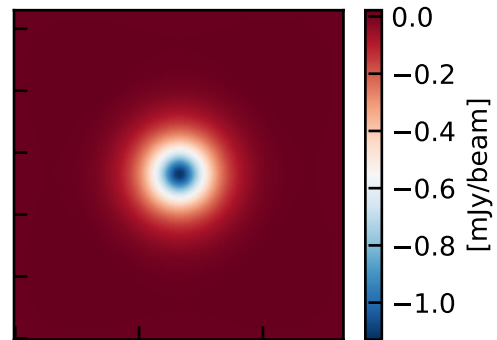
HDU 0: PRIMARY



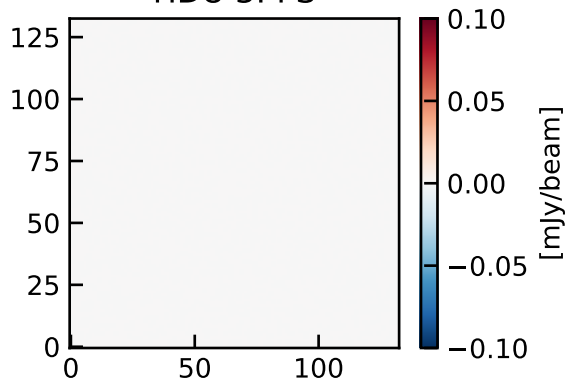
HDU 1: TOTAL



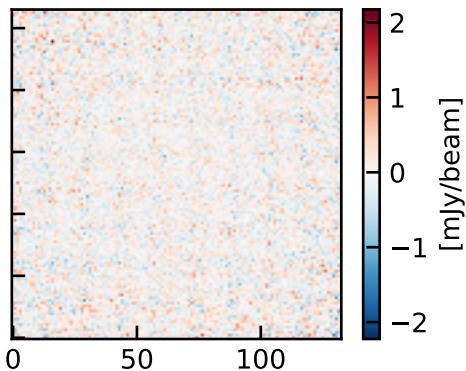
HDU 2: SZ



HDU 3: PS



HDU 4: NOISE



HDU 5: RMS

