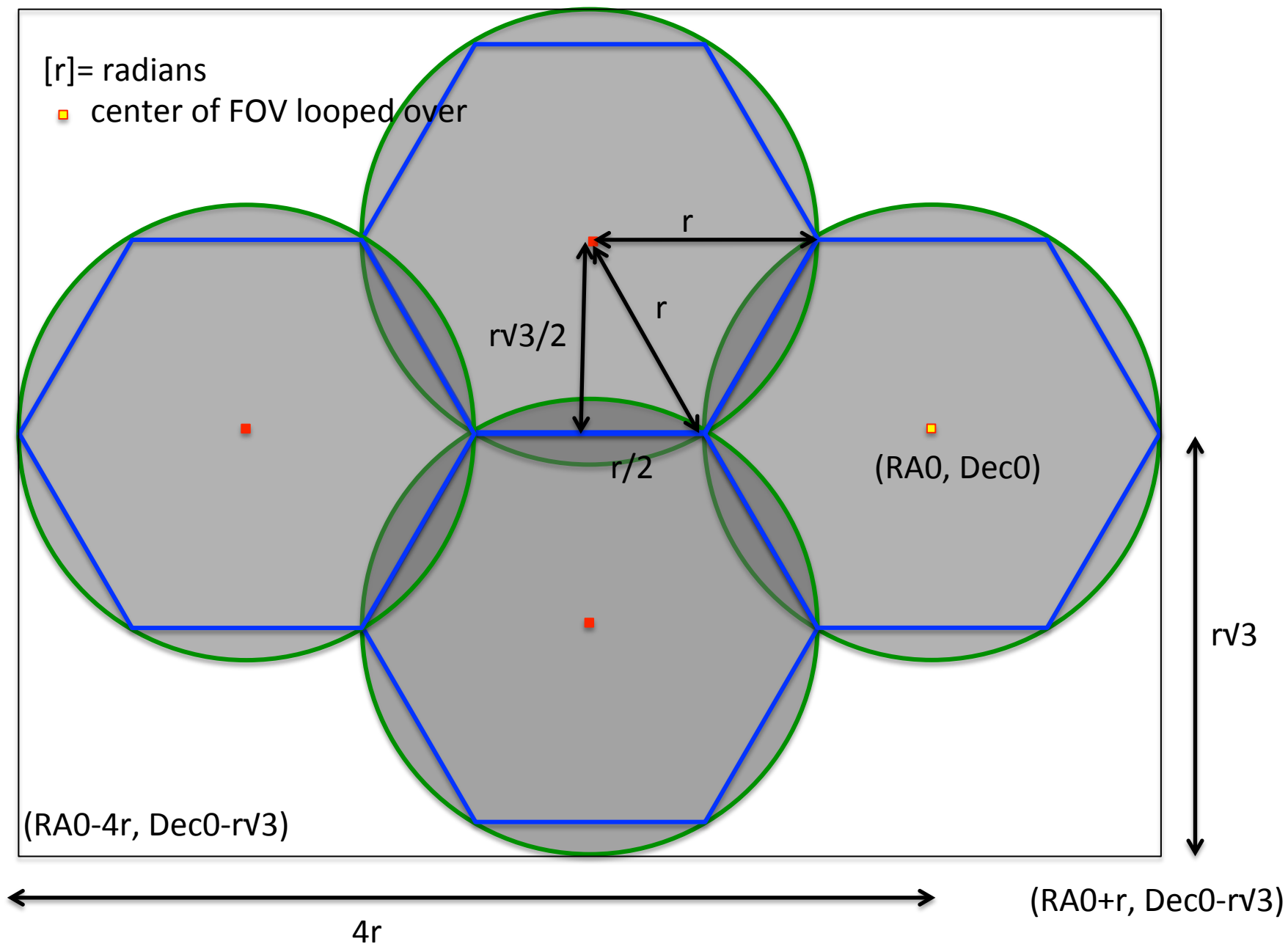


(RA0-4r, Dec0+r√3)

(RA0+r, Dec0+r√3)

[r]= radians

■ center of FOV looped over



$[r]$ = radians

- center of FOV looped over

