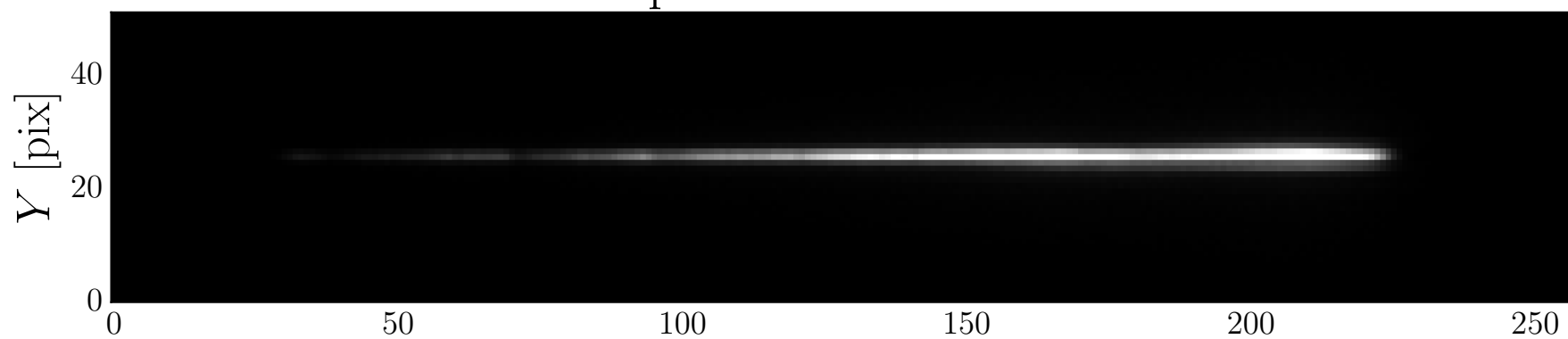
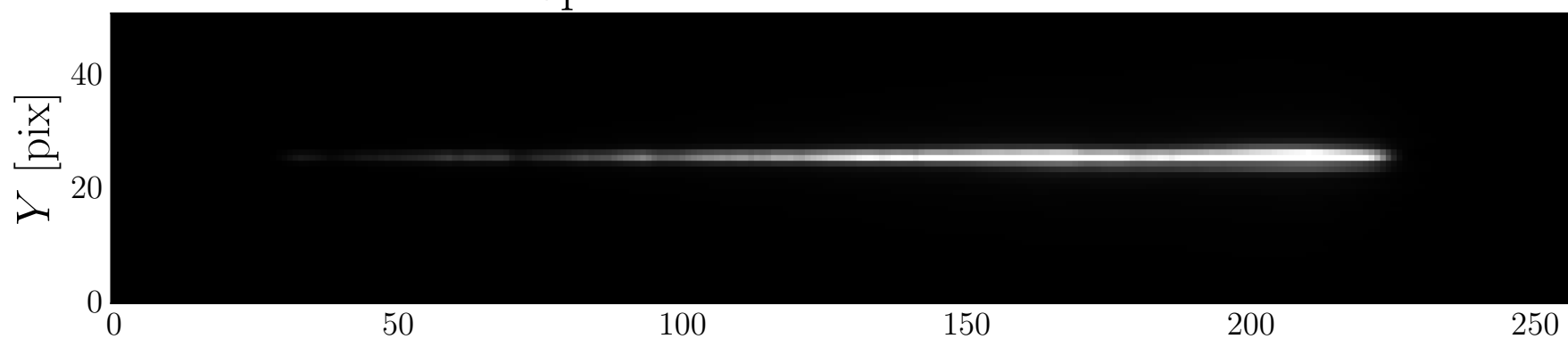


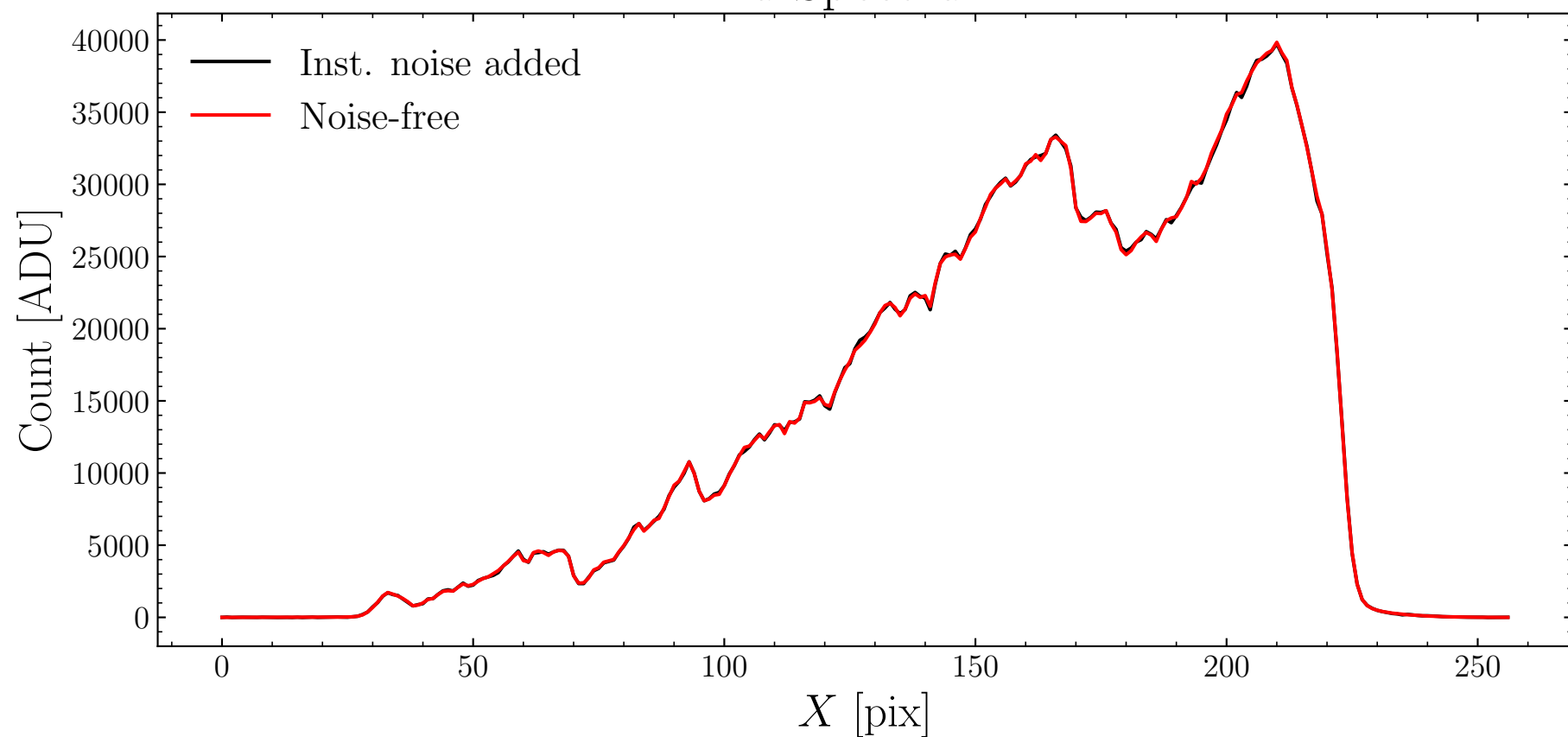
GROUP 2, STAR 0, OBS 1  
2d Spectrum — noise-free



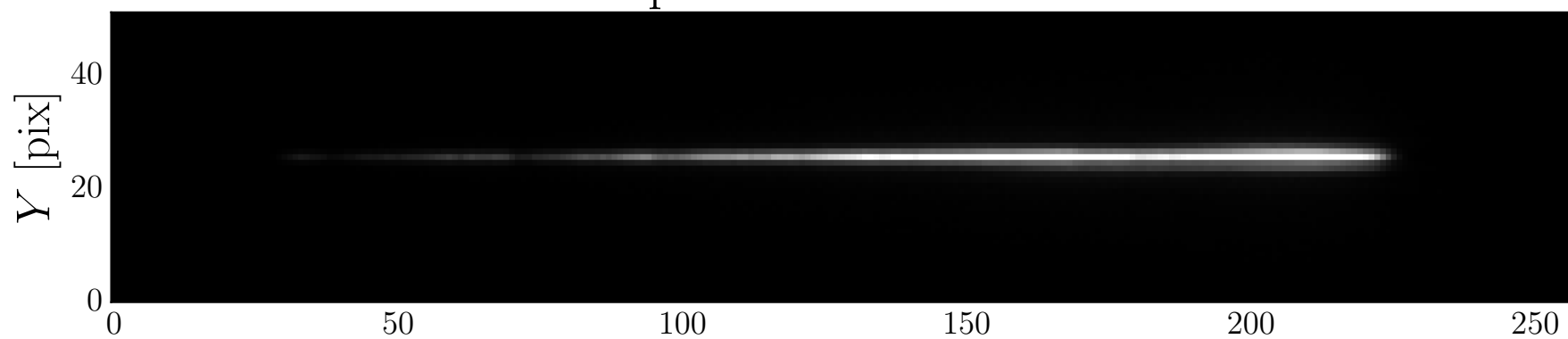
2d Spectrum — inst. noise added



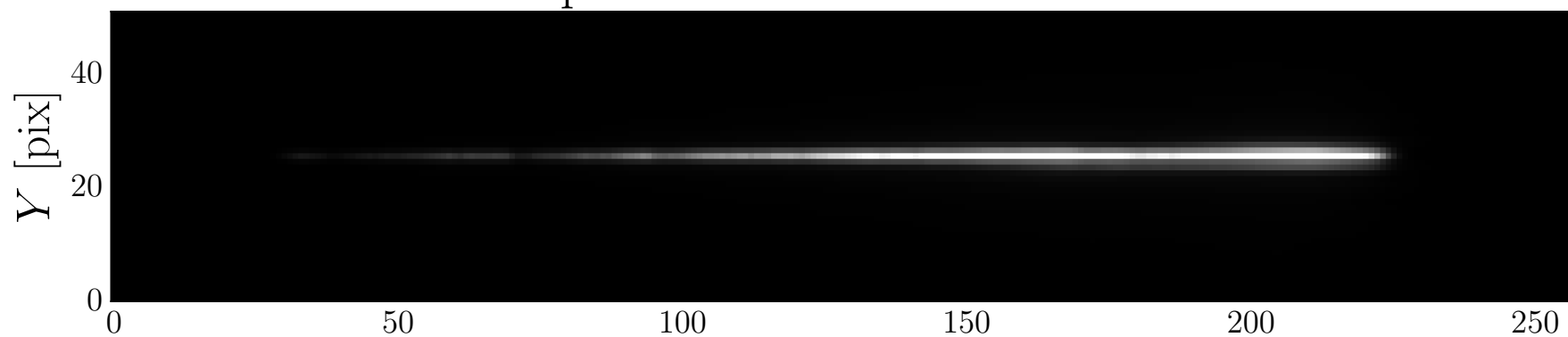
1d Spectrum



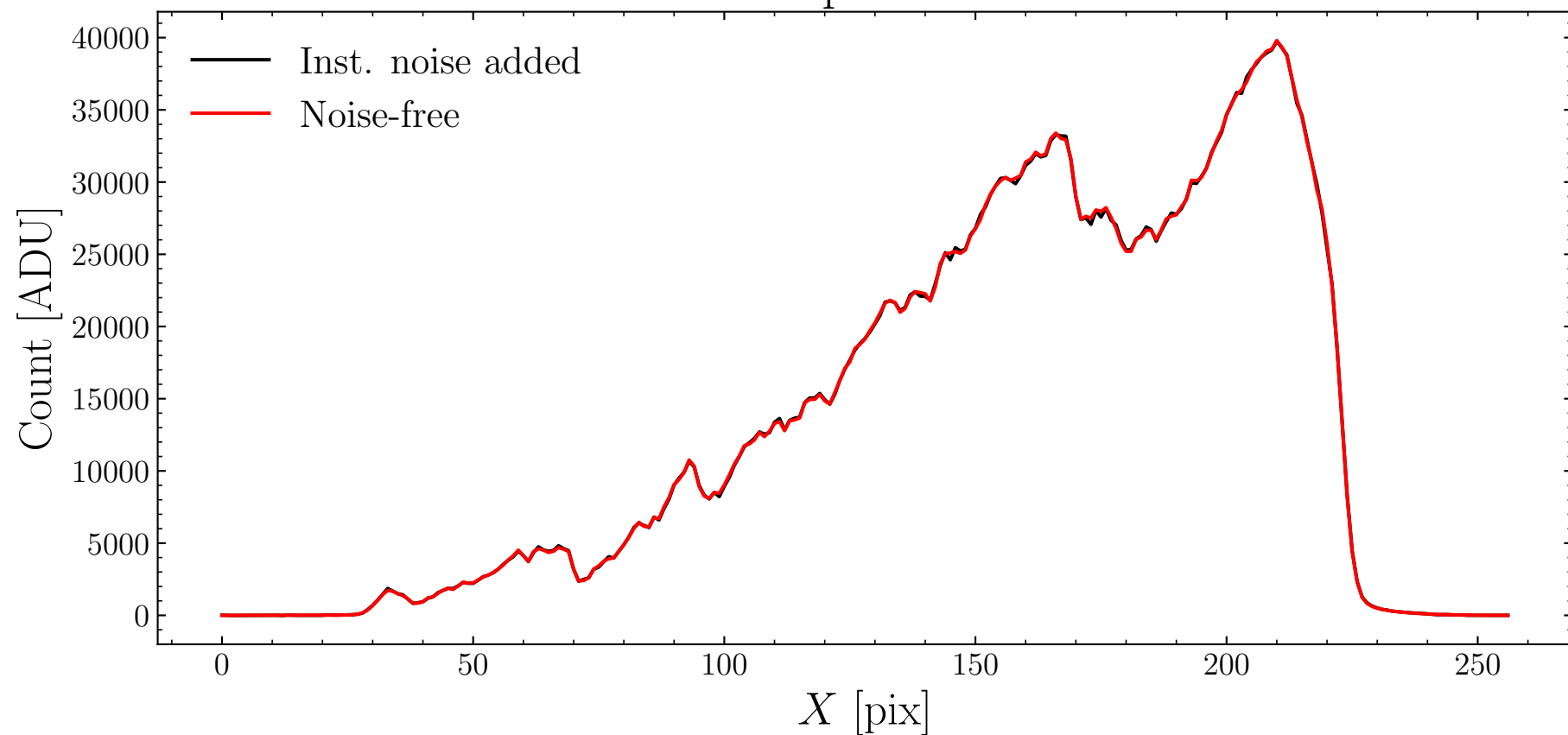
GROUP 2, STAR 0, OBS 2  
2d Spectrum — noise-free



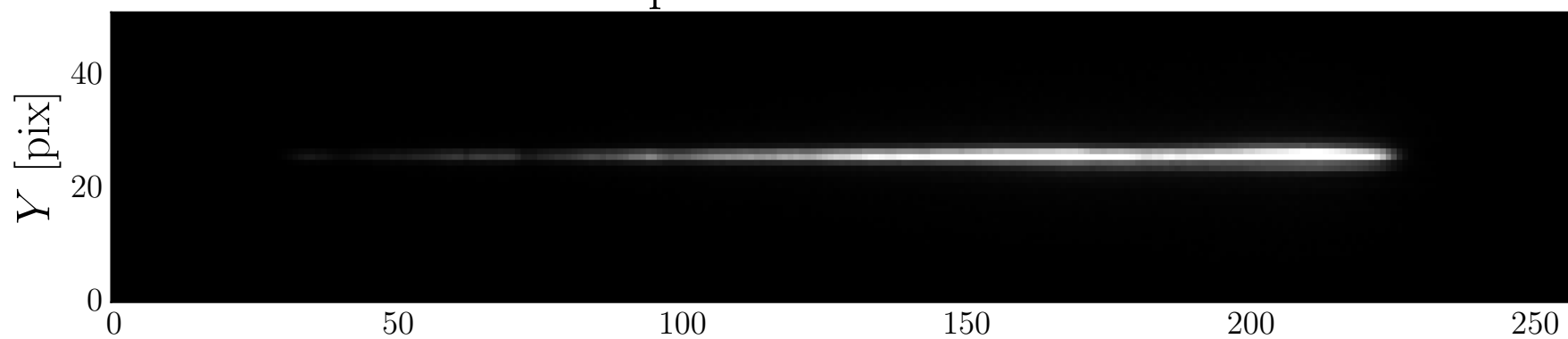
2d Spectrum — inst. noise added



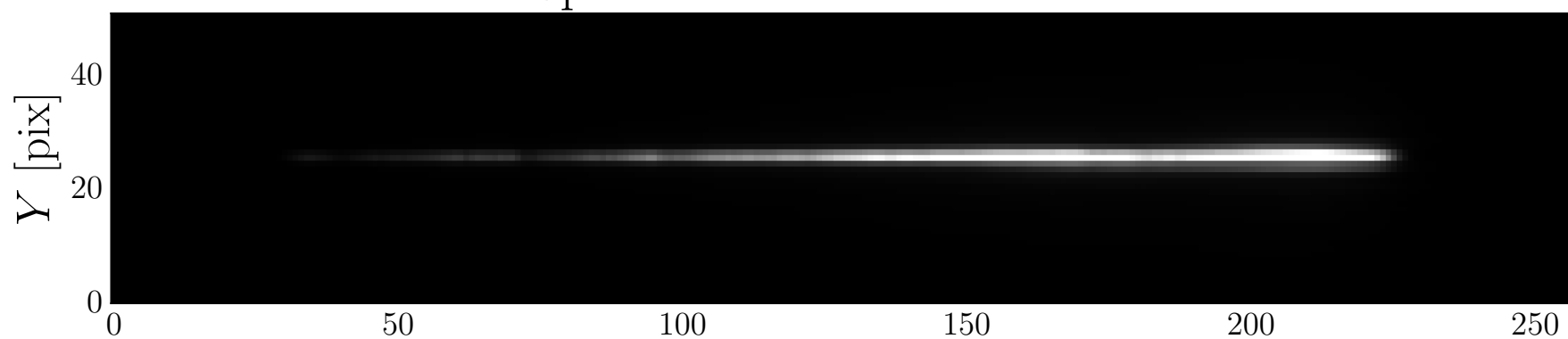
1d Spectrum



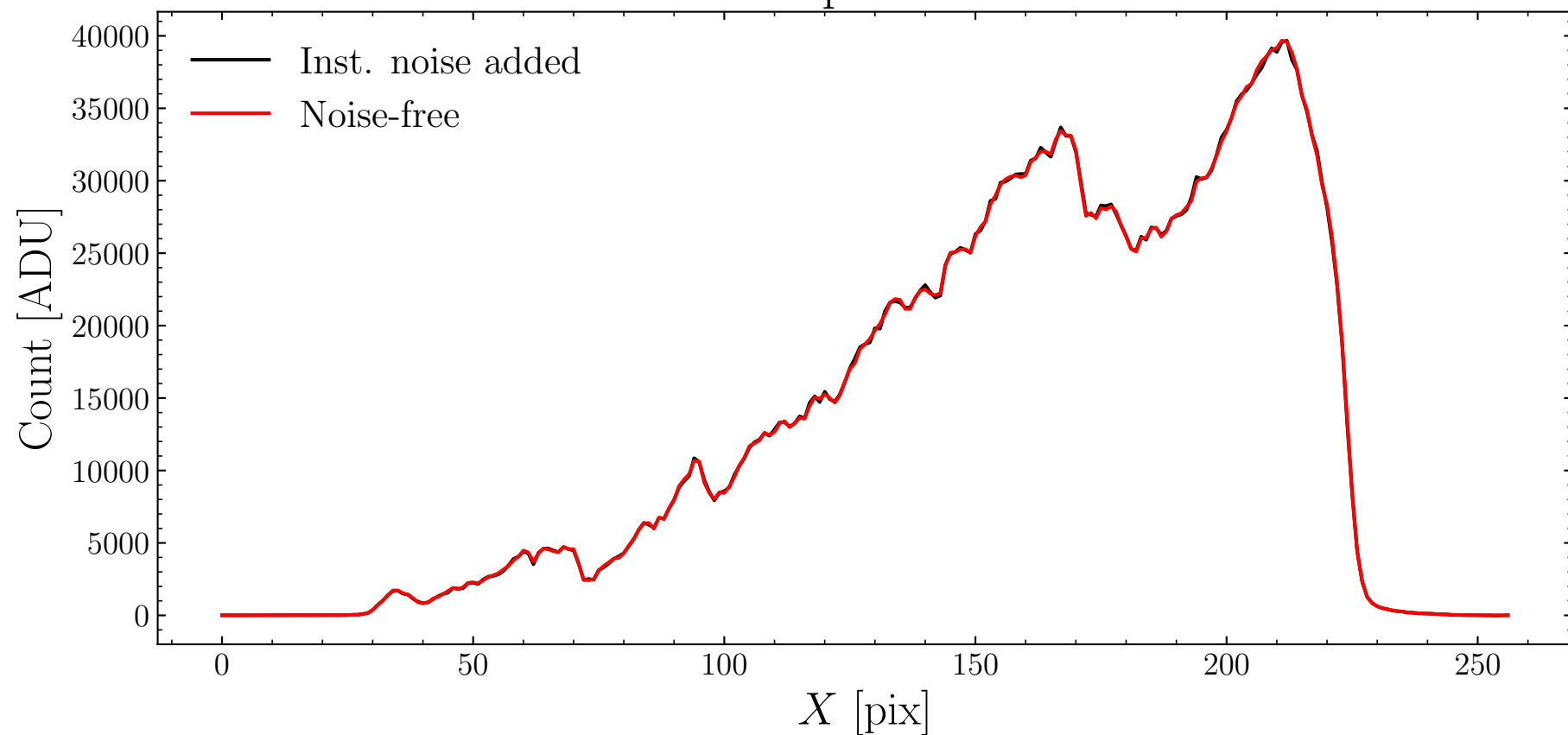
GROUP 2, STAR 0, OBS 3  
2d Spectrum — noise-free



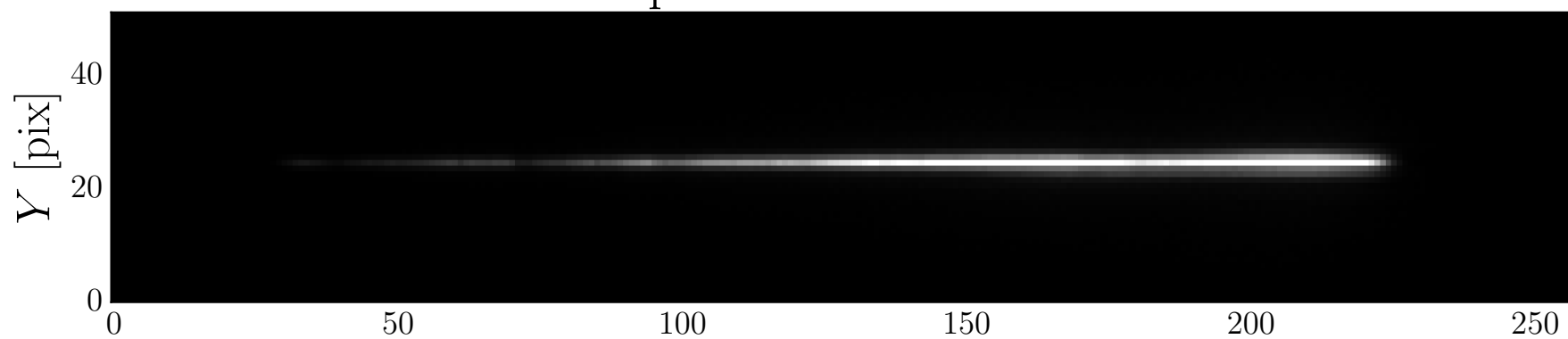
2d Spectrum — inst. noise added



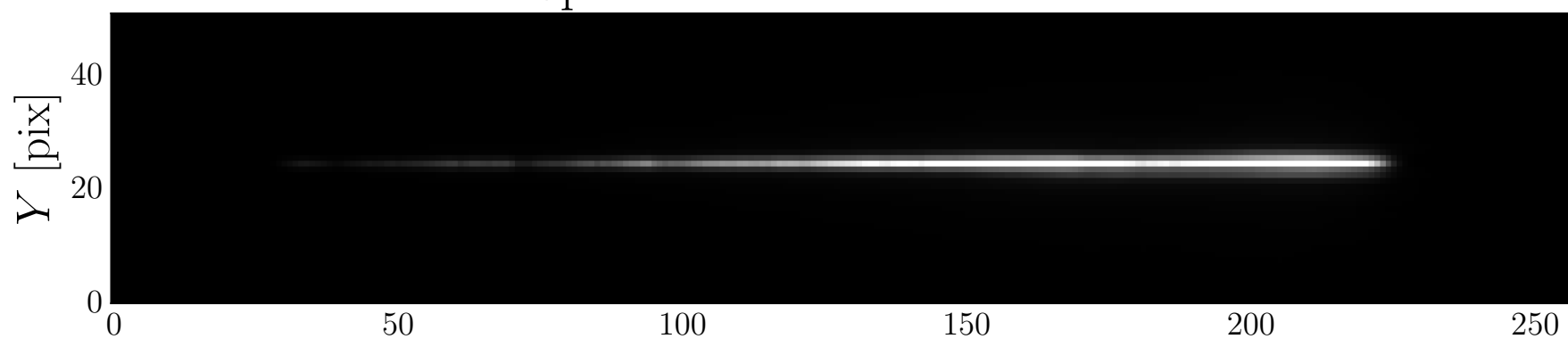
1d Spectrum



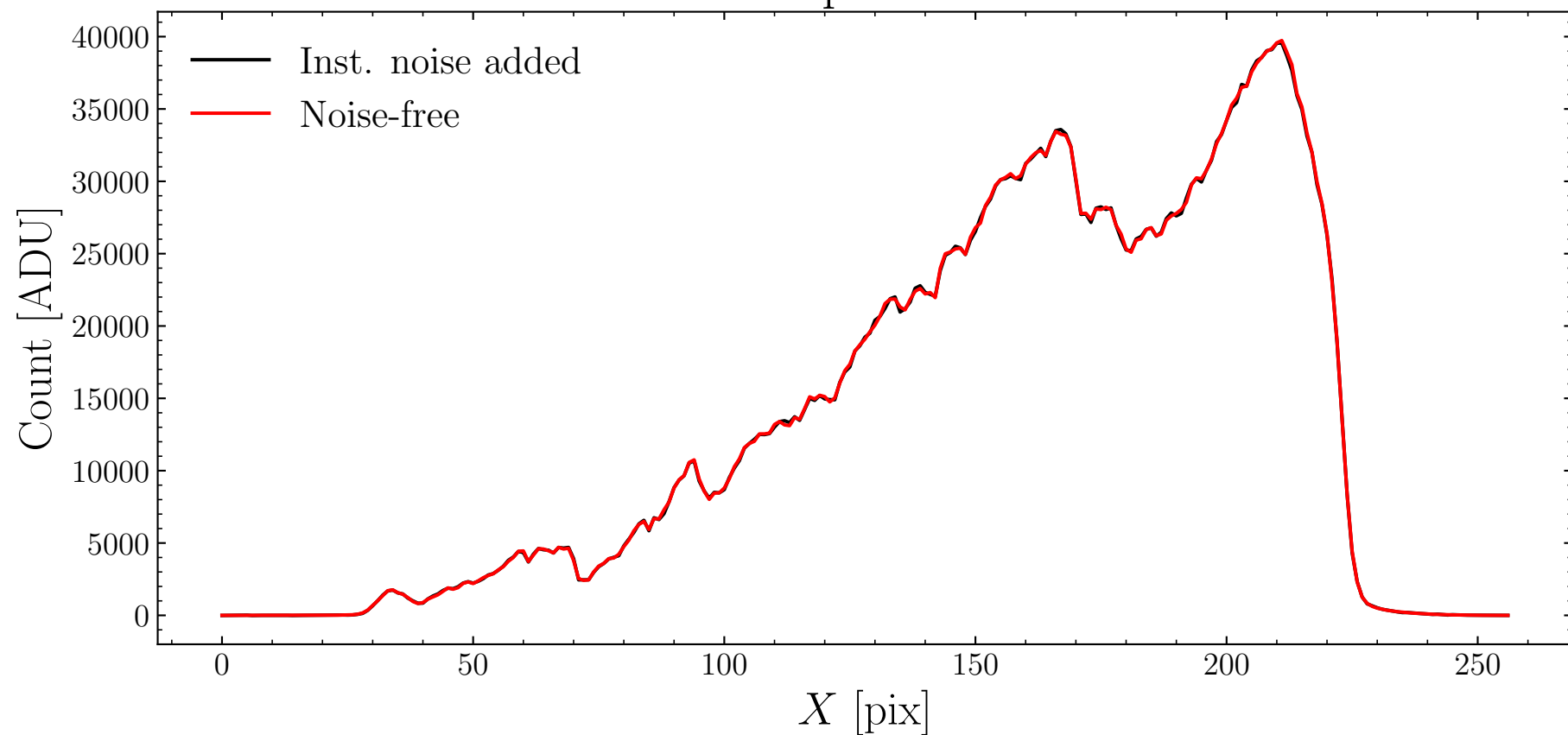
GROUP 2, STAR 0, OBS 4  
2d Spectrum — noise-free



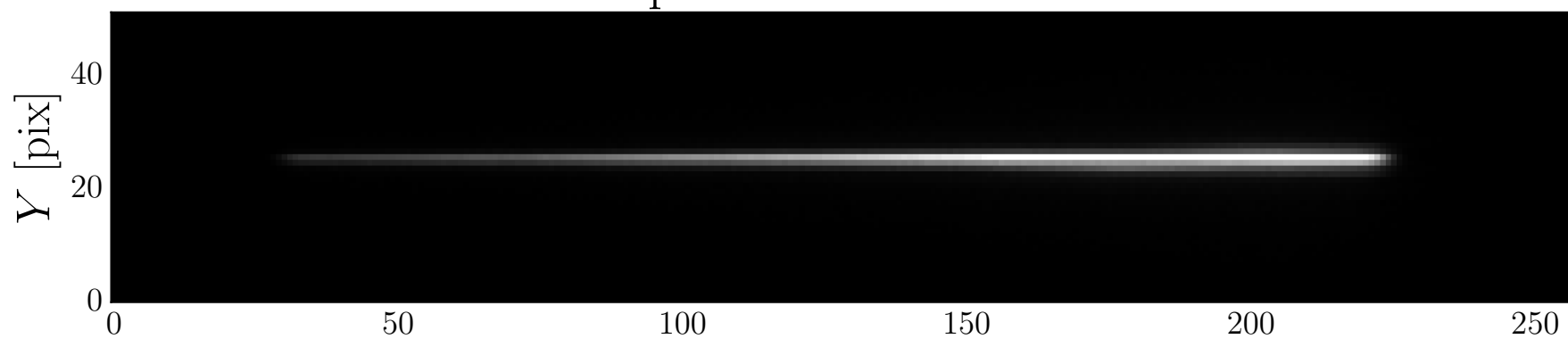
2d Spectrum — inst. noise added



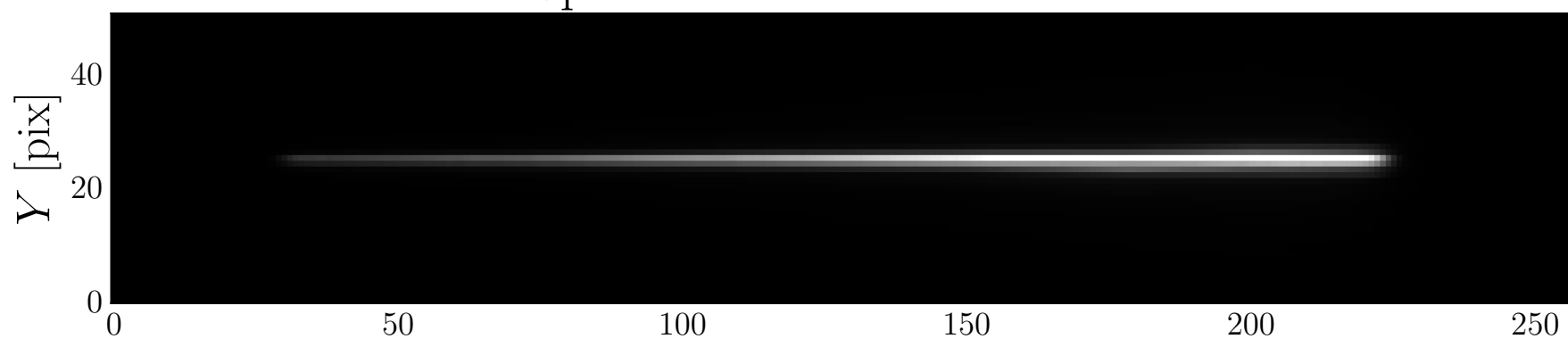
1d Spectrum



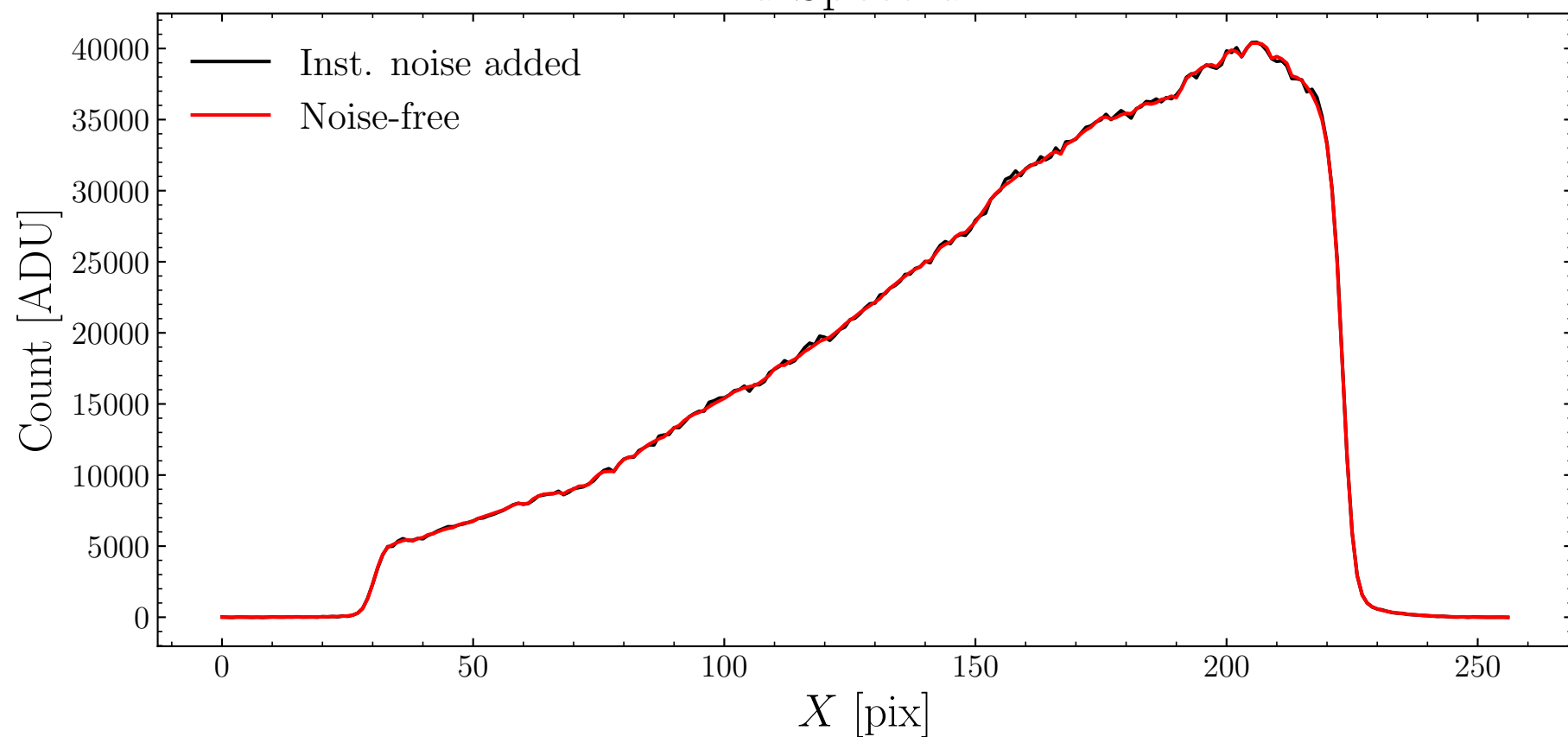
GROUP 2, STAR 1, OBS 1  
2d Spectrum — noise-free



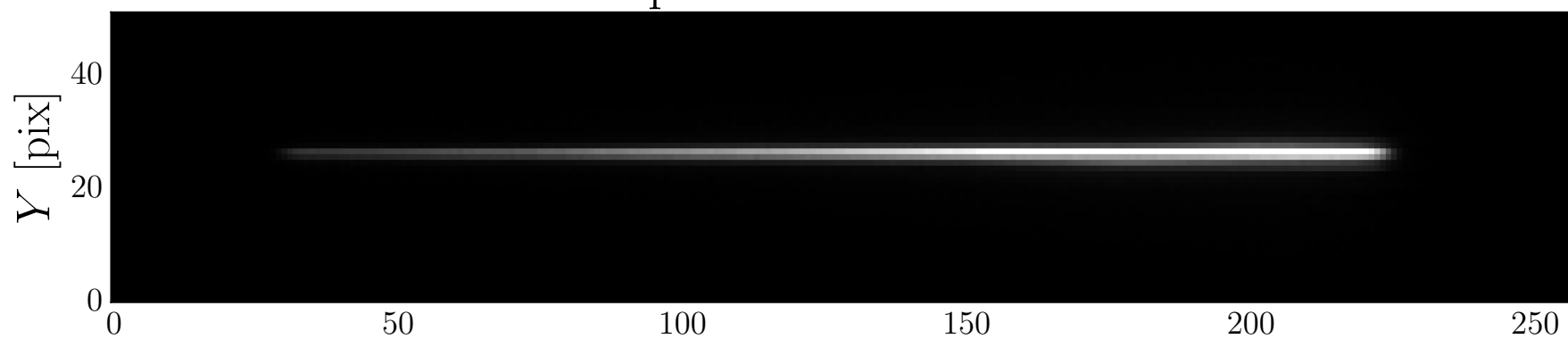
2d Spectrum — inst. noise added



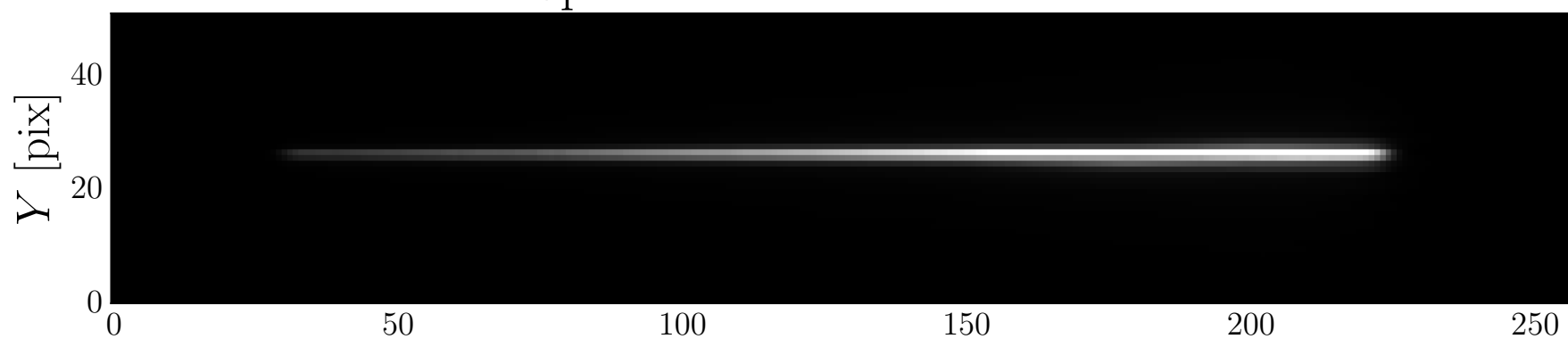
1d Spectrum



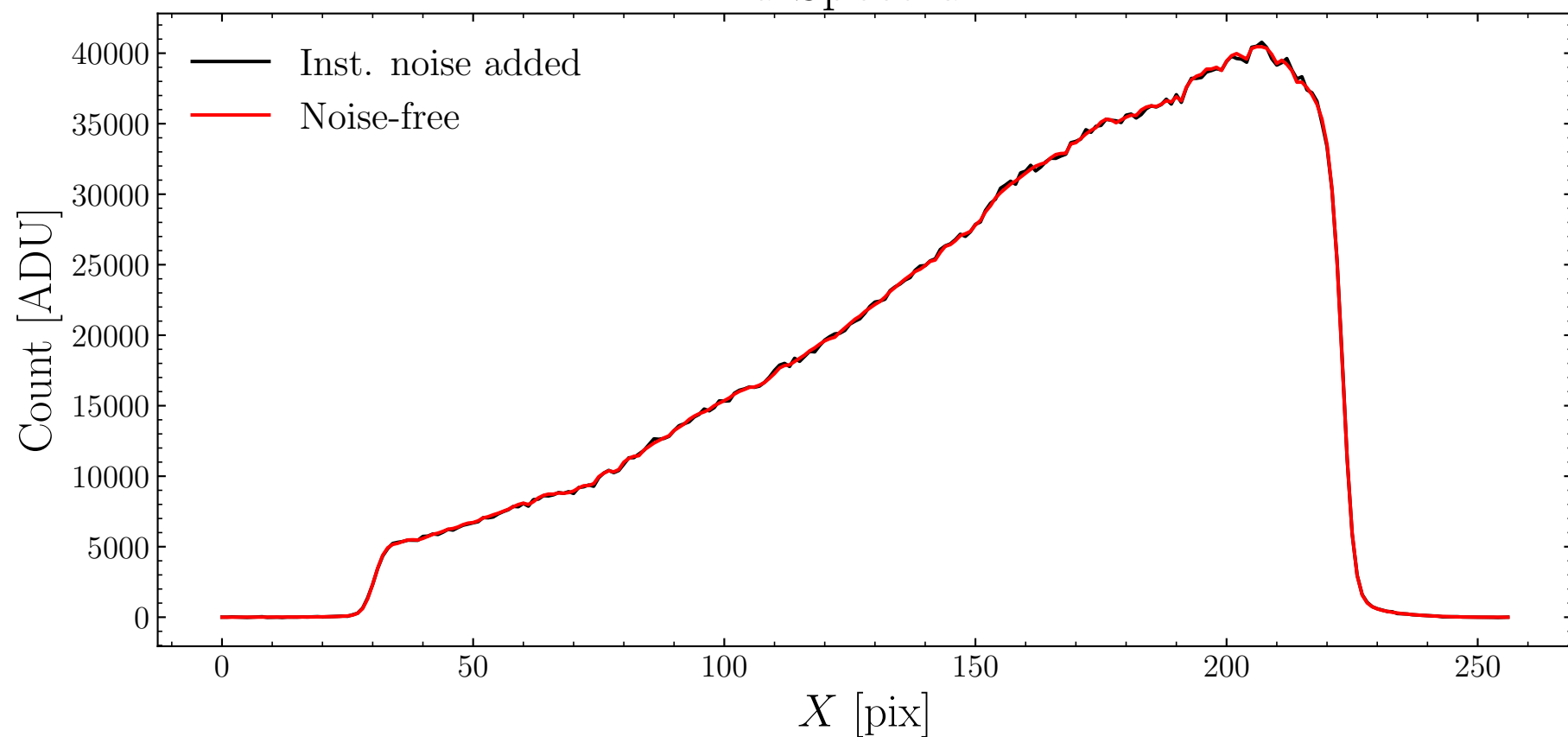
GROUP 2, STAR 1, OBS 2  
2d Spectrum — noise-free



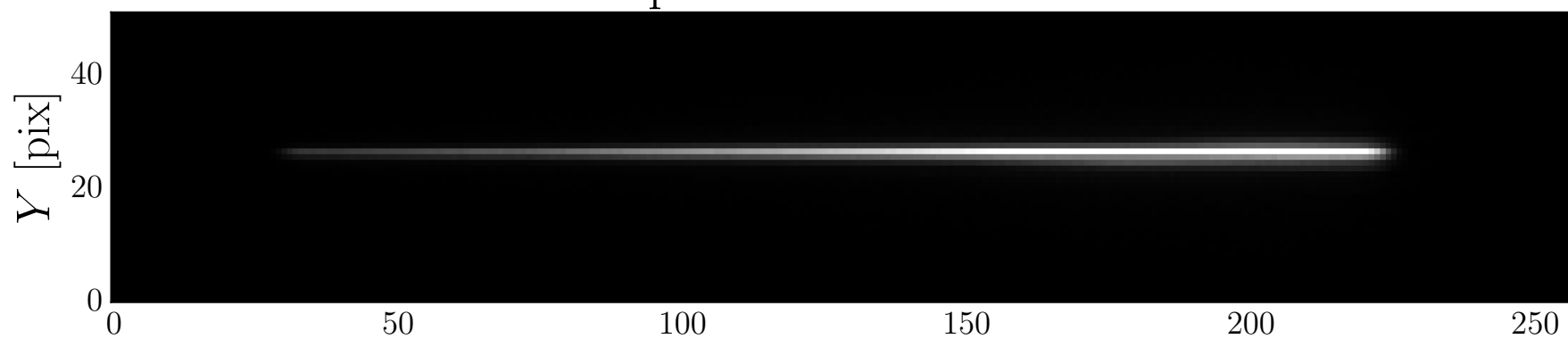
2d Spectrum — inst. noise added



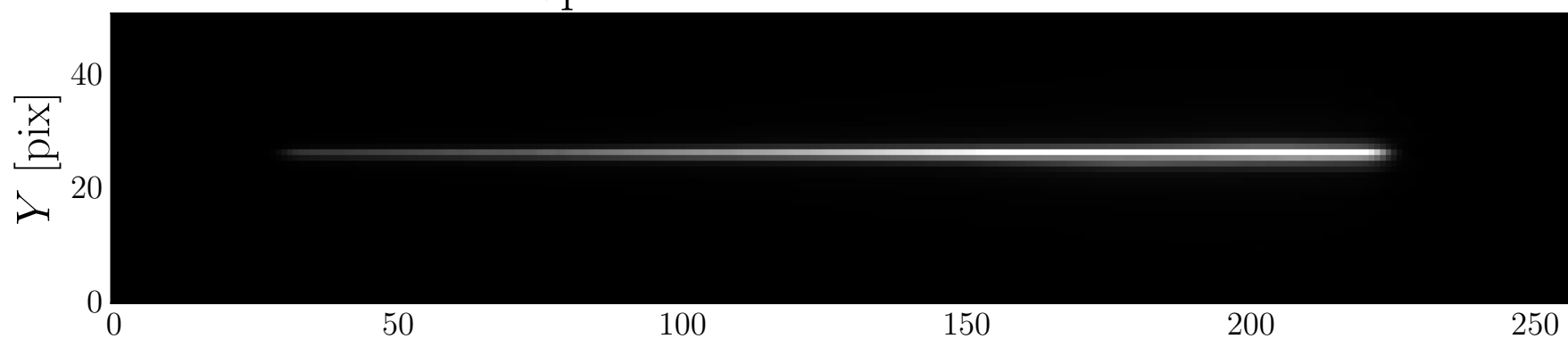
1d Spectrum



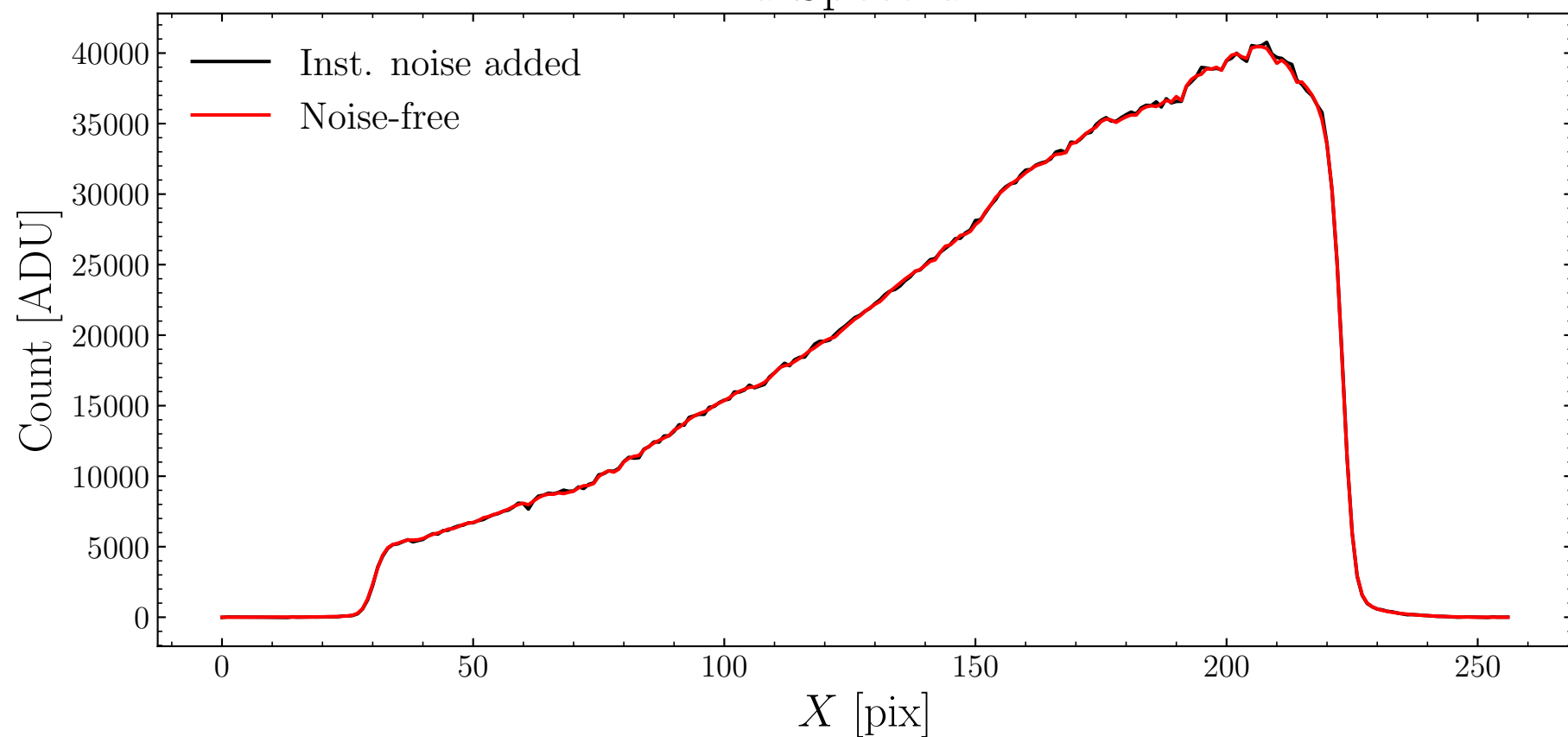
GROUP 2, STAR 1, OBS 3  
2d Spectrum — noise-free



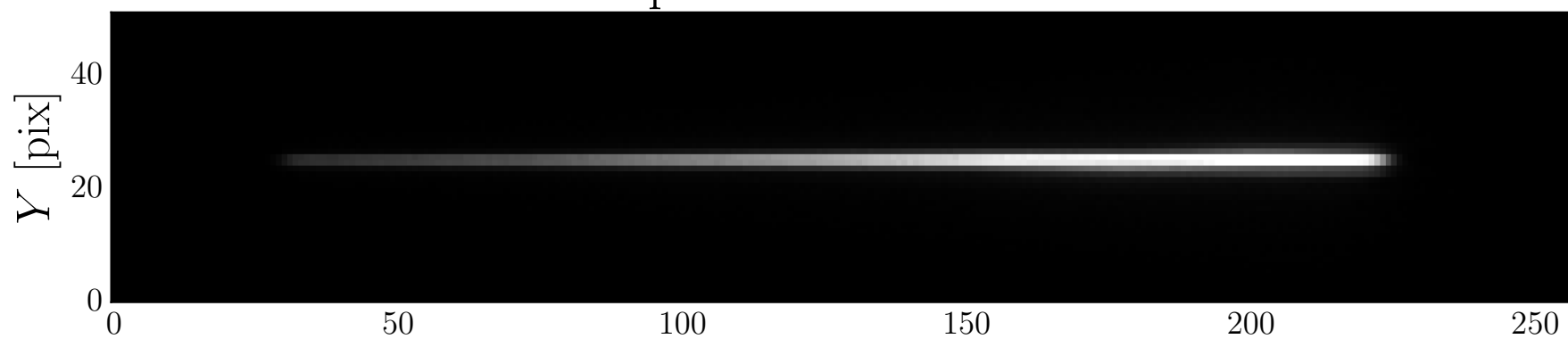
2d Spectrum — inst. noise added



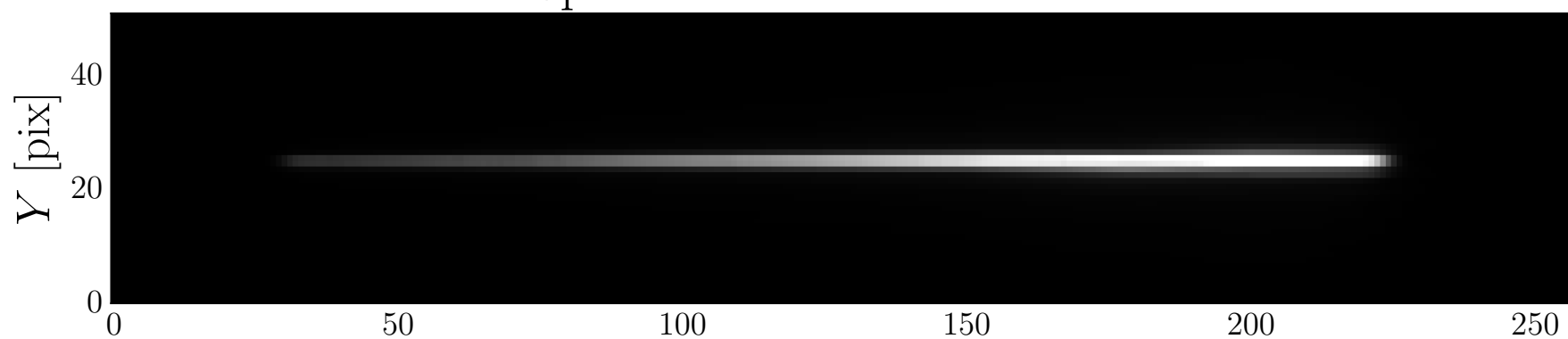
1d Spectrum



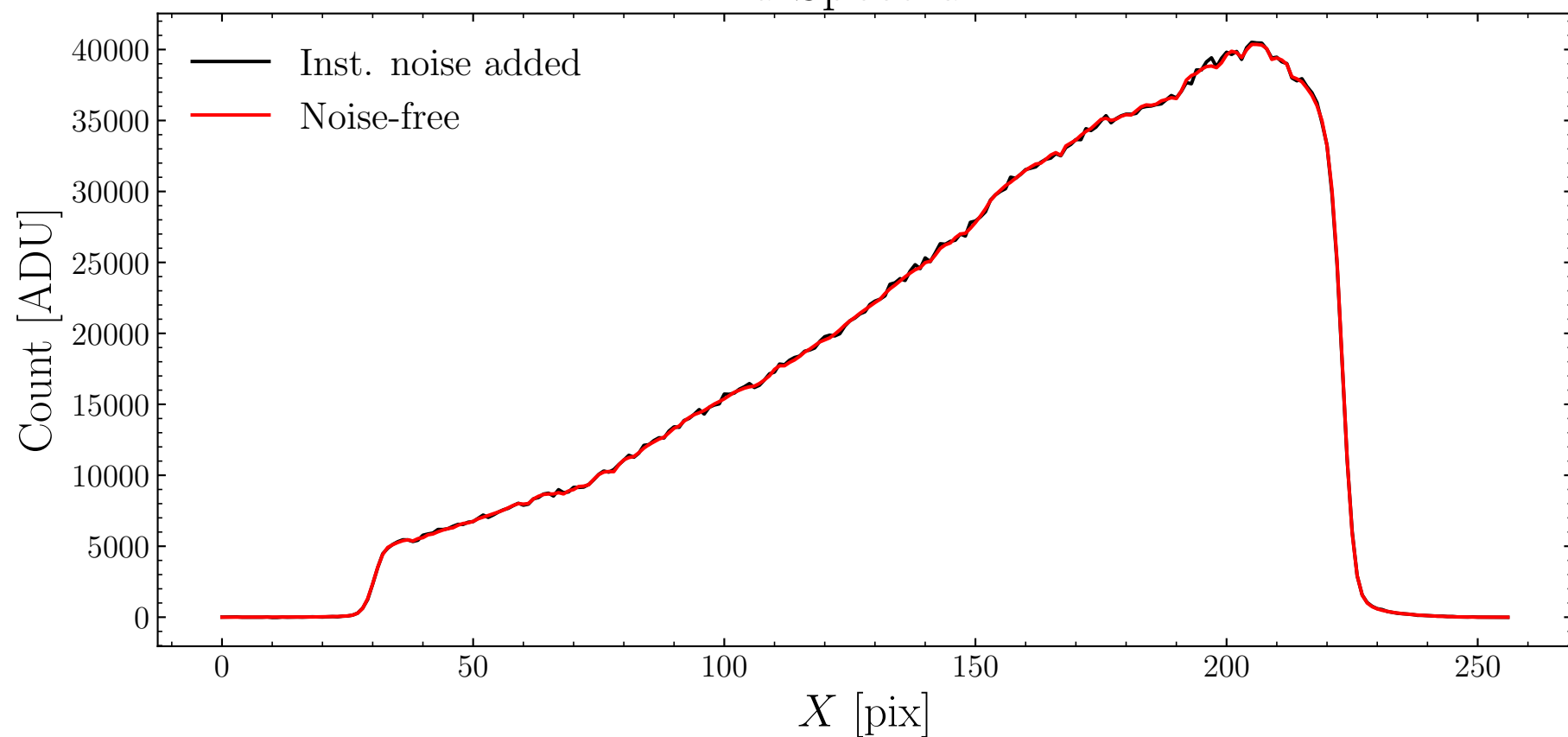
GROUP 2, STAR 1, OBS 4  
2d Spectrum — noise-free



2d Spectrum — inst. noise added

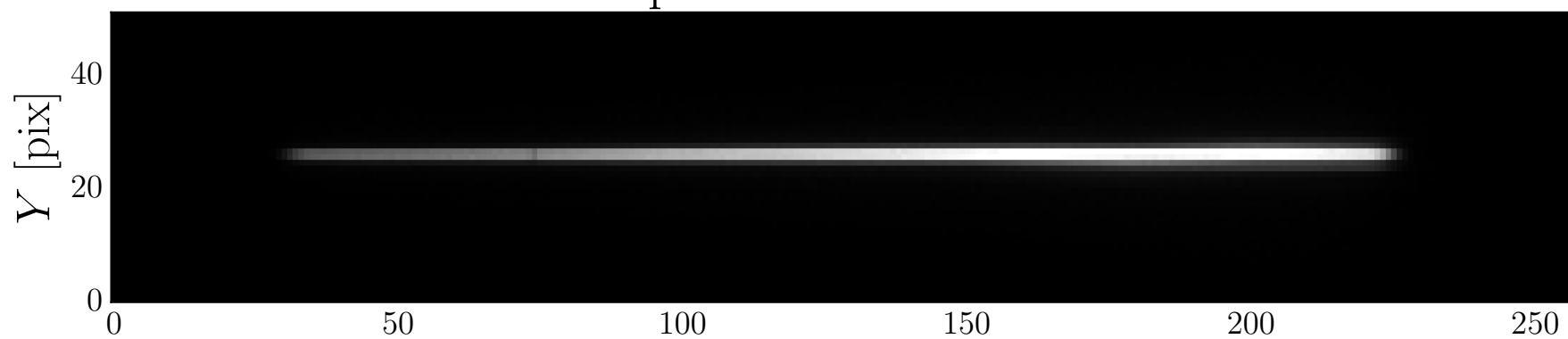


1d Spectrum

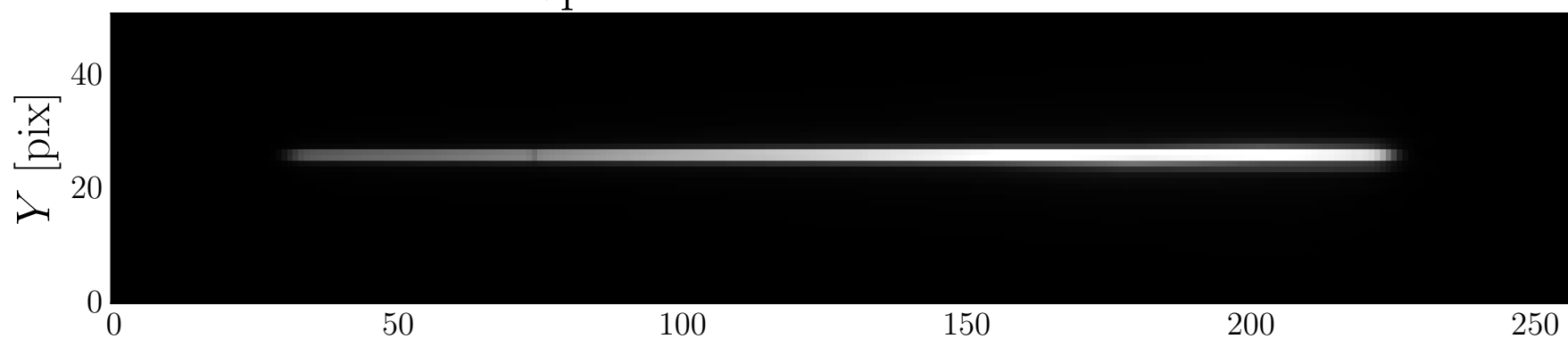




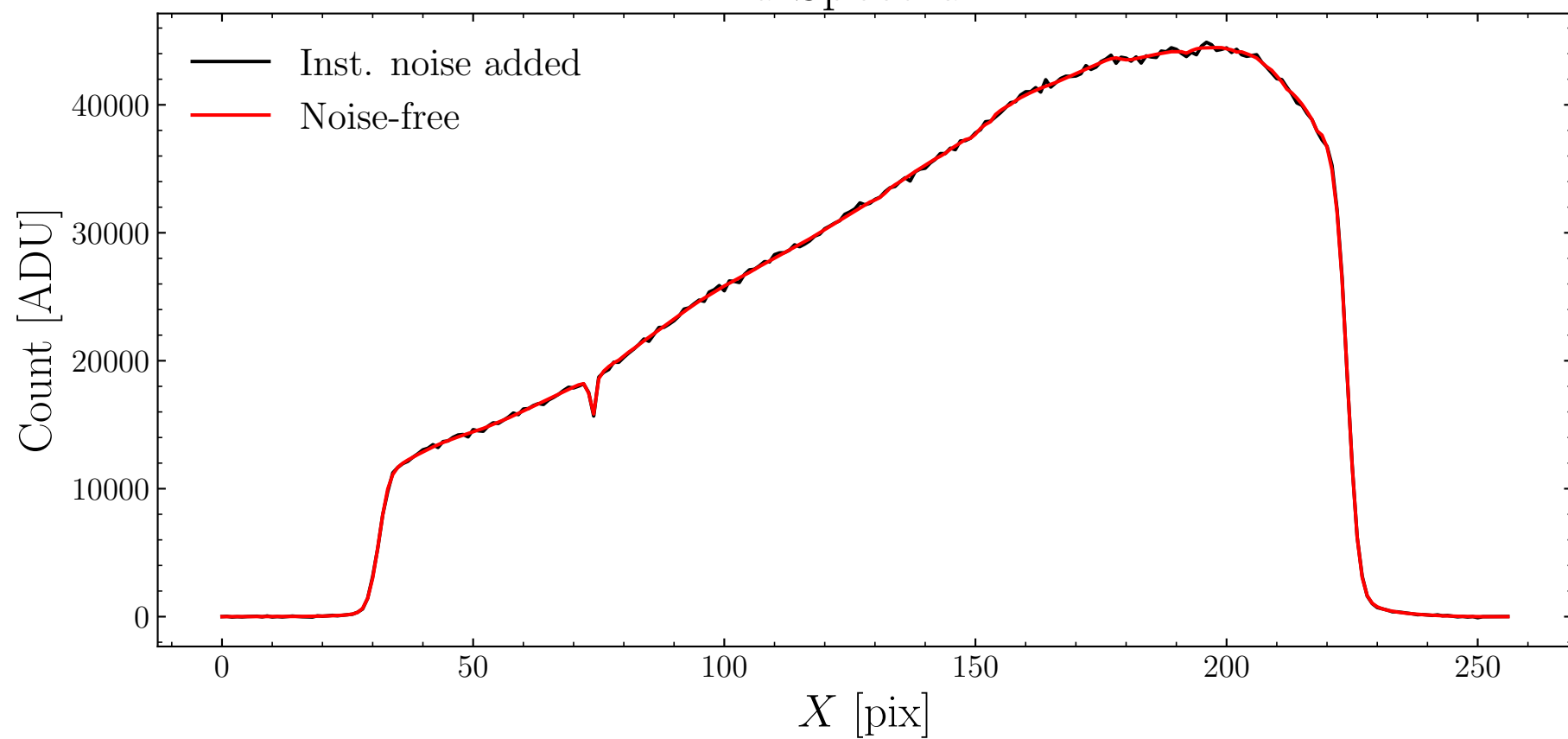
GROUP 2, STAR 2, OBS 1  
2d Spectrum — noise-free



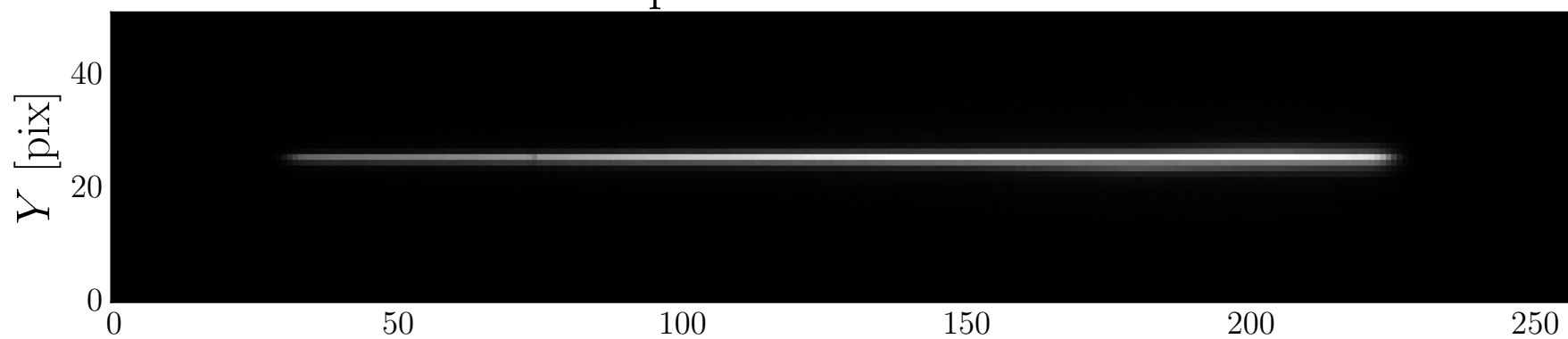
2d Spectrum — inst. noise added



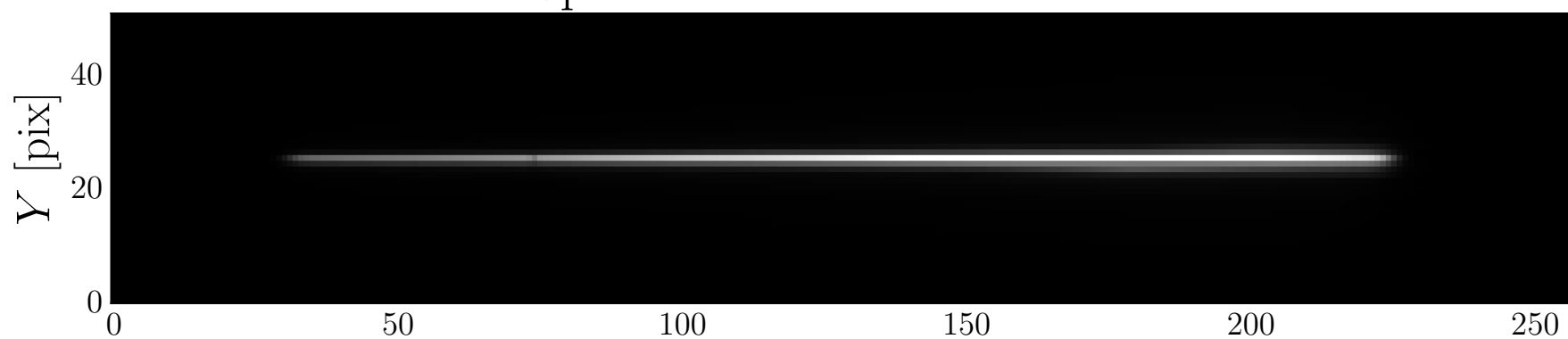
1d Spectrum



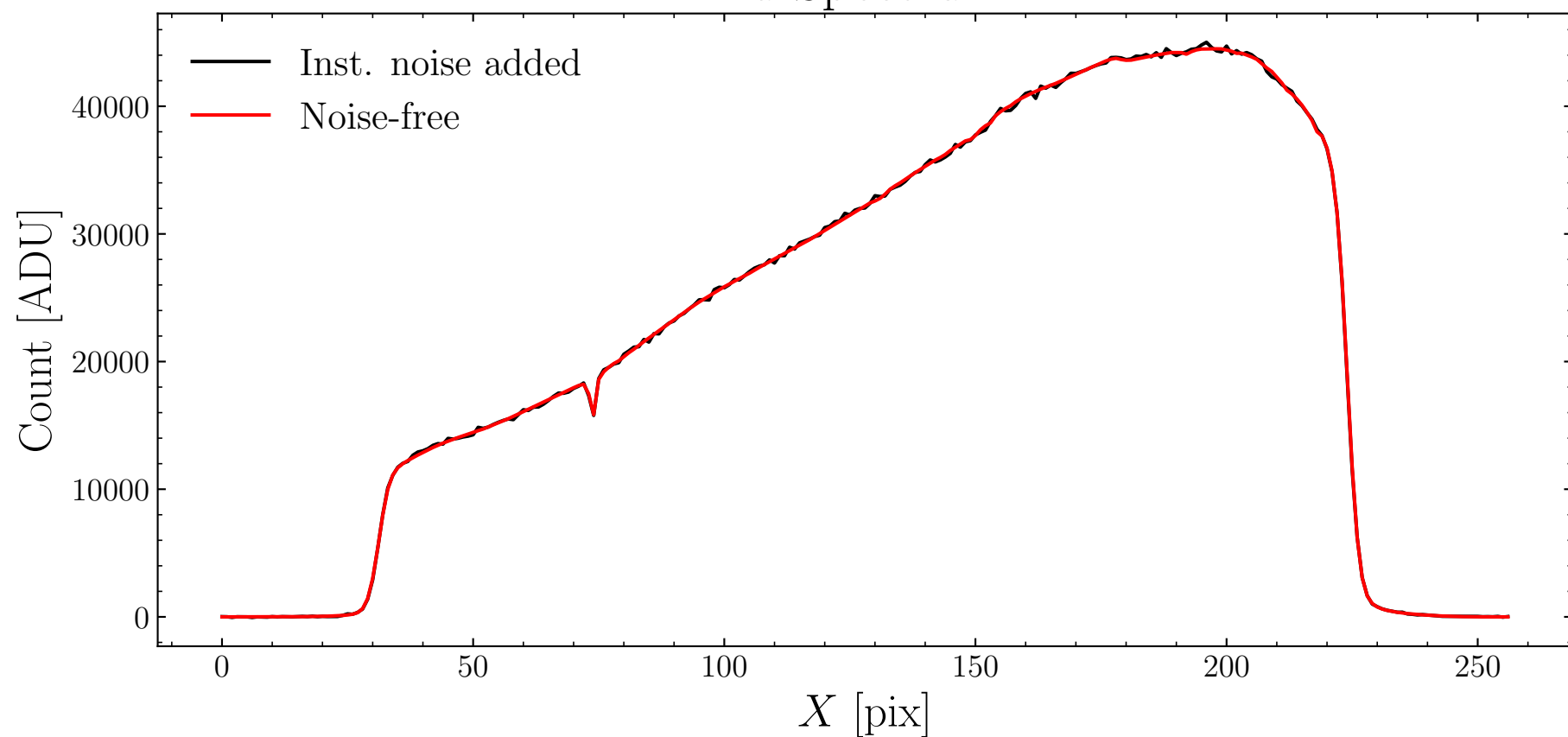
GROUP 2, STAR 2, OBS 2  
2d Spectrum — noise-free



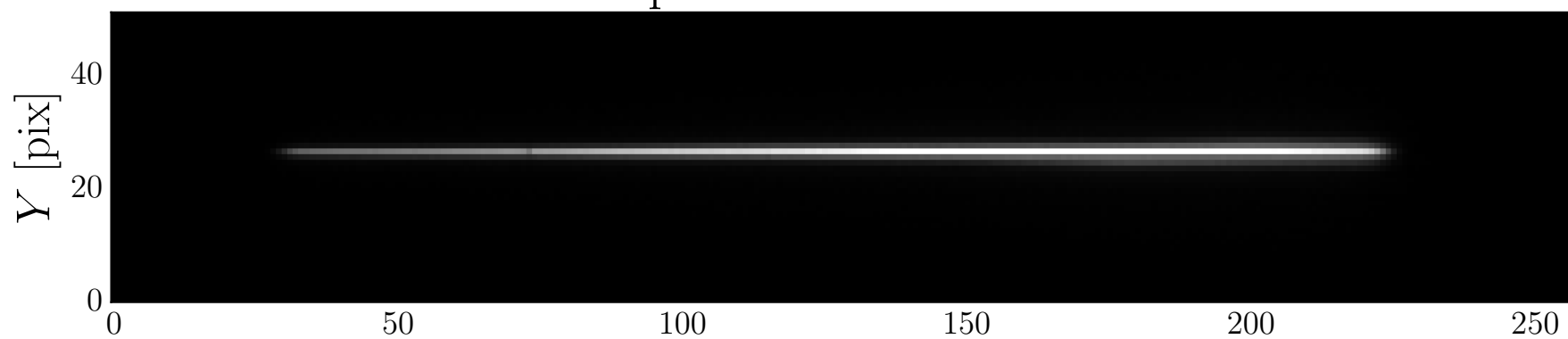
2d Spectrum — inst. noise added



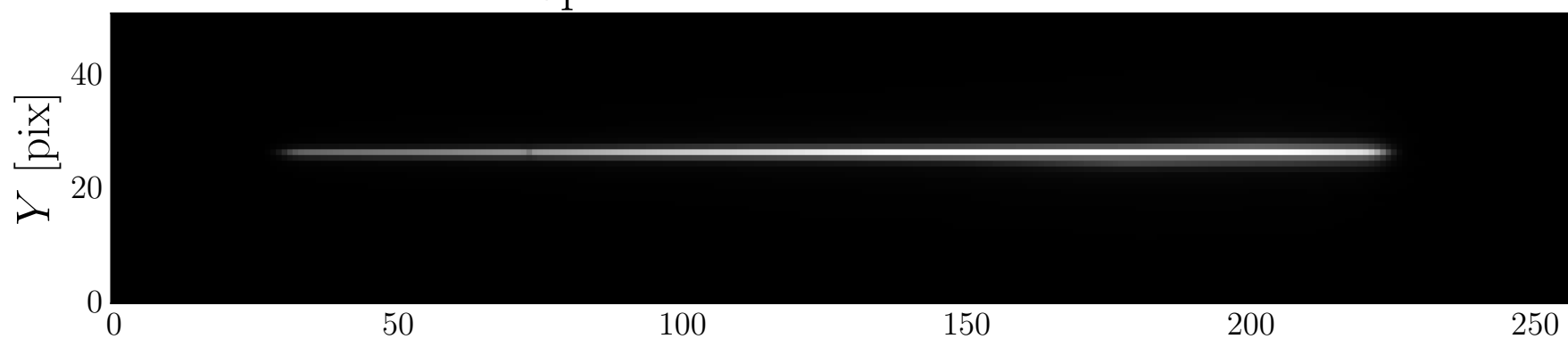
1d Spectrum



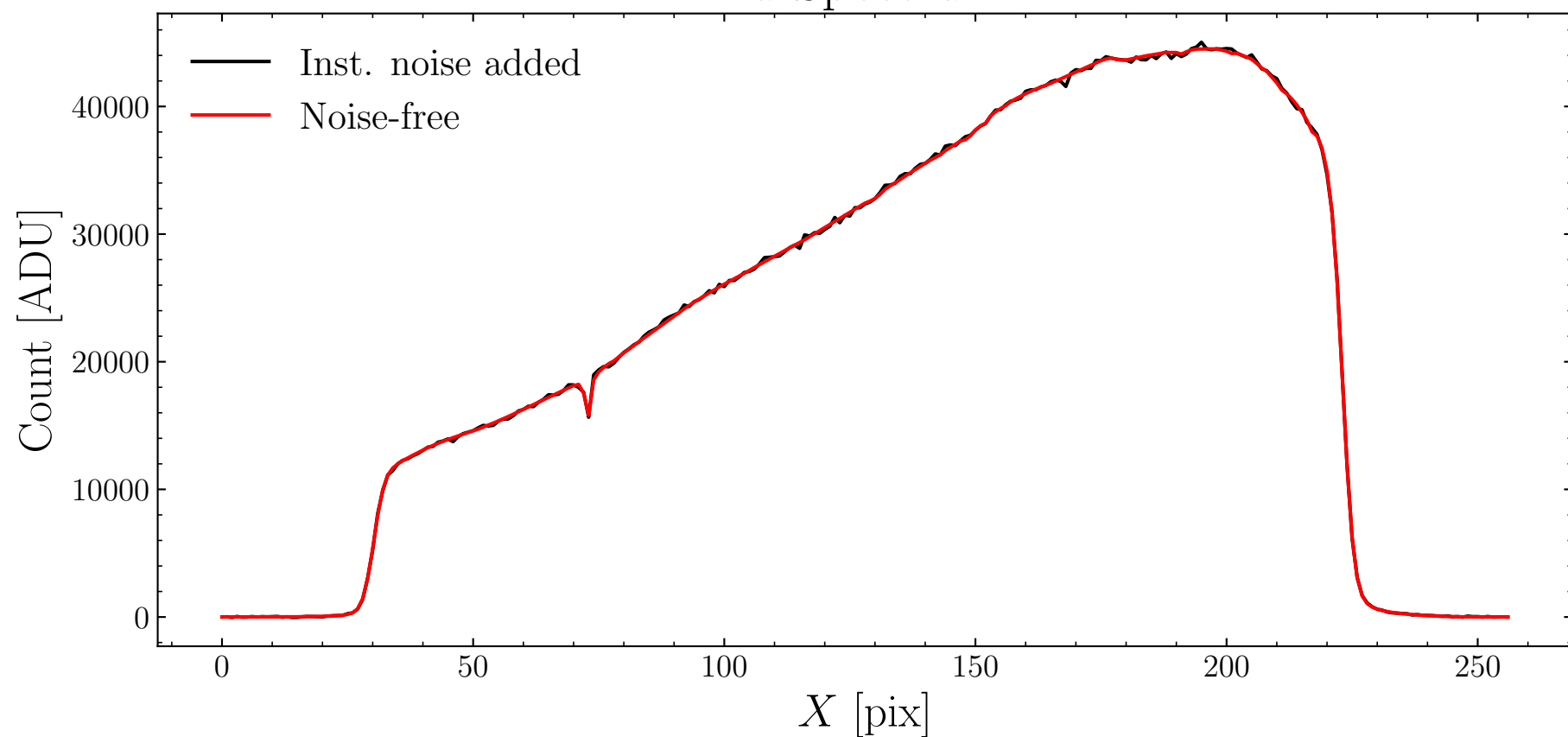
GROUP 2, STAR 2, OBS 3  
2d Spectrum — noise-free



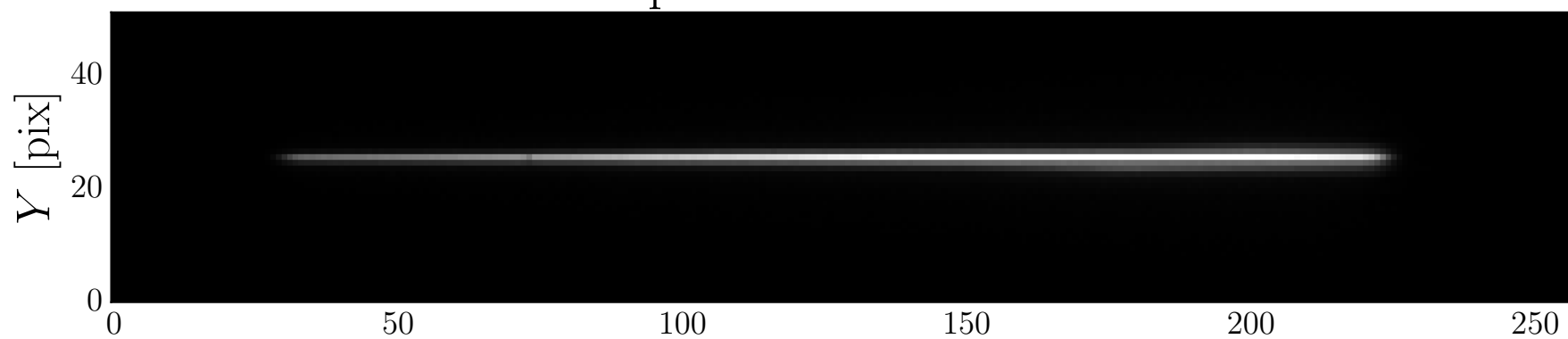
2d Spectrum — inst. noise added



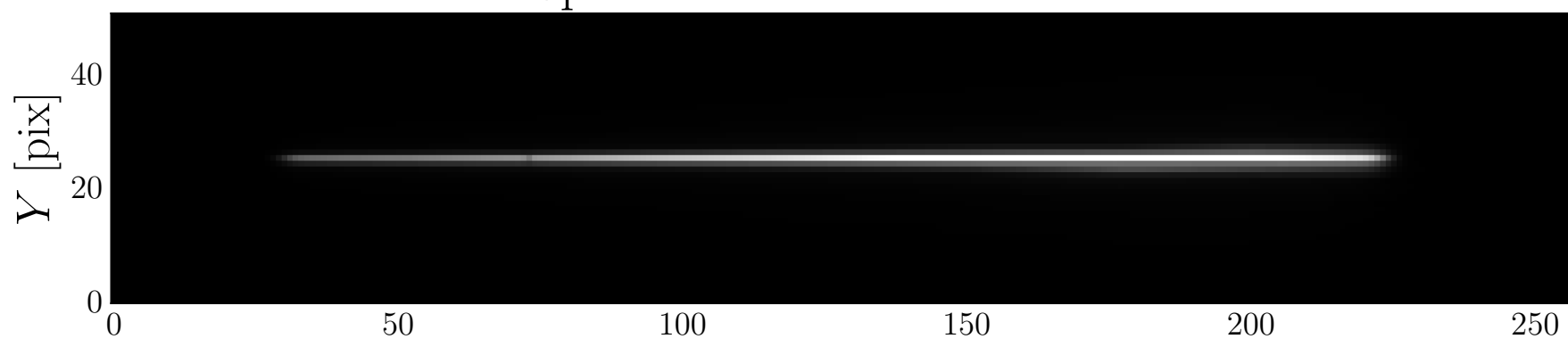
1d Spectrum



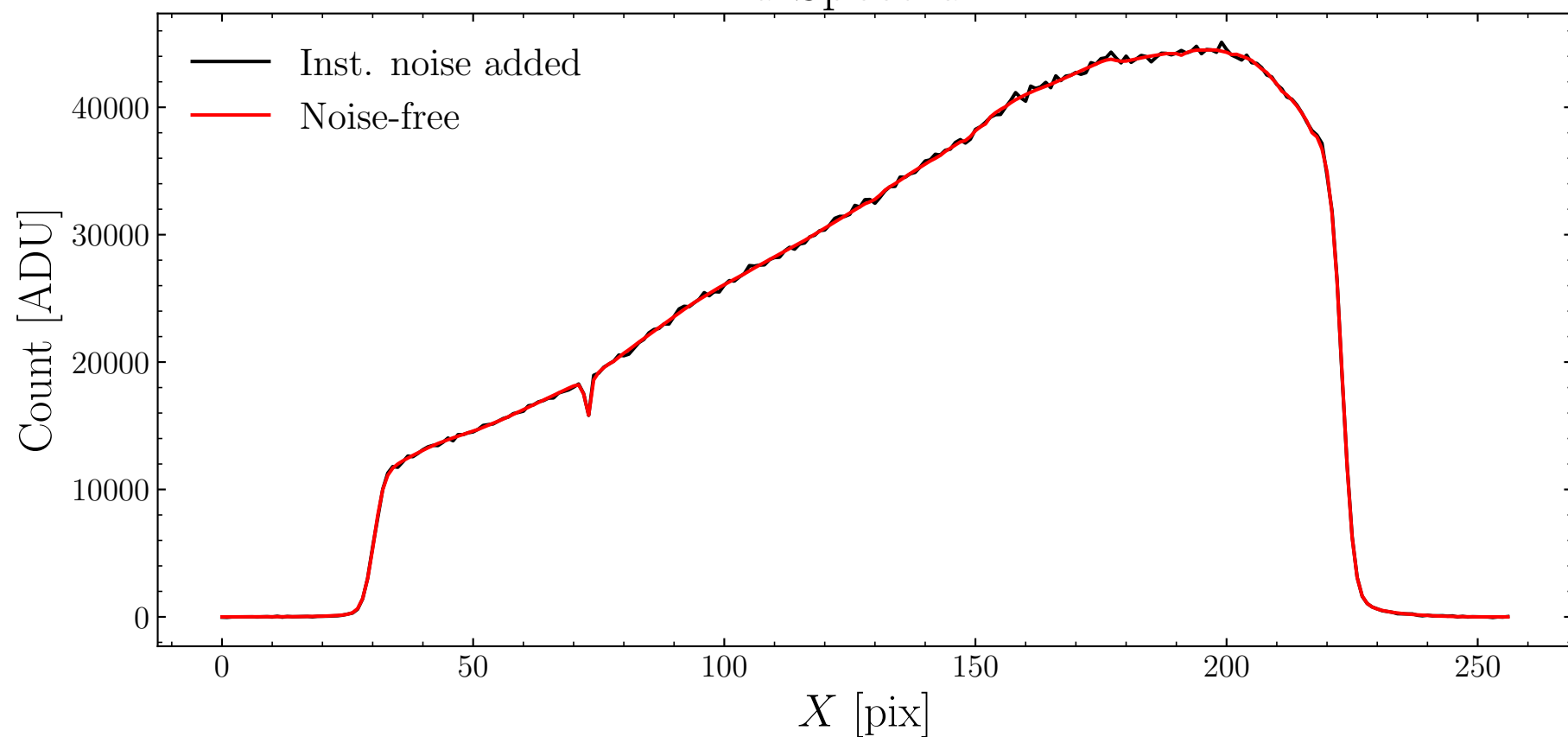
GROUP 2, STAR 2, OBS 4  
2d Spectrum — noise-free



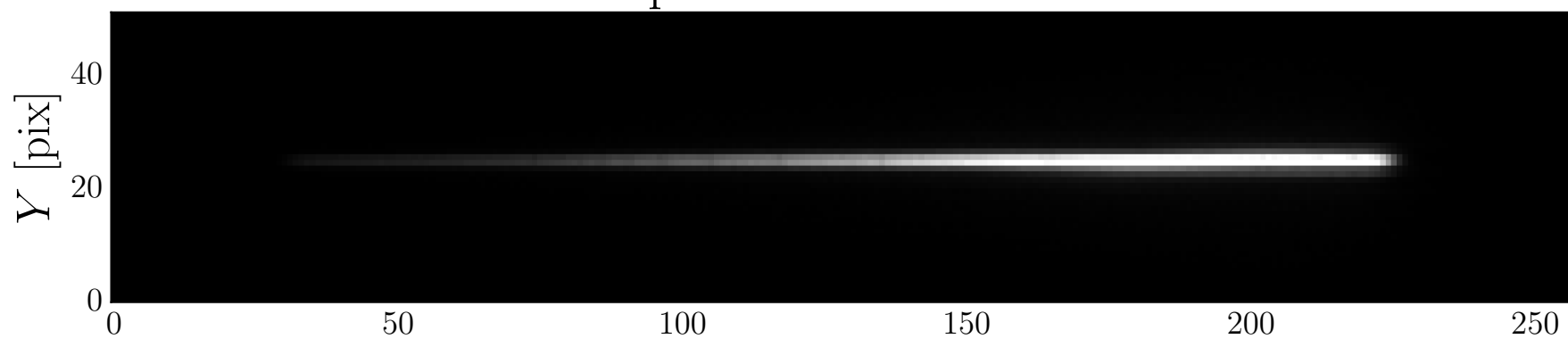
2d Spectrum — inst. noise added



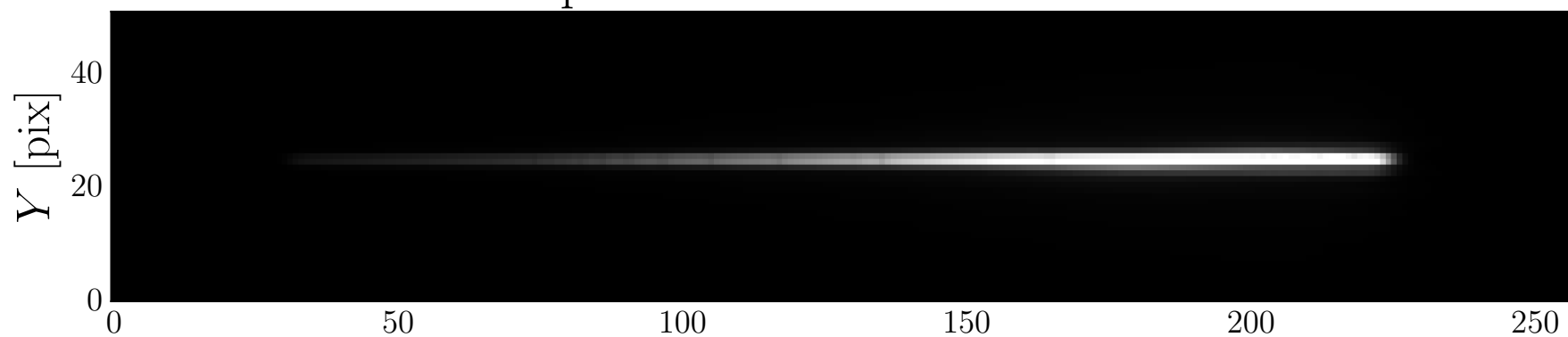
1d Spectrum



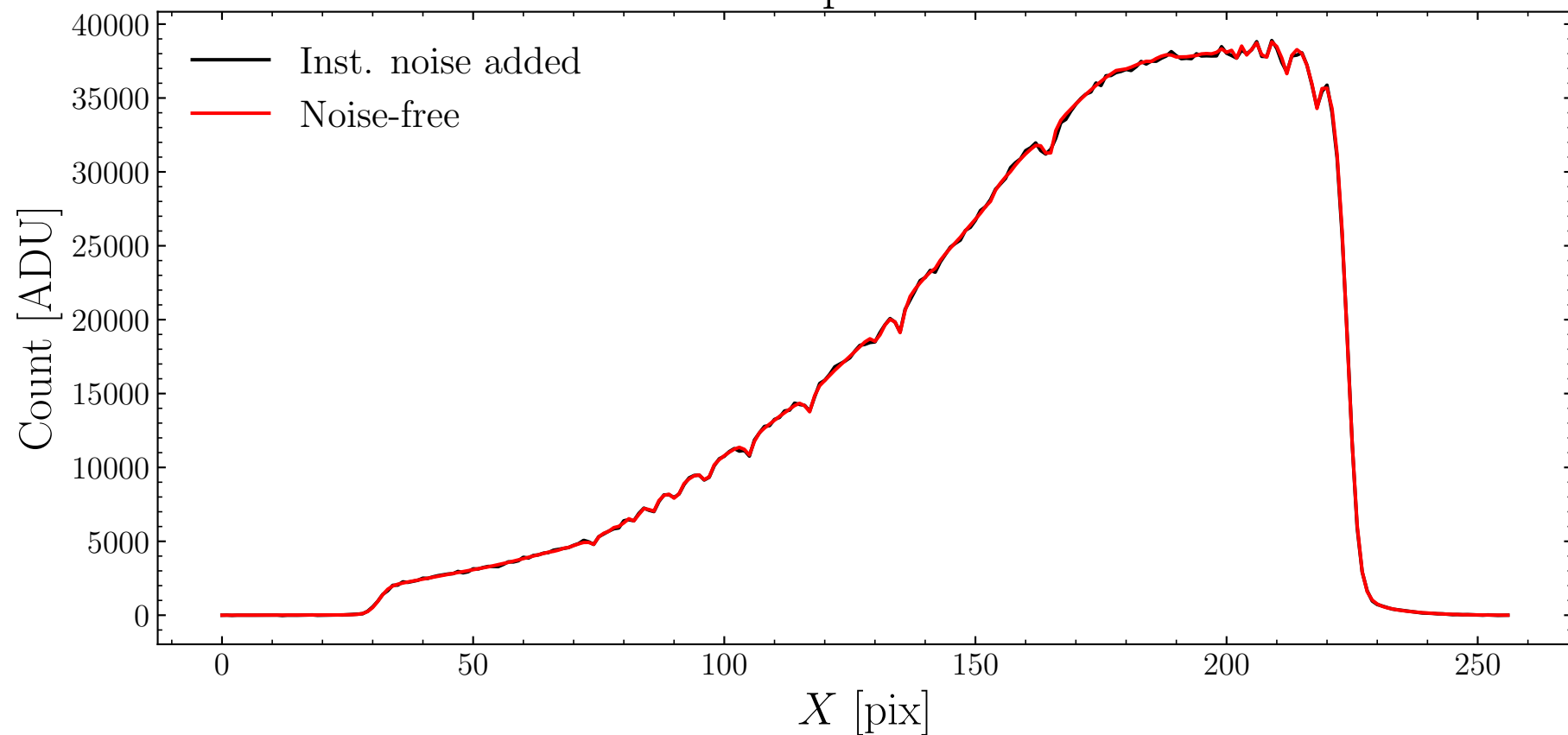
GROUP 2, STAR 3, OBS 1  
2d Spectrum — noise-free



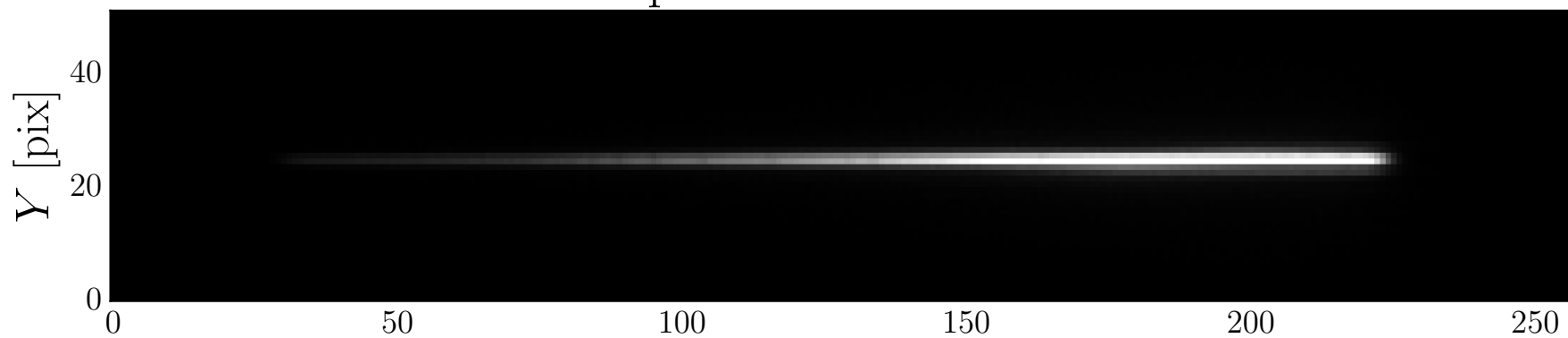
2d Spectrum — inst. noise added



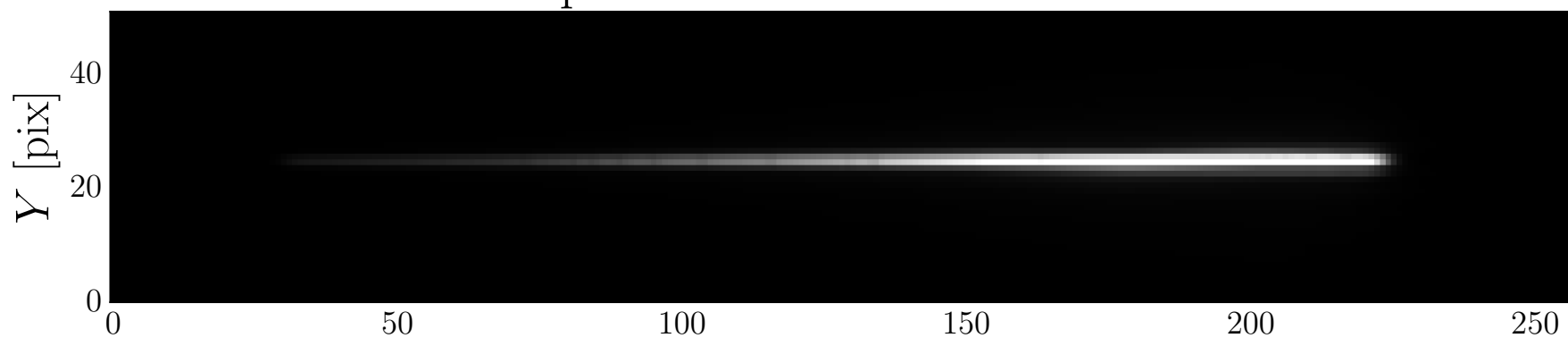
1d Spectrum



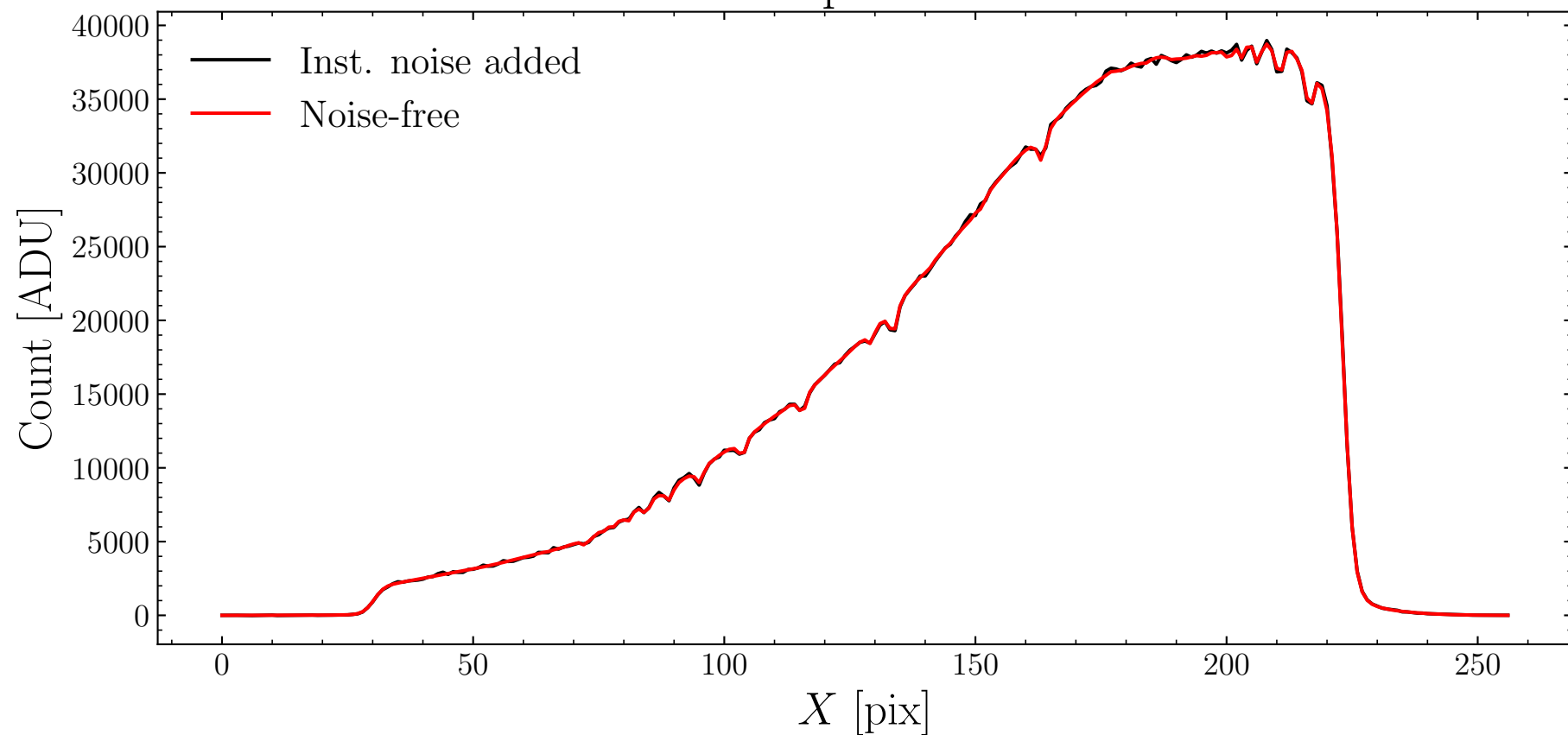
GROUP 2, STAR 3, OBS 2  
2d Spectrum — noise-free



2d Spectrum — inst. noise added

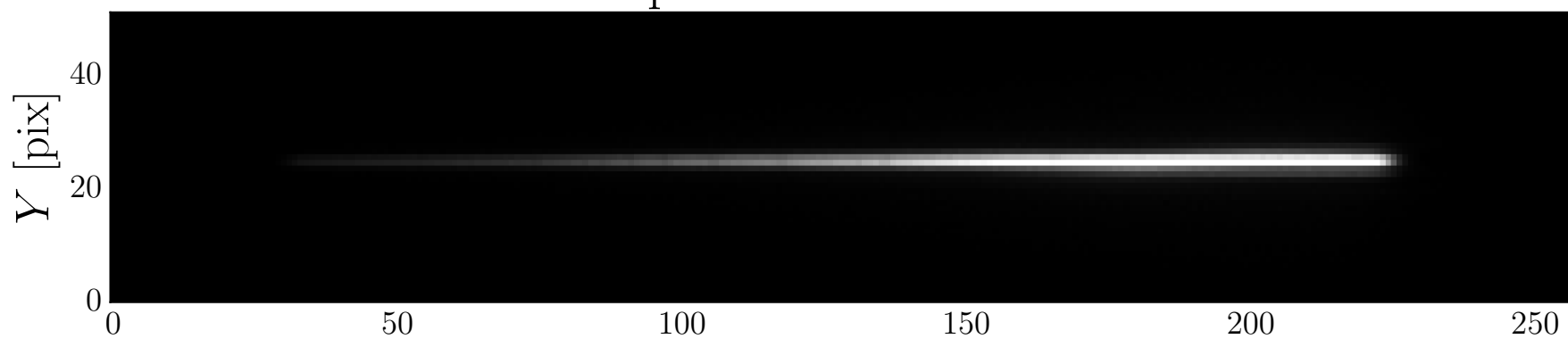


1d Spectrum

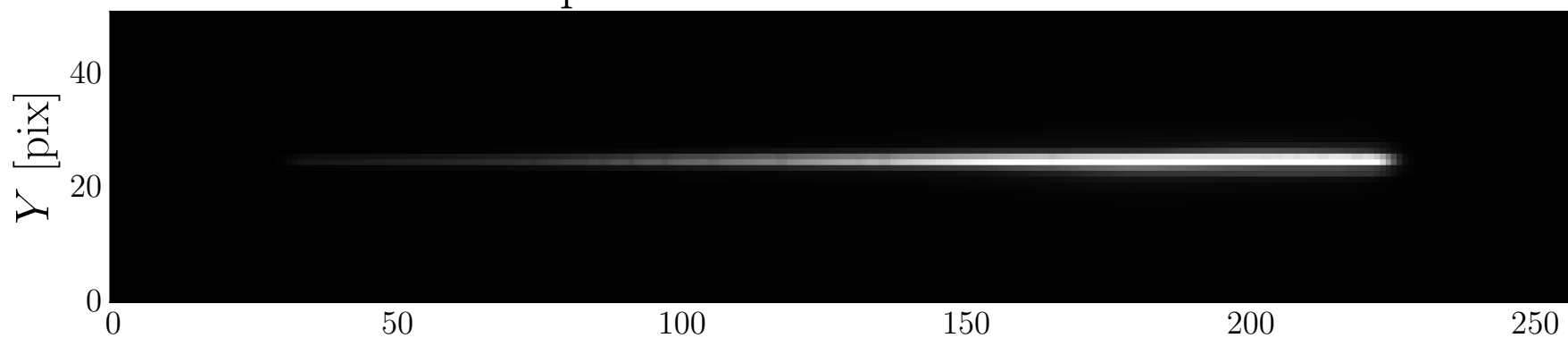


# GROUP 2, STAR 3, OBS 3

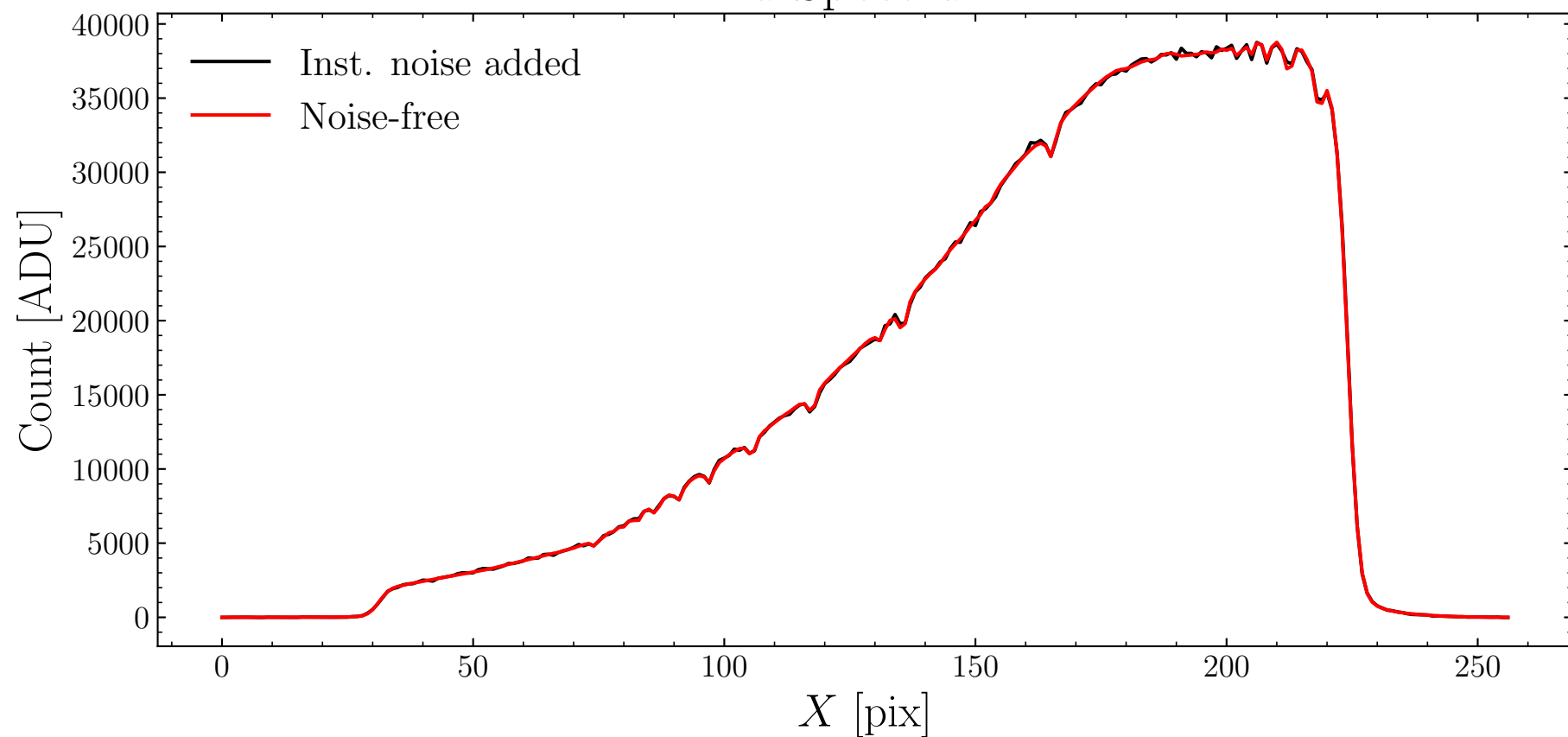
## 2d Spectrum — noise-free



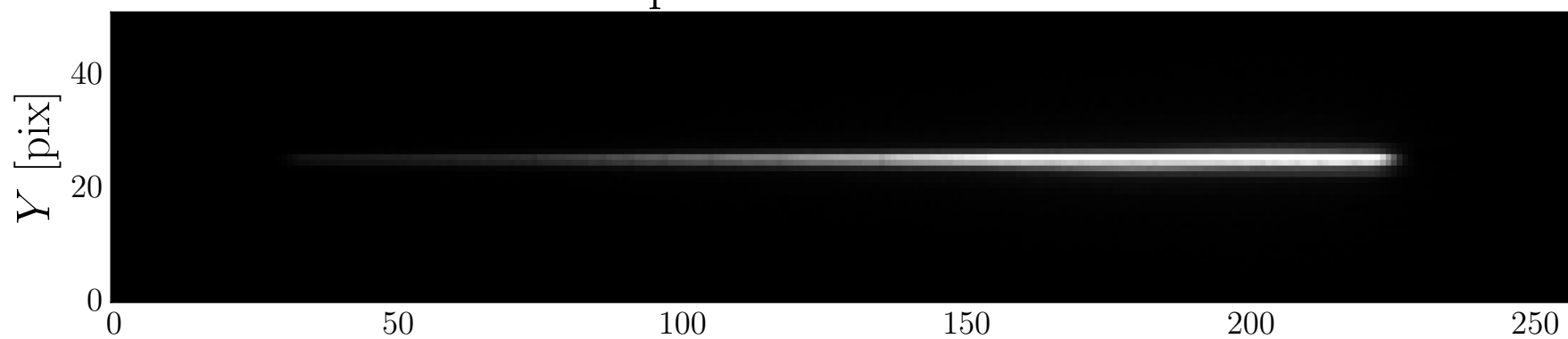
## 2d Spectrum — inst. noise added



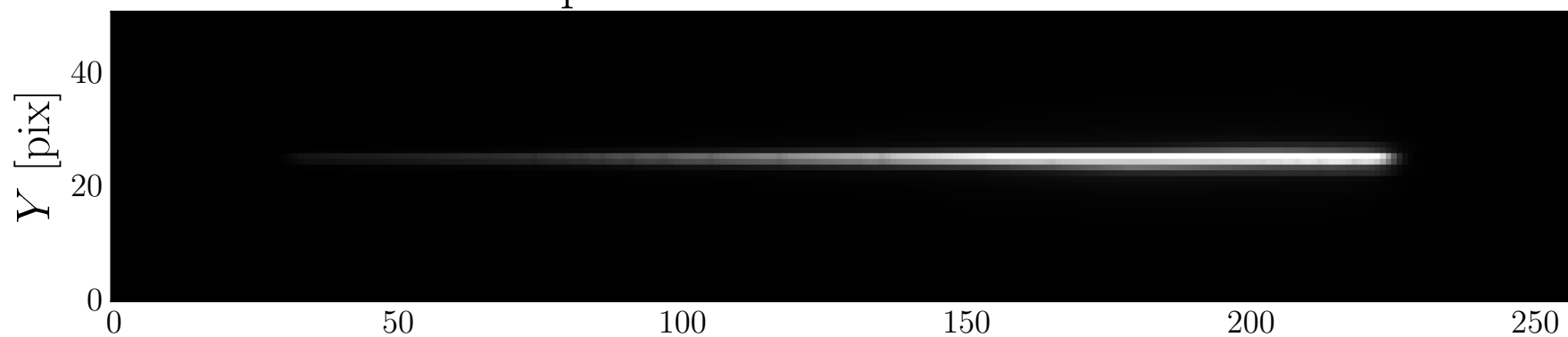
## 1d Spectrum



GROUP 2, STAR 3, OBS 4  
2d Spectrum — noise-free



2d Spectrum — inst. noise added



1d Spectrum

