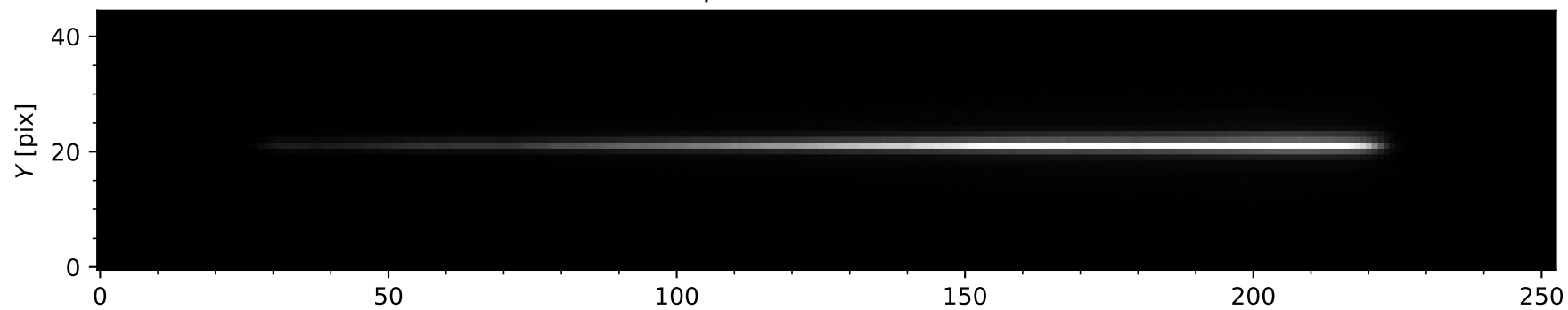
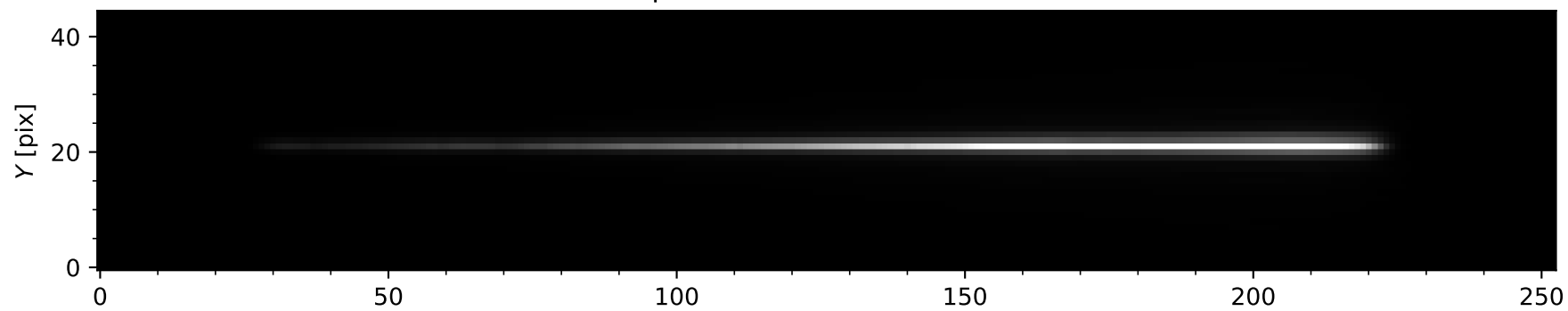


GROUP 2, STAR 0, OBS 1

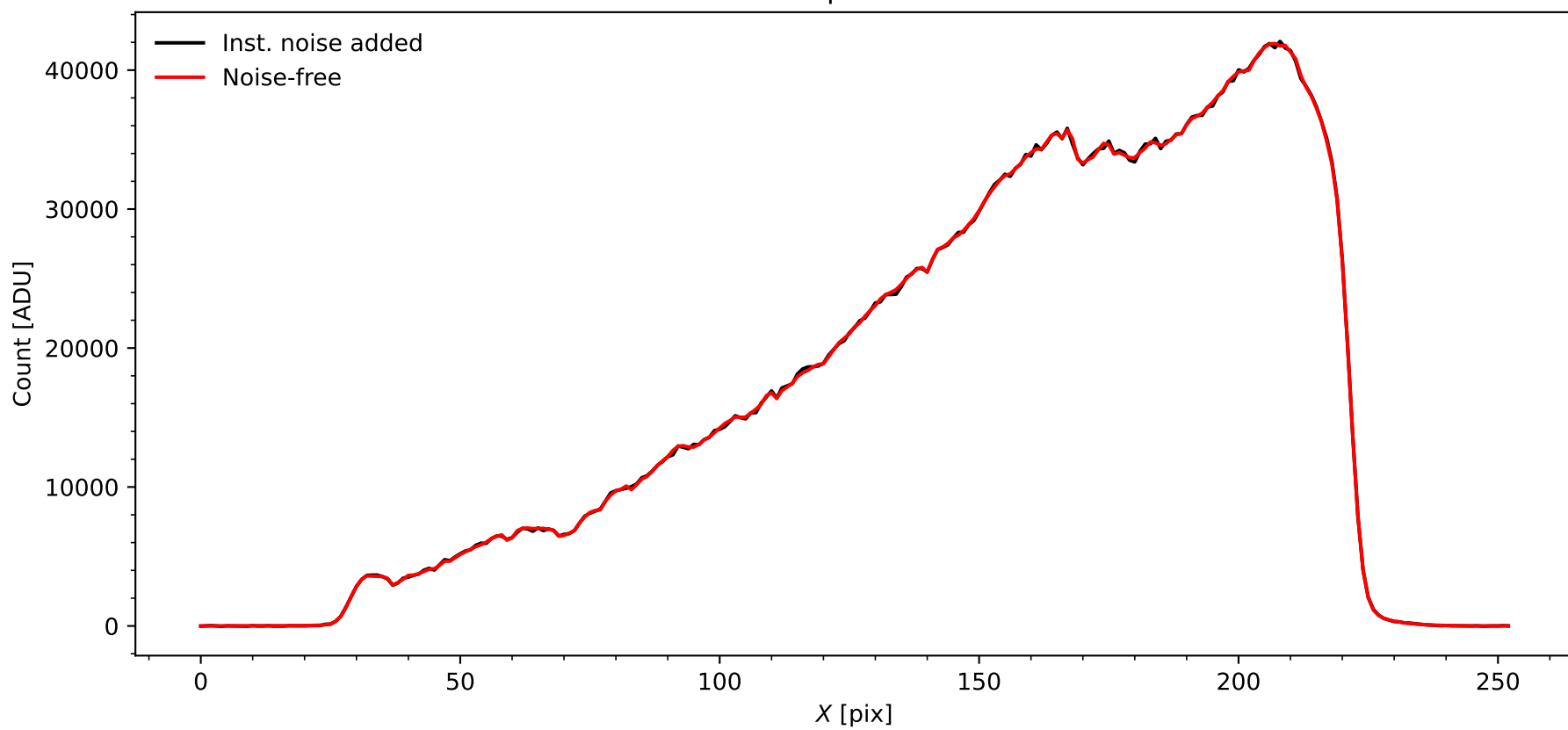
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

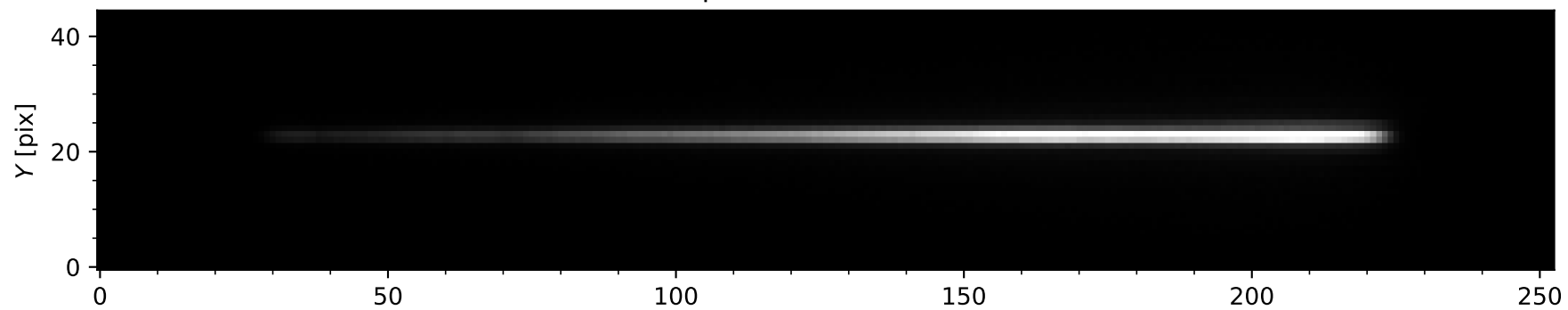


1d Spectrum

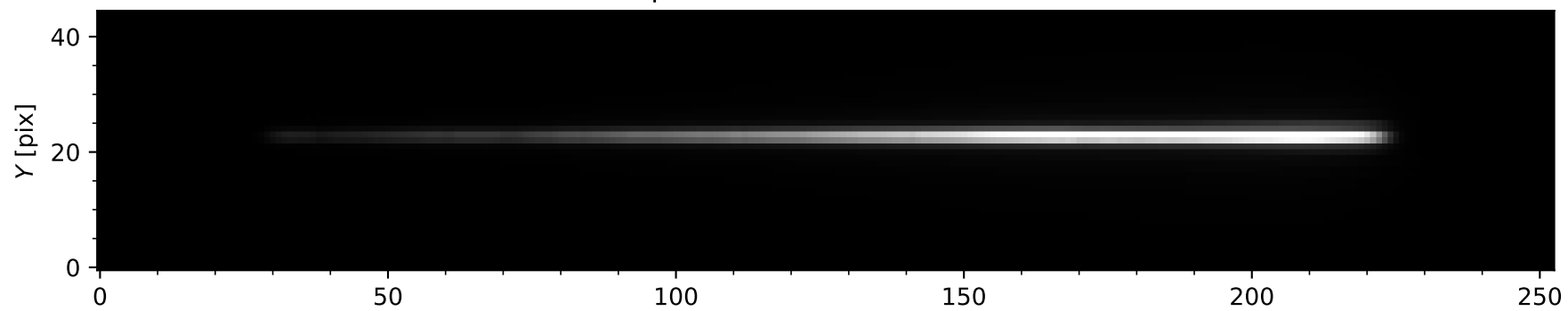


GROUP 2, STAR 0, OBS 2

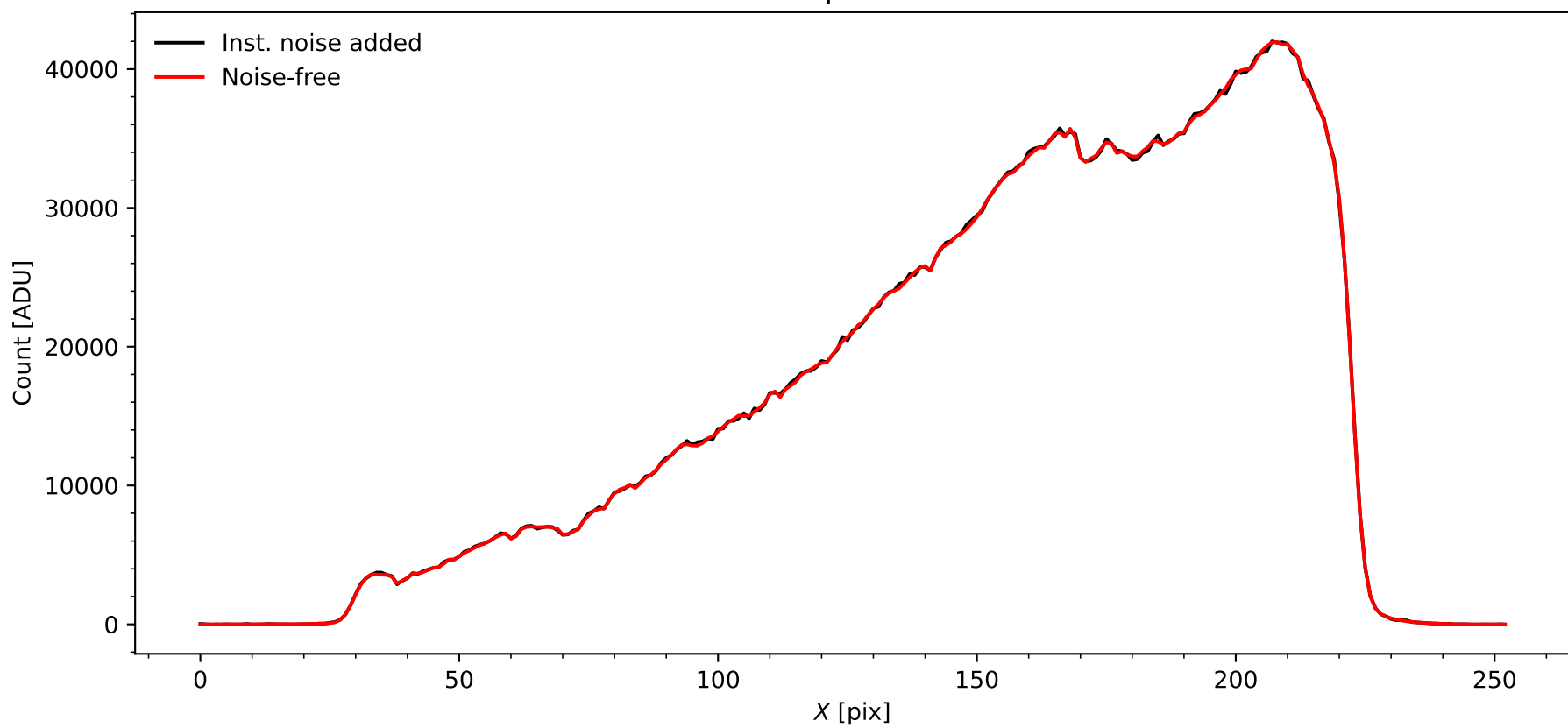
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

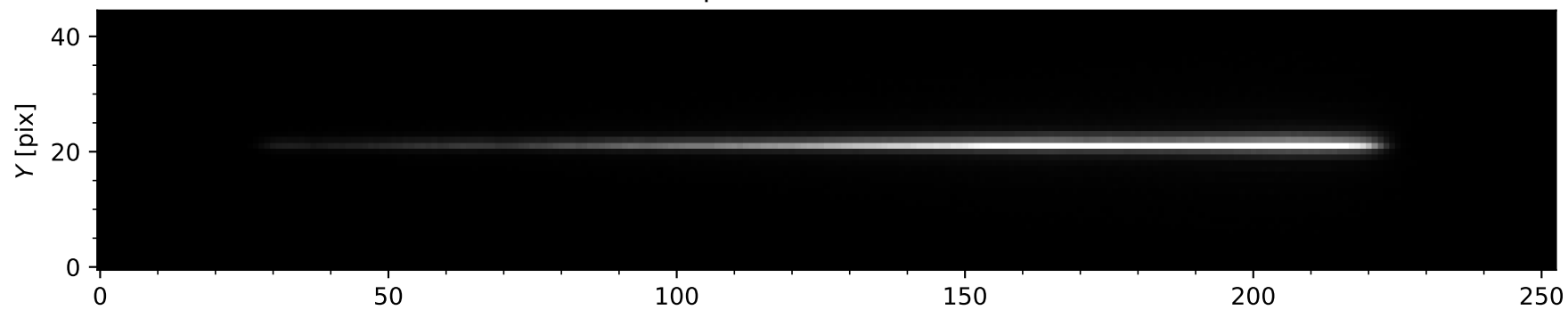


1d Spectrum

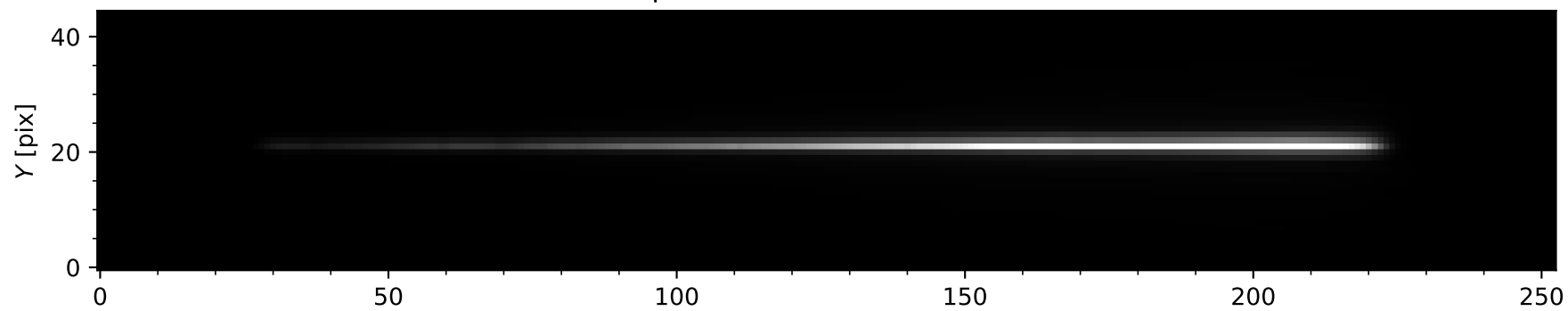


GROUP 2, STAR 0, OBS 3

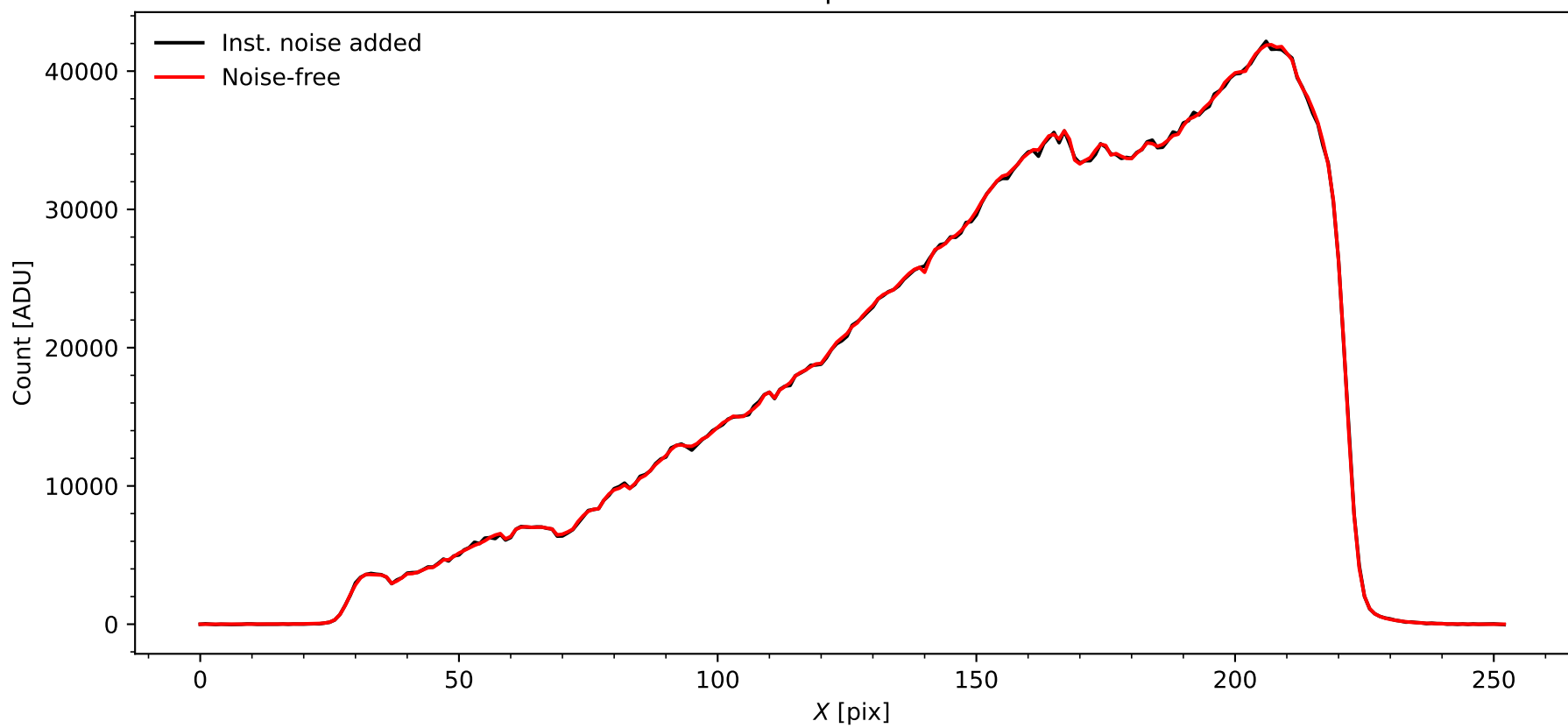
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

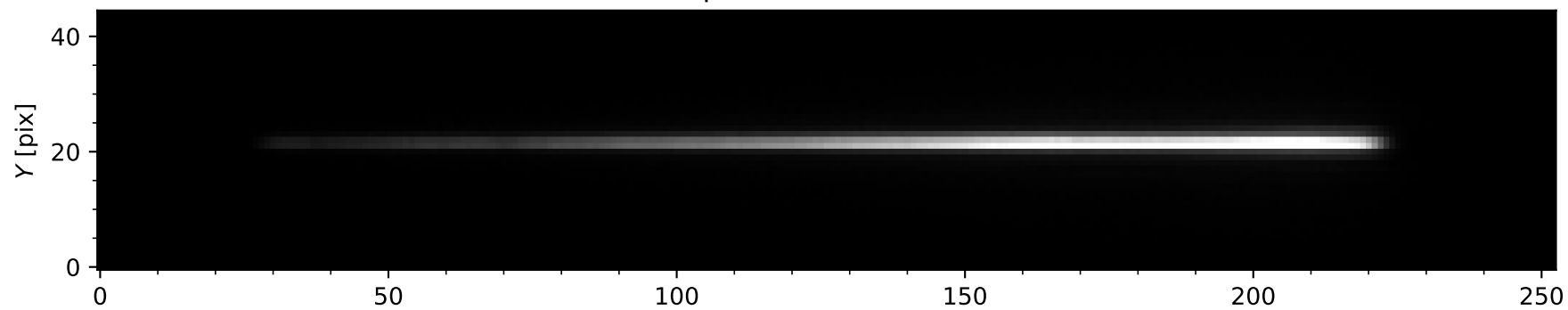


1d Spectrum

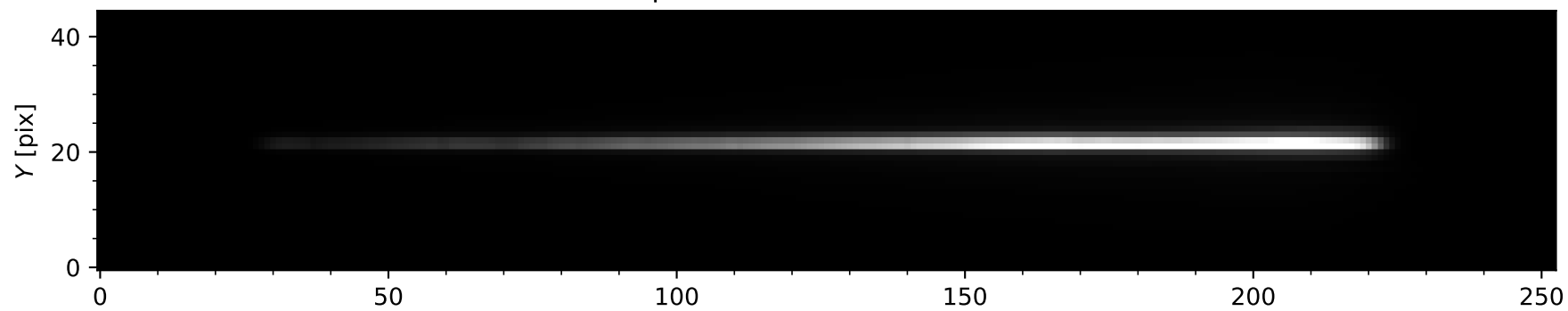


GROUP 2, STAR 0, OBS 4

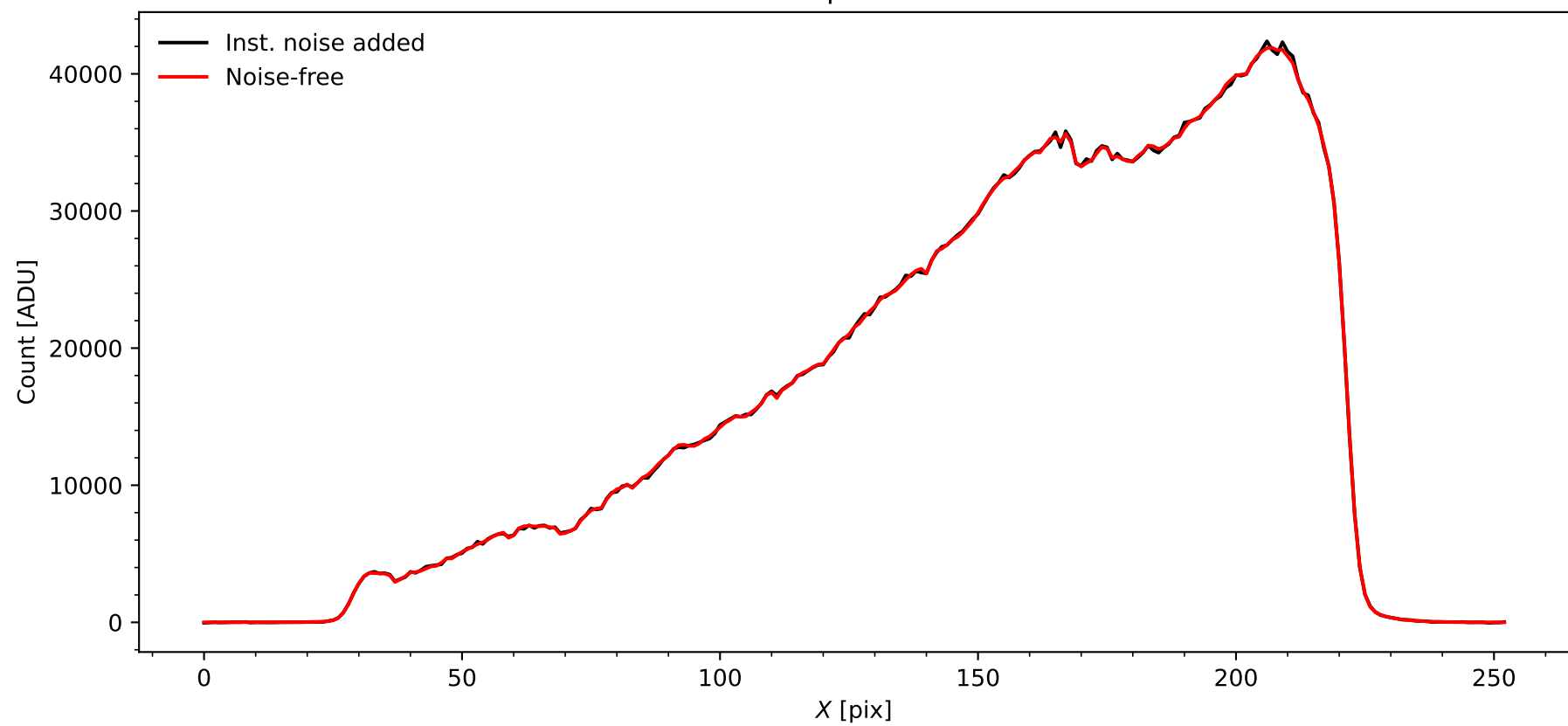
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

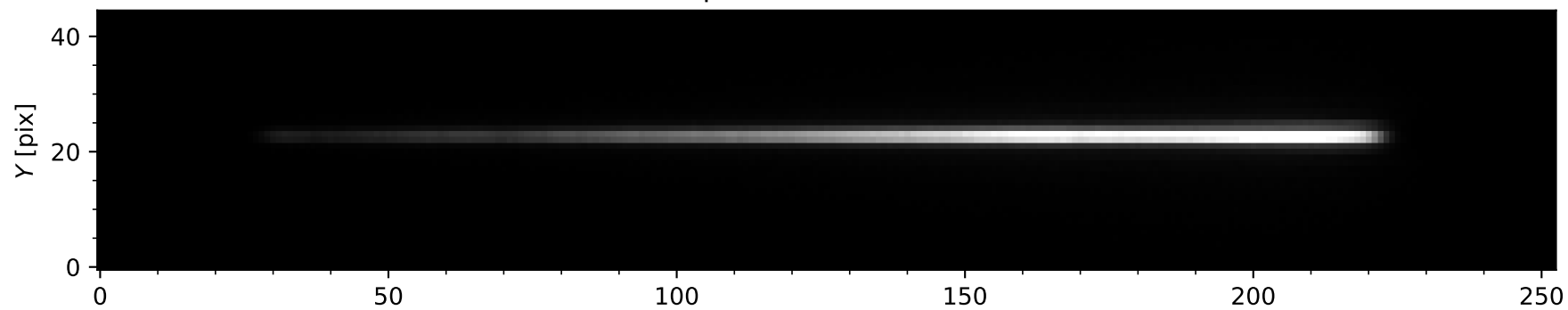


1d Spectrum

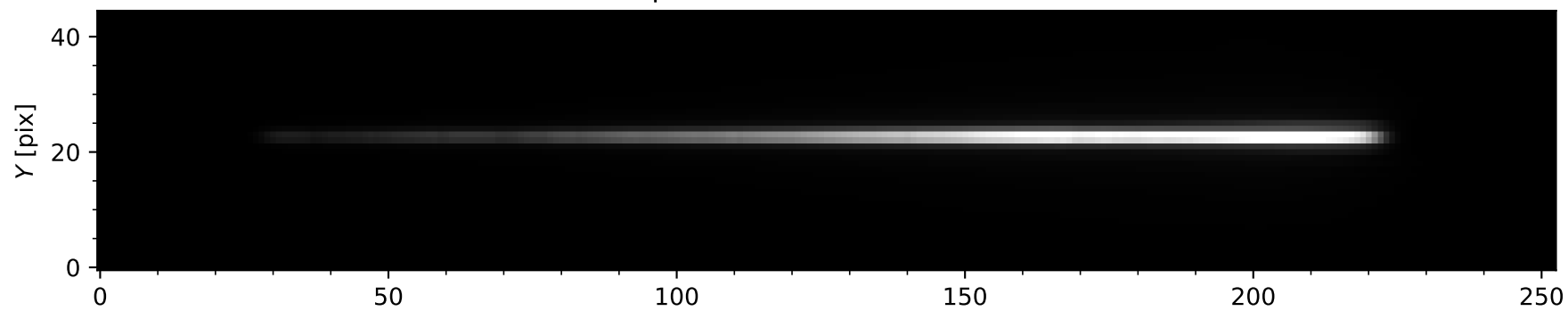


GROUP 2, STAR 0, OBS 5

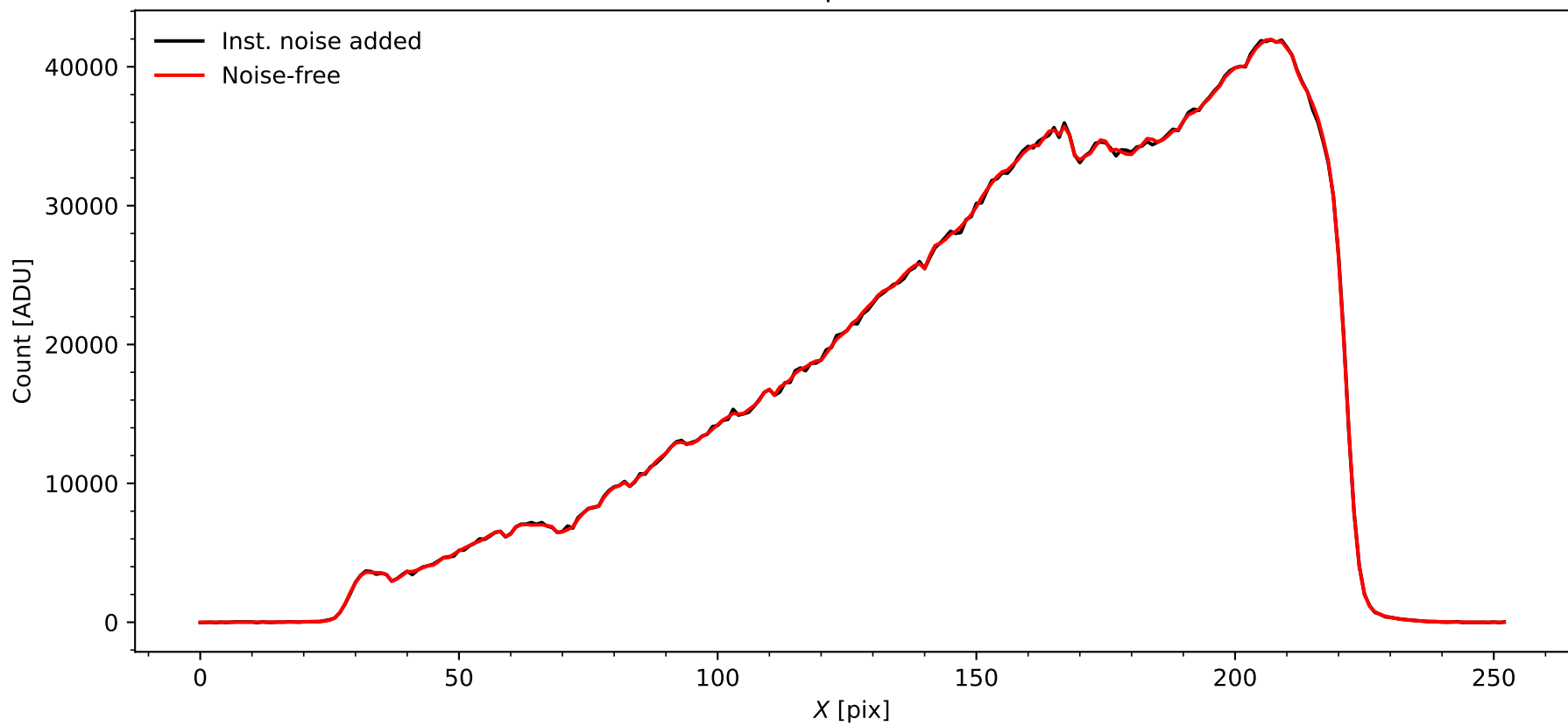
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

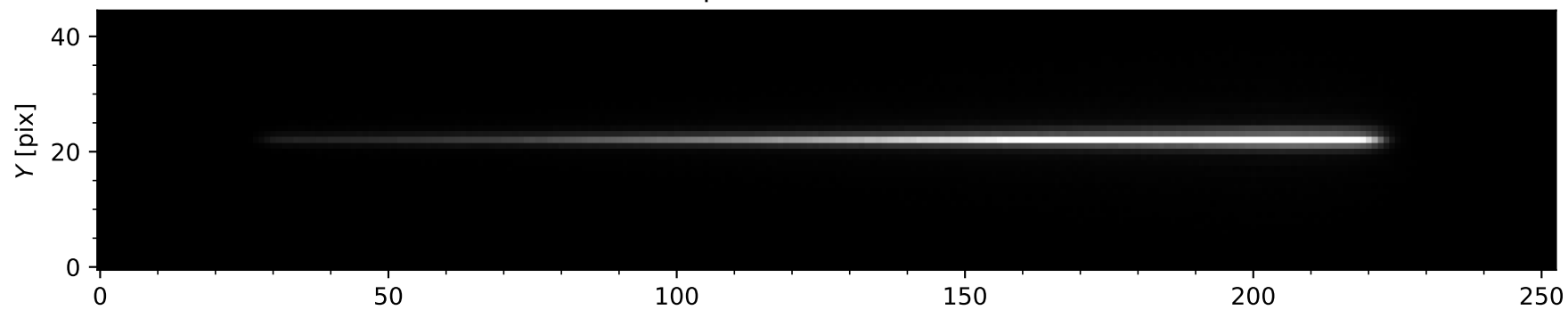


1d Spectrum

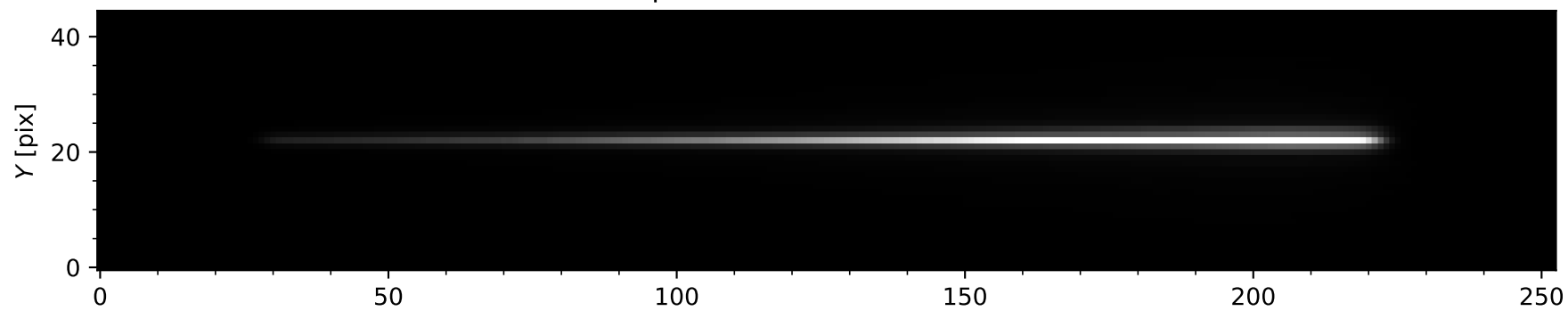


GROUP 2, STAR 1, OBS 1

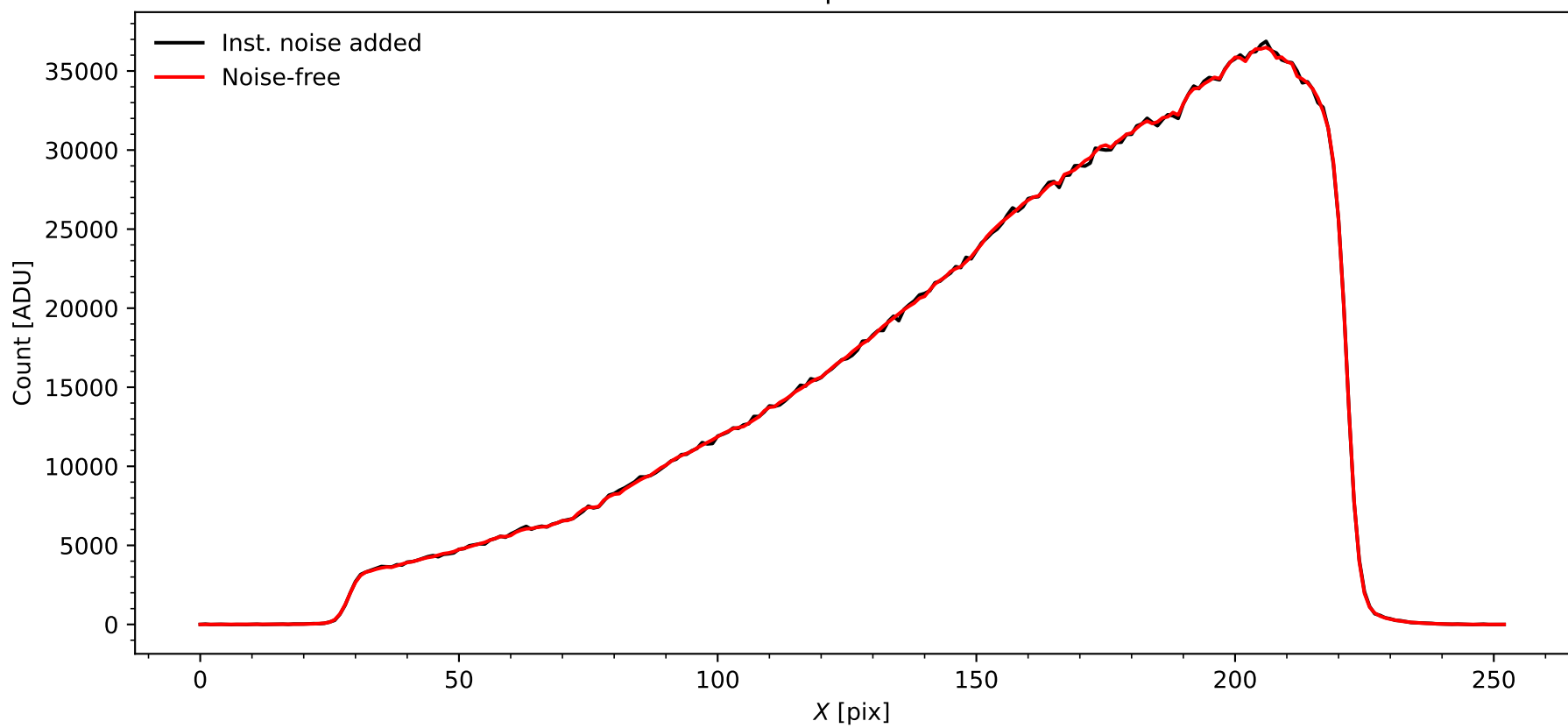
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

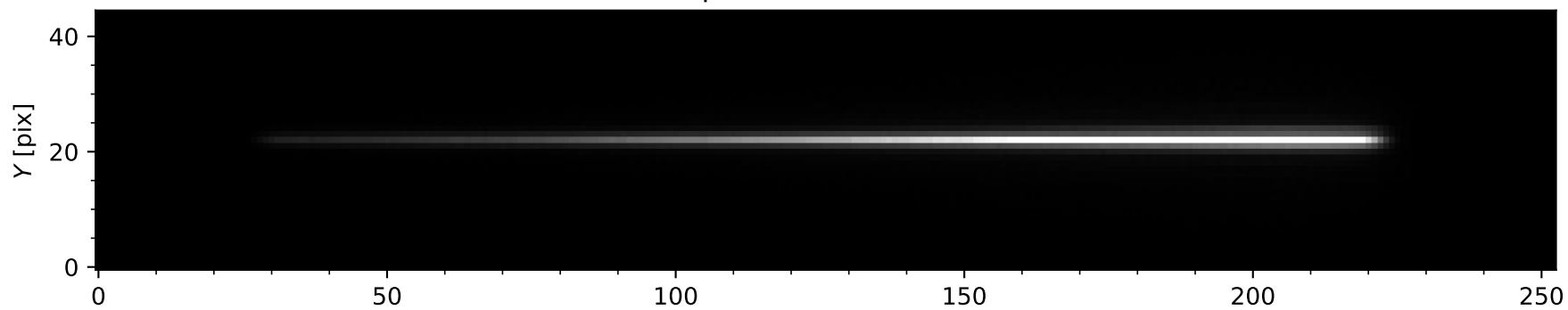


1d Spectrum

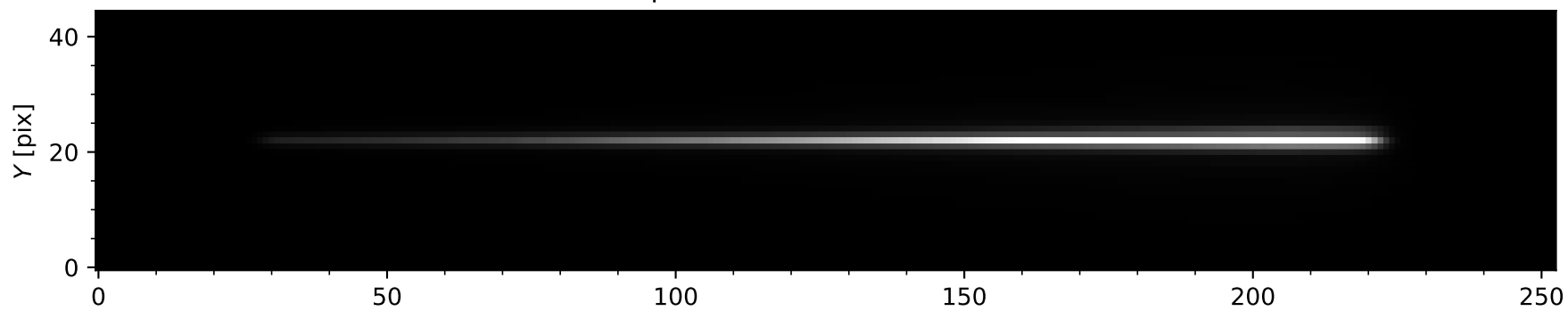


GROUP 2, STAR 1, OBS 2

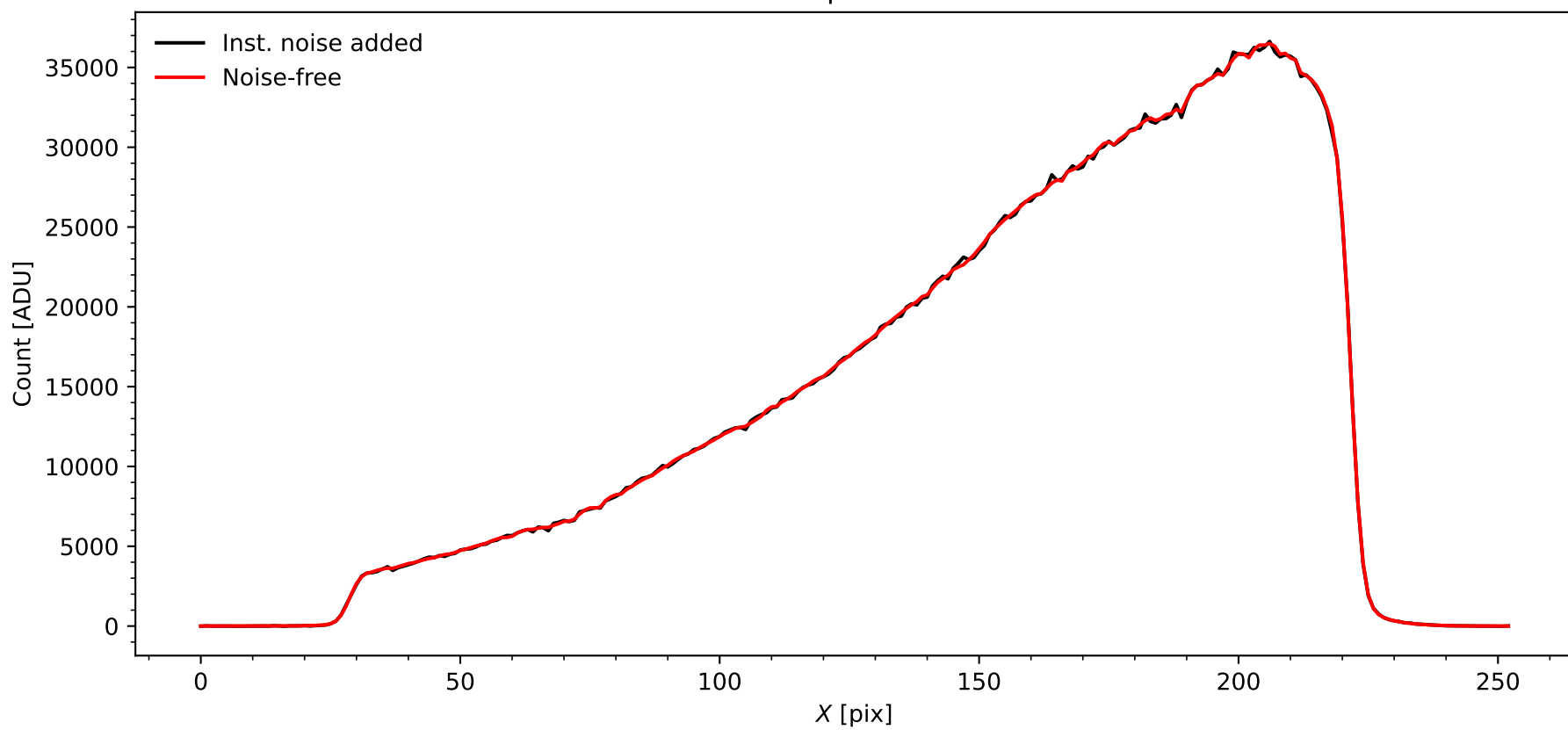
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

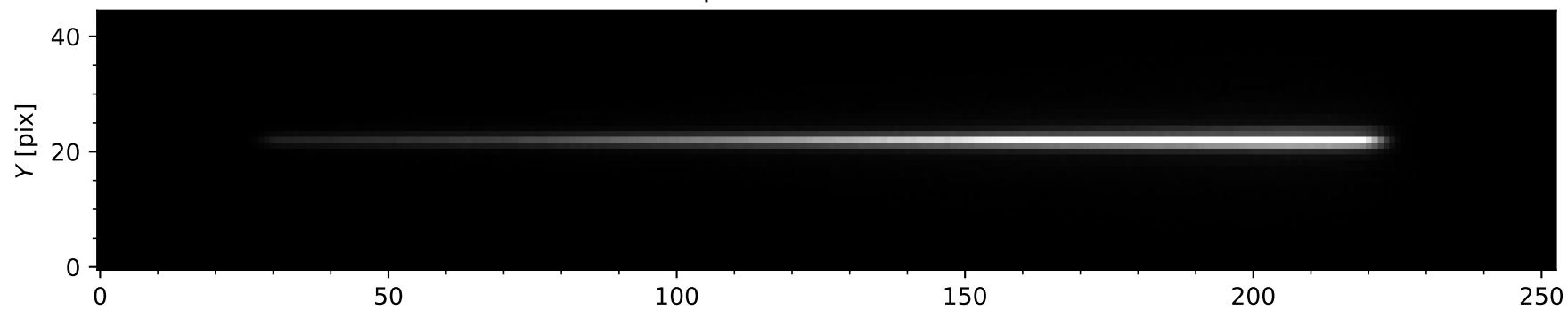


1d Spectrum

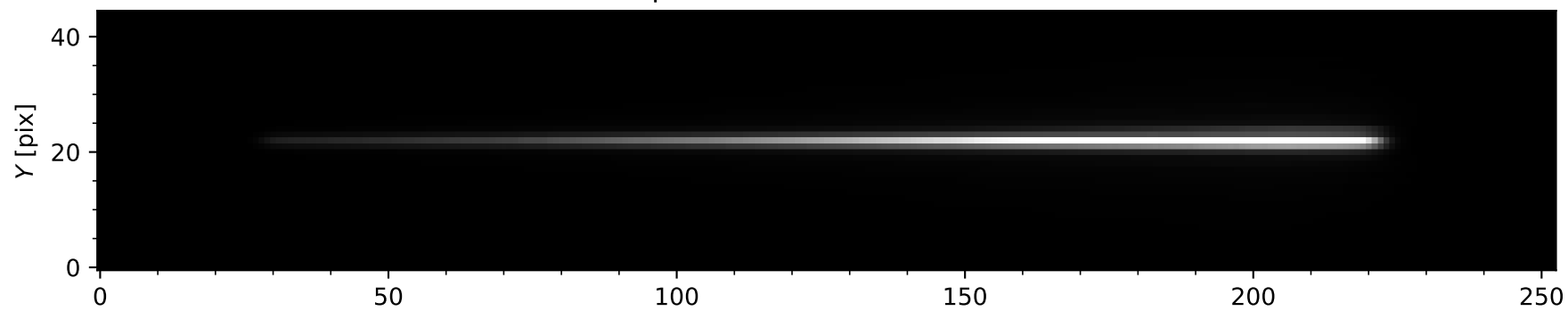


GROUP 2, STAR 1, OBS 3

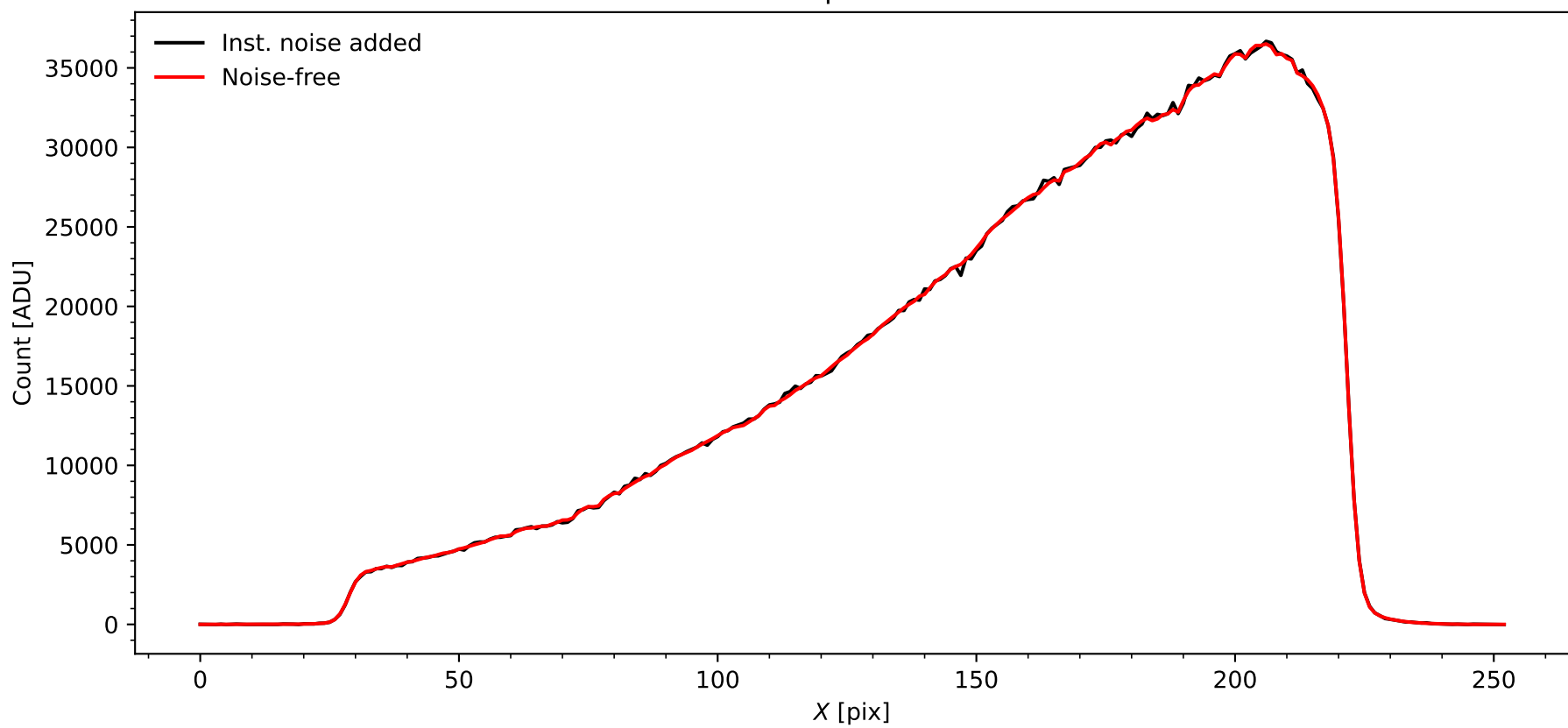
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added



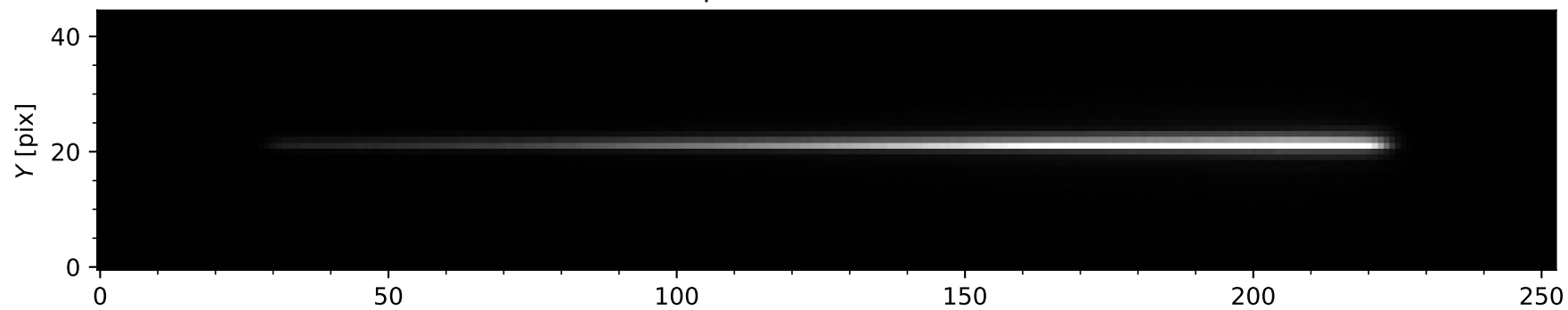
1d Spectrum



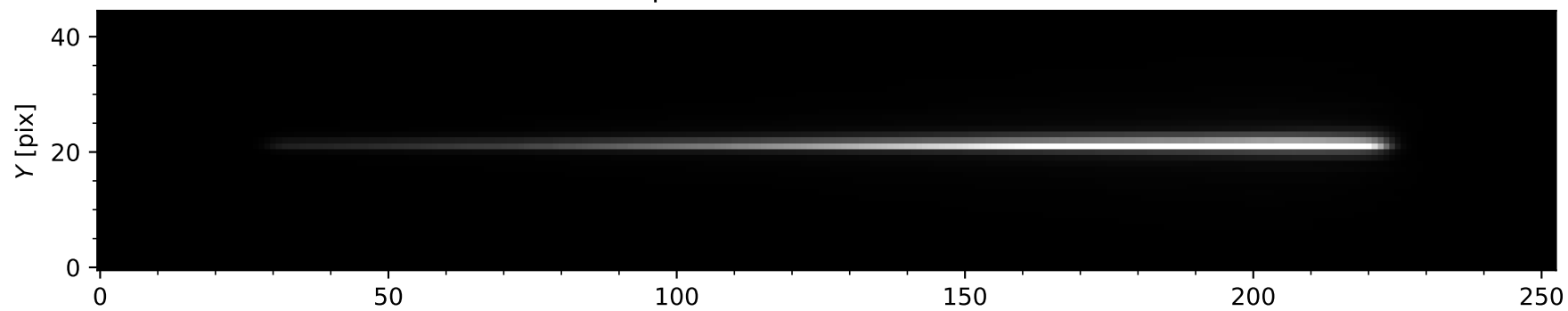


GROUP 2, STAR 1, OBS 4

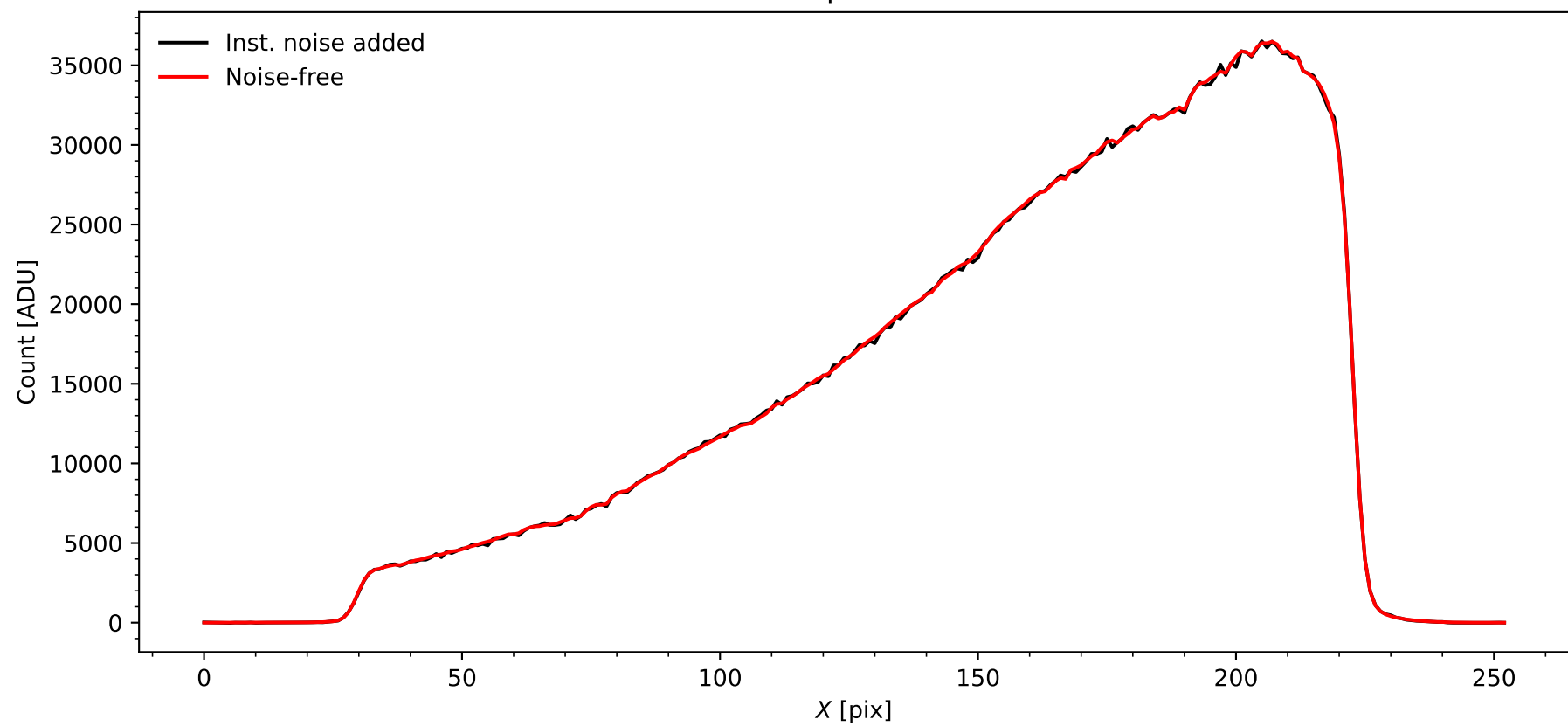
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

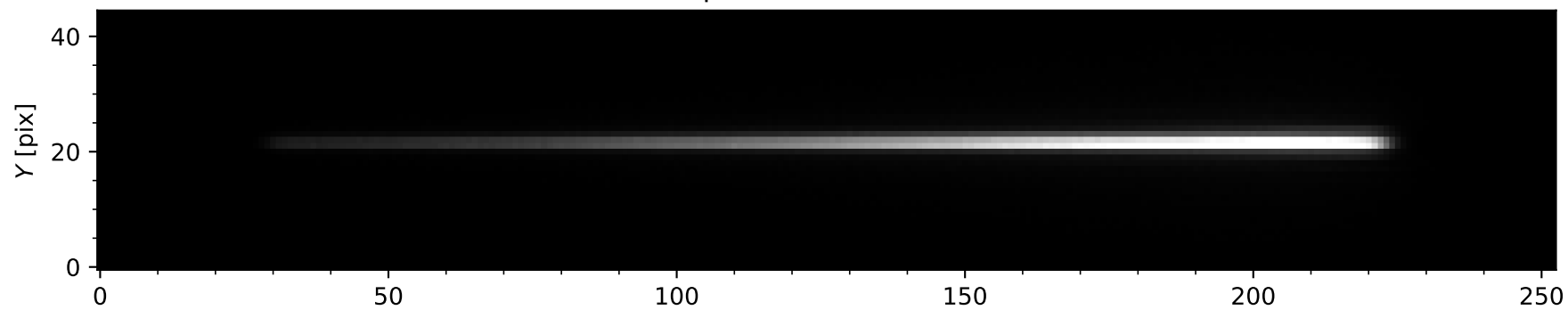


1d Spectrum

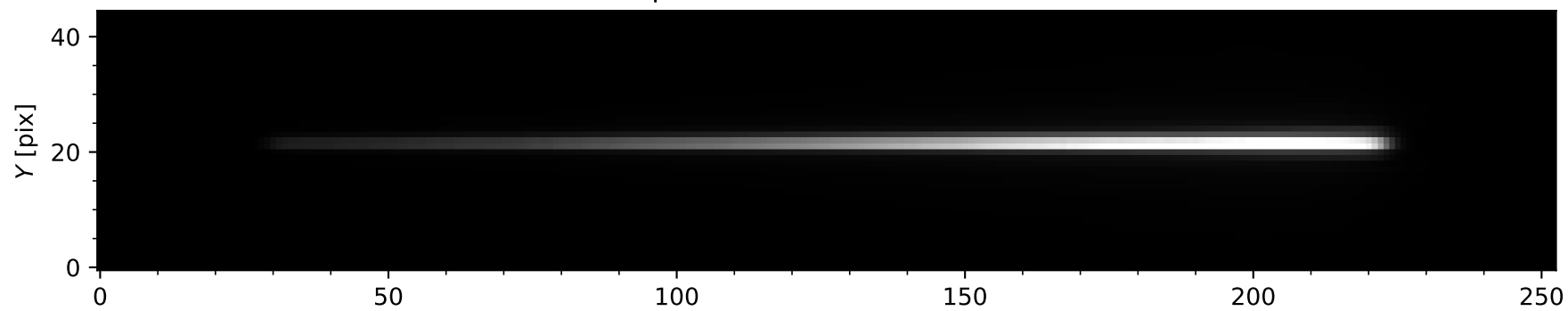


GROUP 2, STAR 1, OBS 5

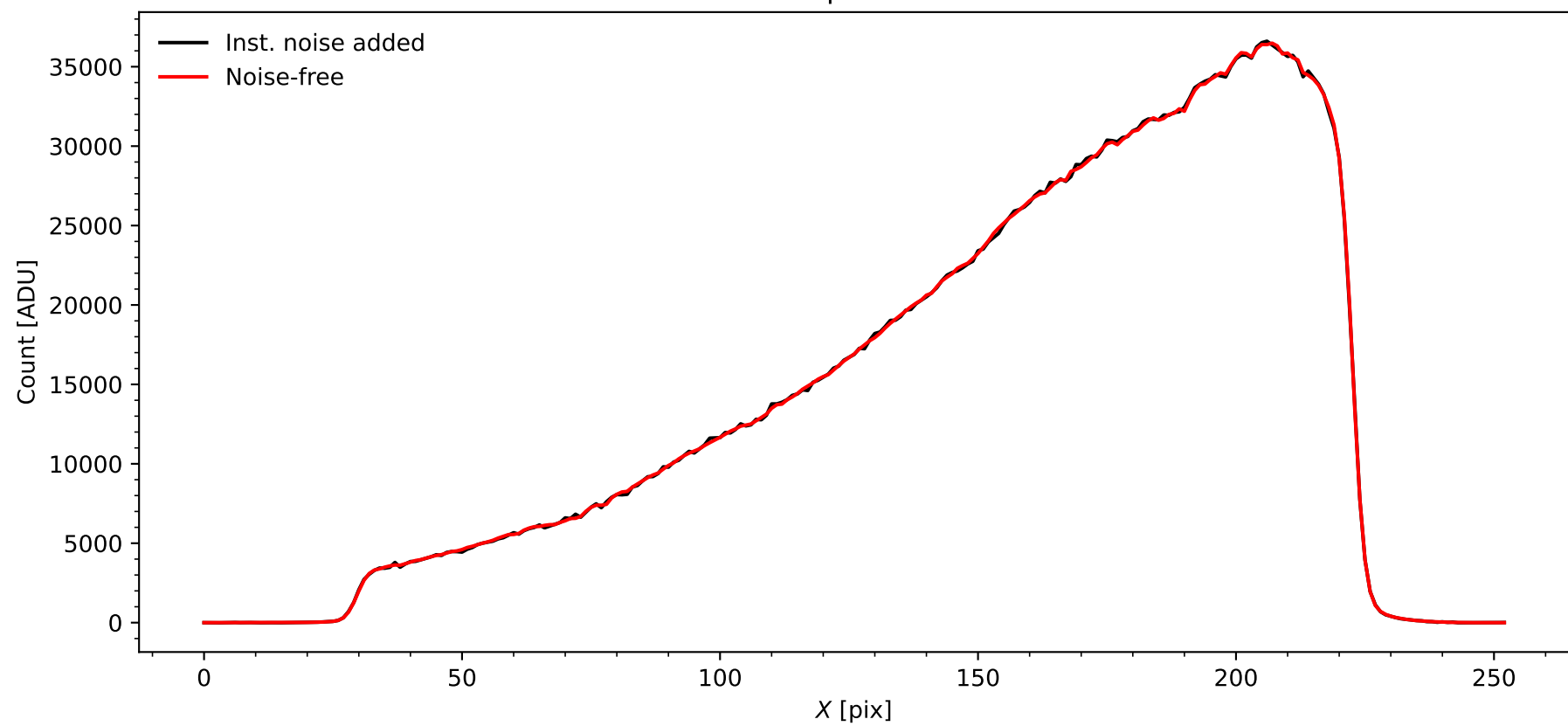
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

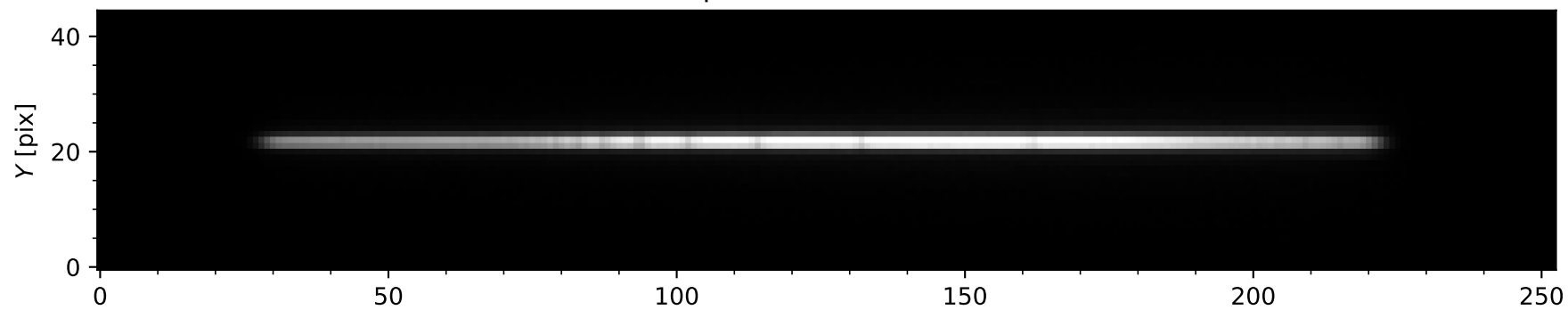


1d Spectrum

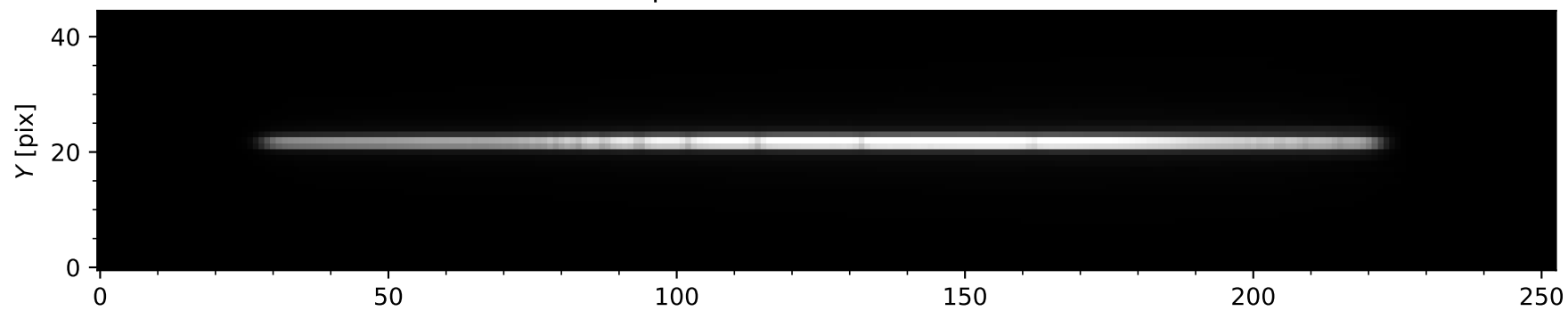


GROUP 2, STAR 2, OBS 1

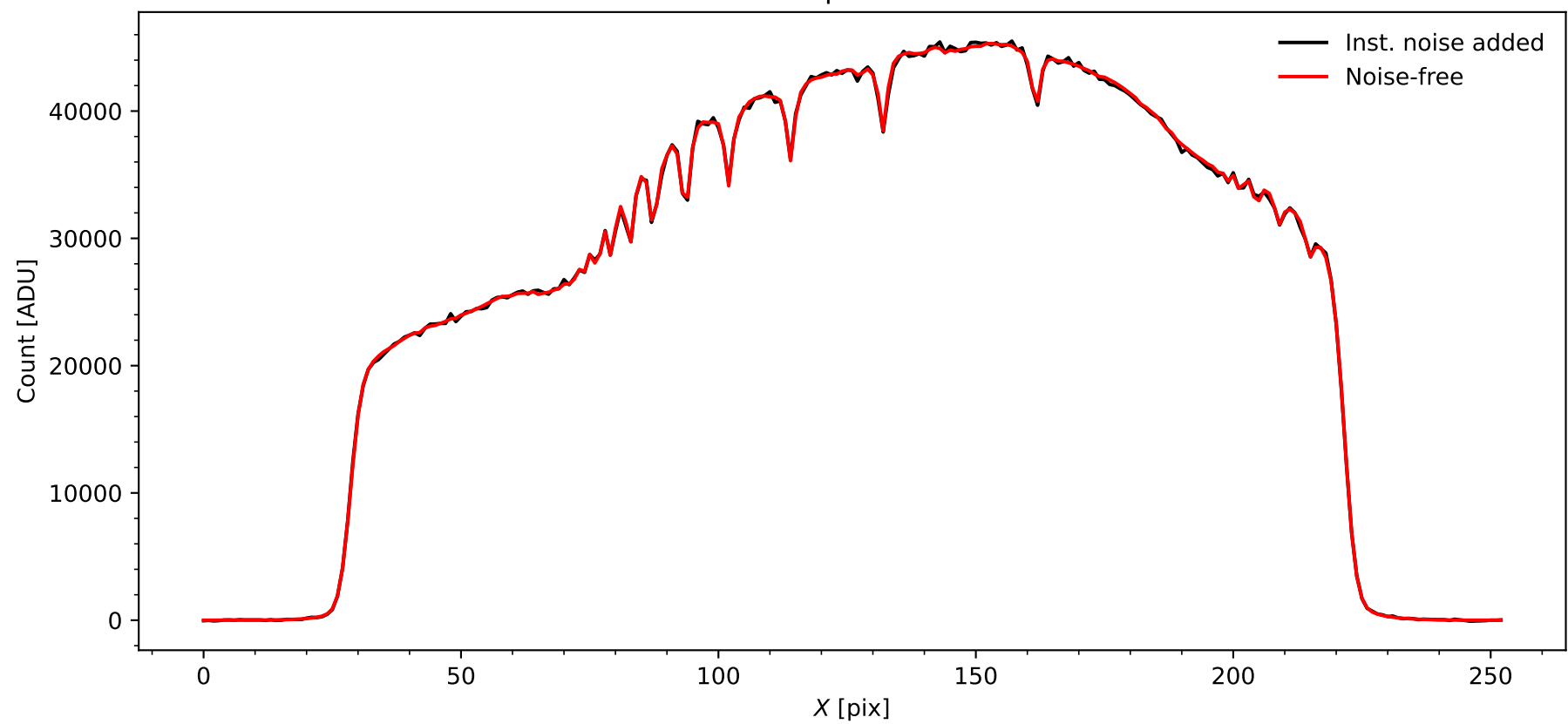
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

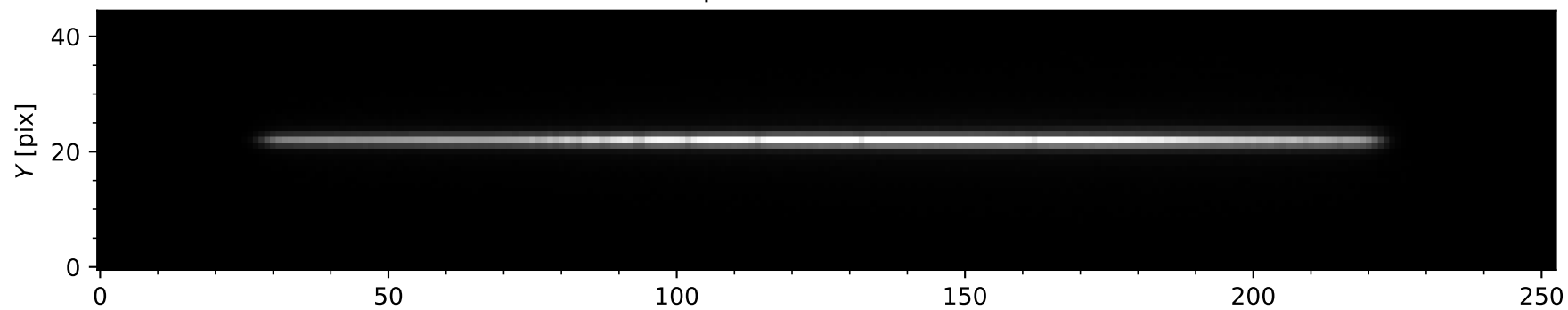


1d Spectrum

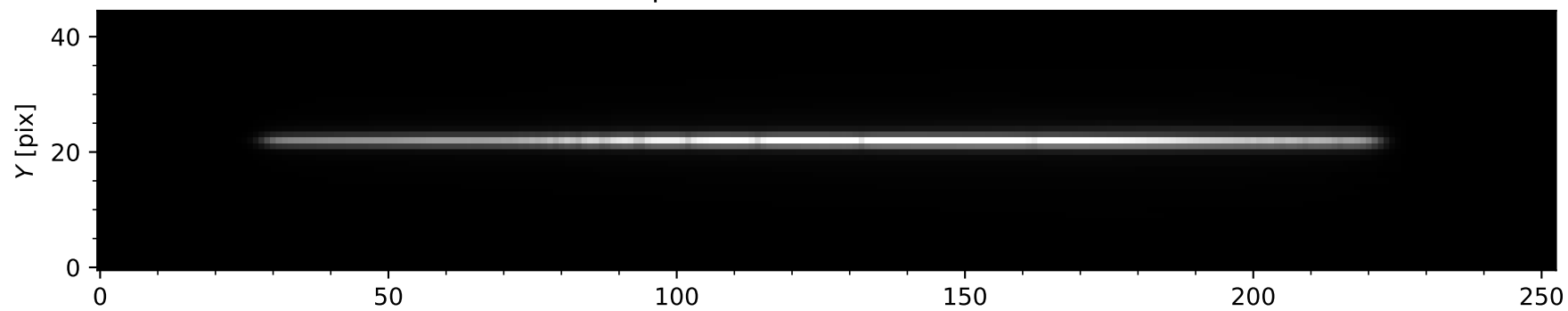


GROUP 2, STAR 2, OBS 2

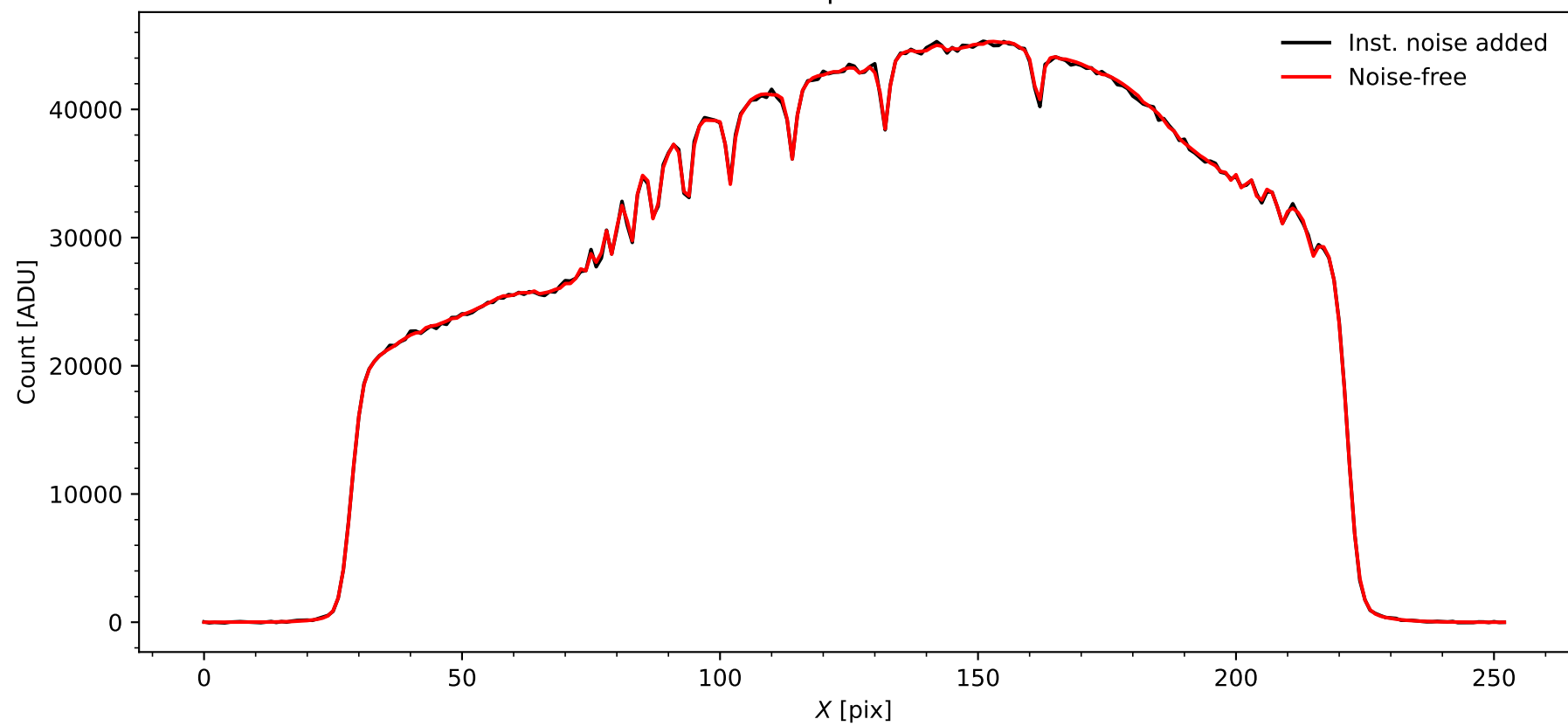
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

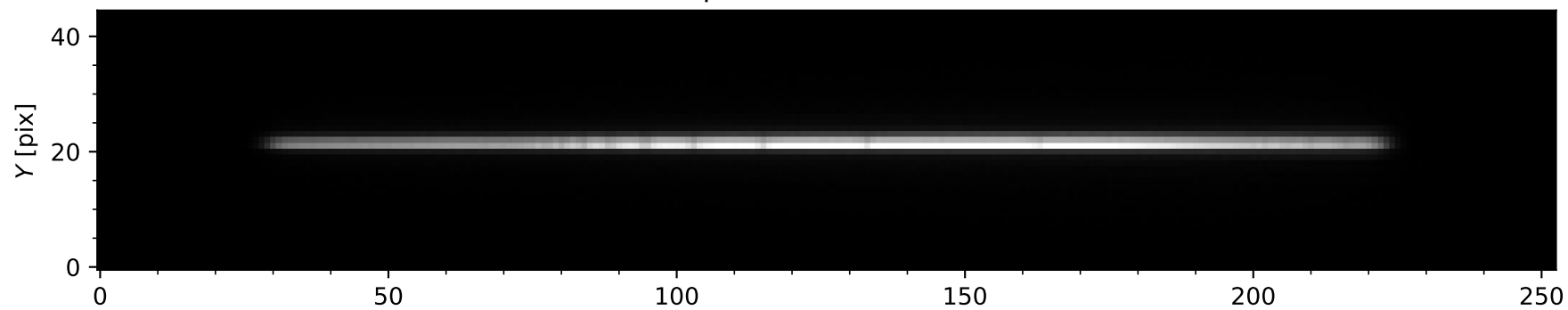


1d Spectrum

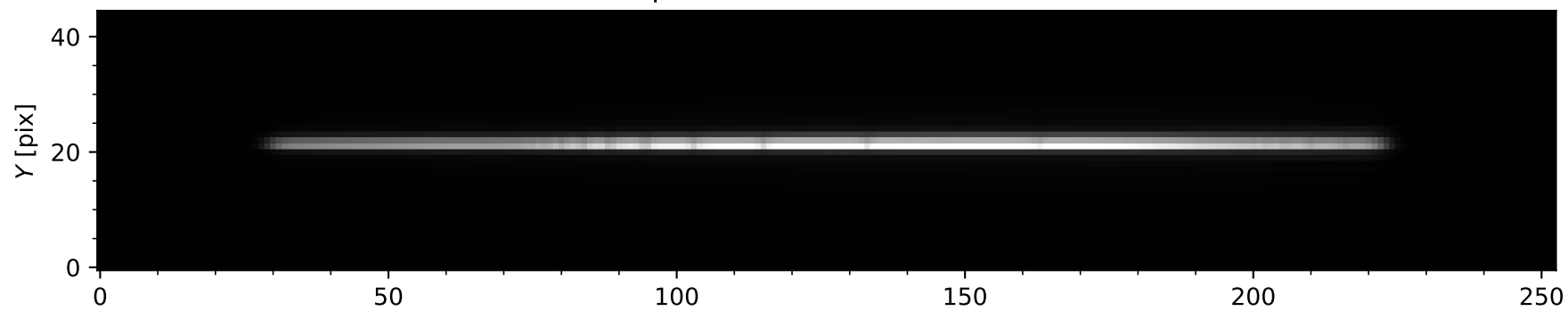


GROUP 2, STAR 2, OBS 3

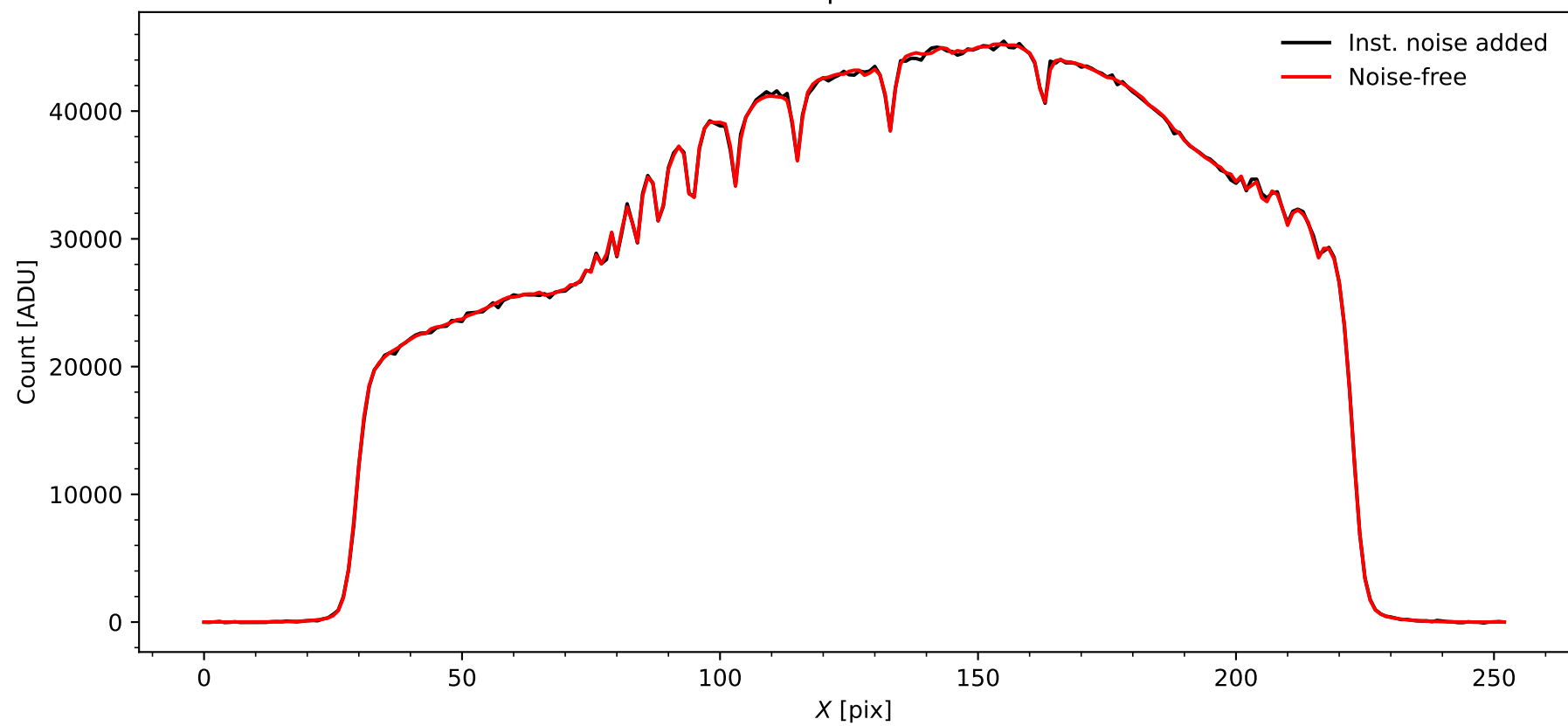
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

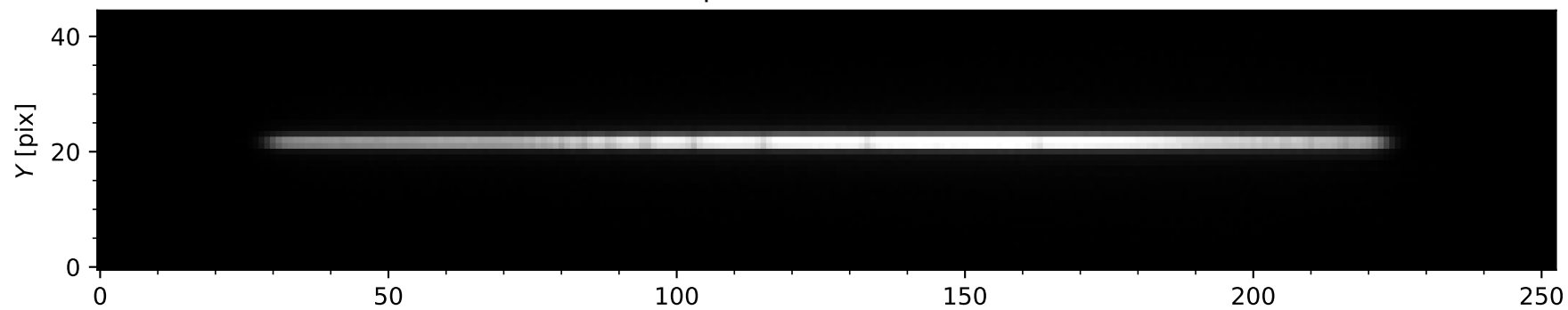


1d Spectrum

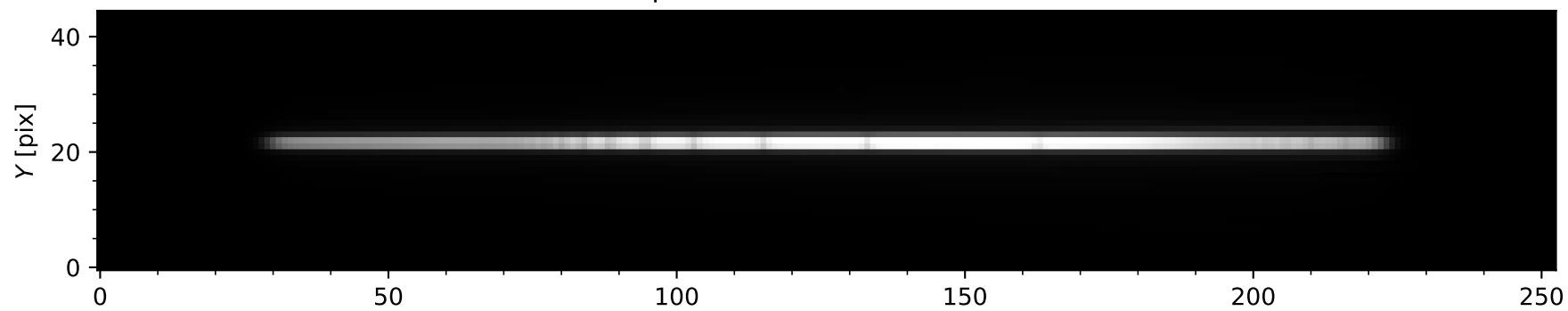


GROUP 2, STAR 2, OBS 4

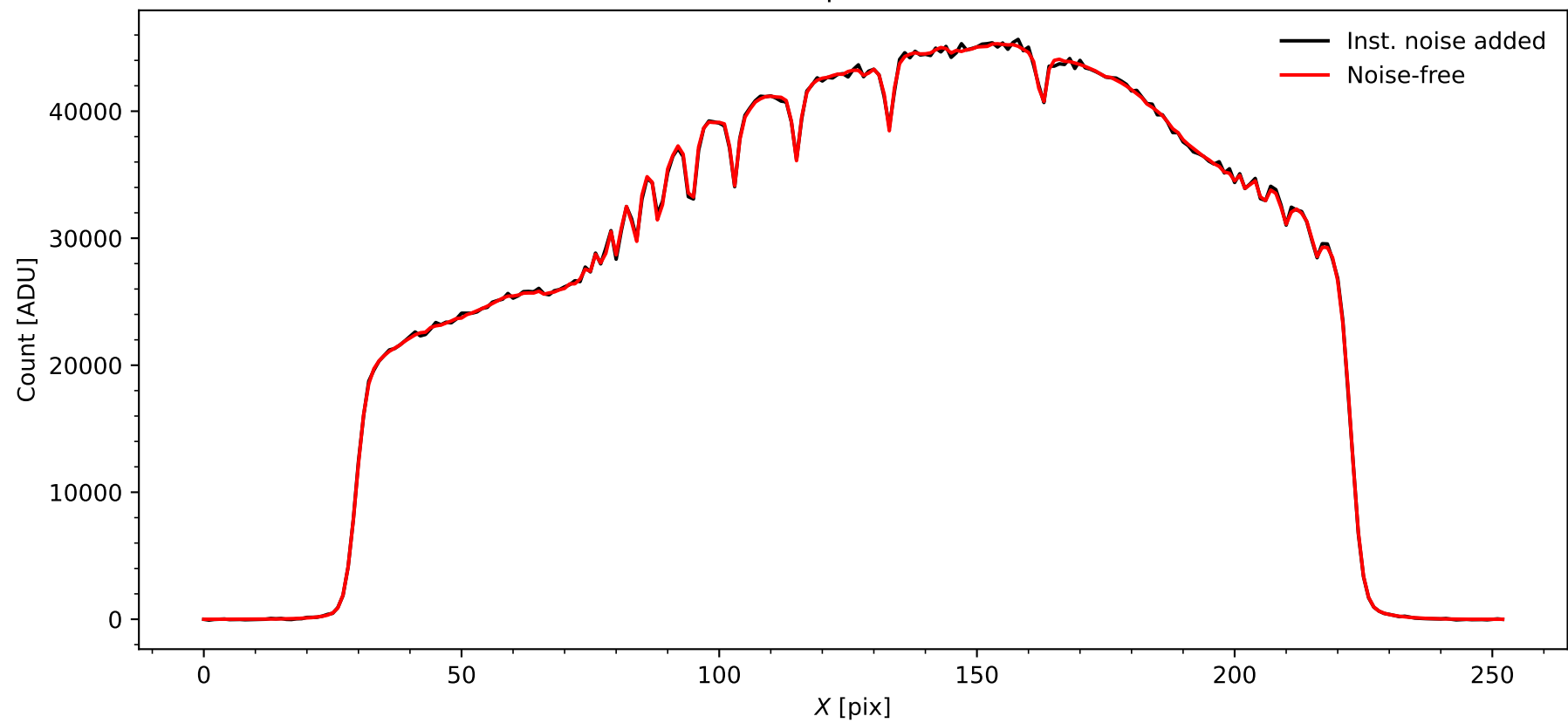
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

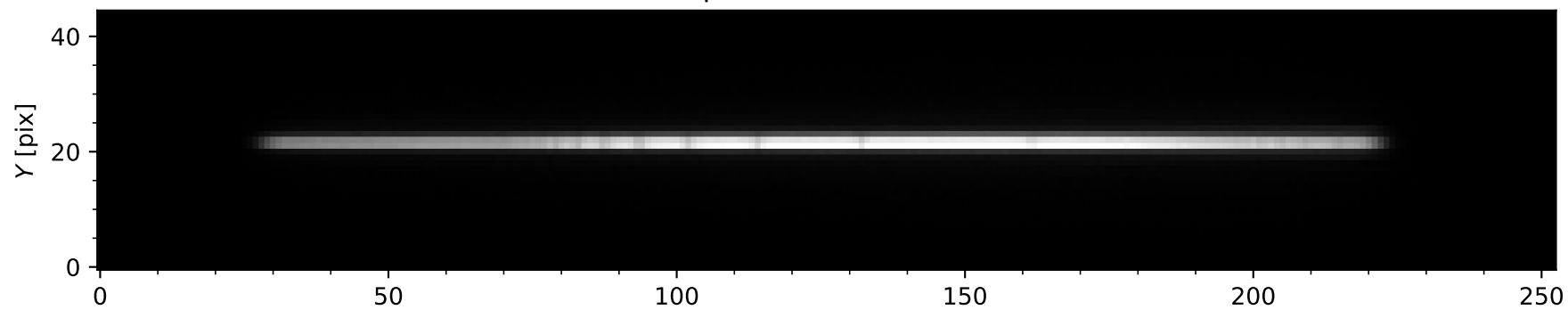


1d Spectrum

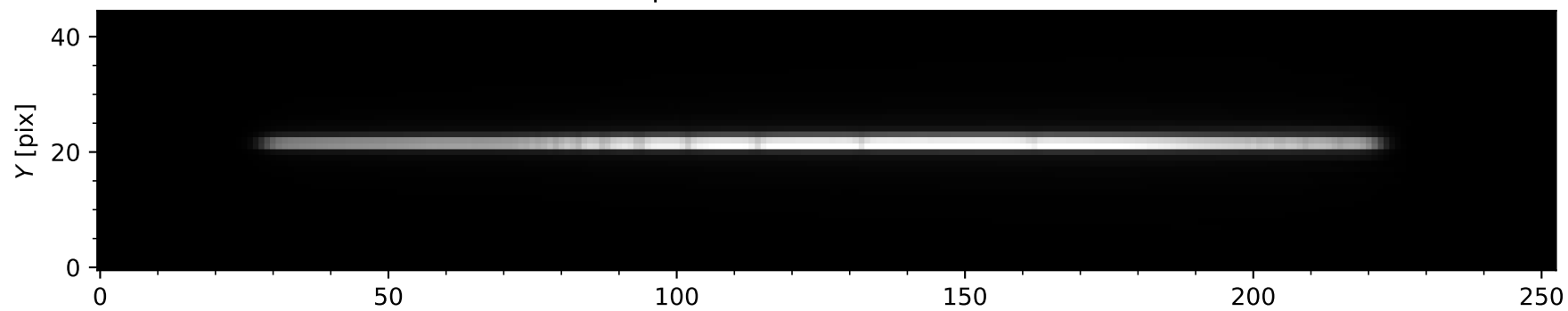


GROUP 2, STAR 2, OBS 5

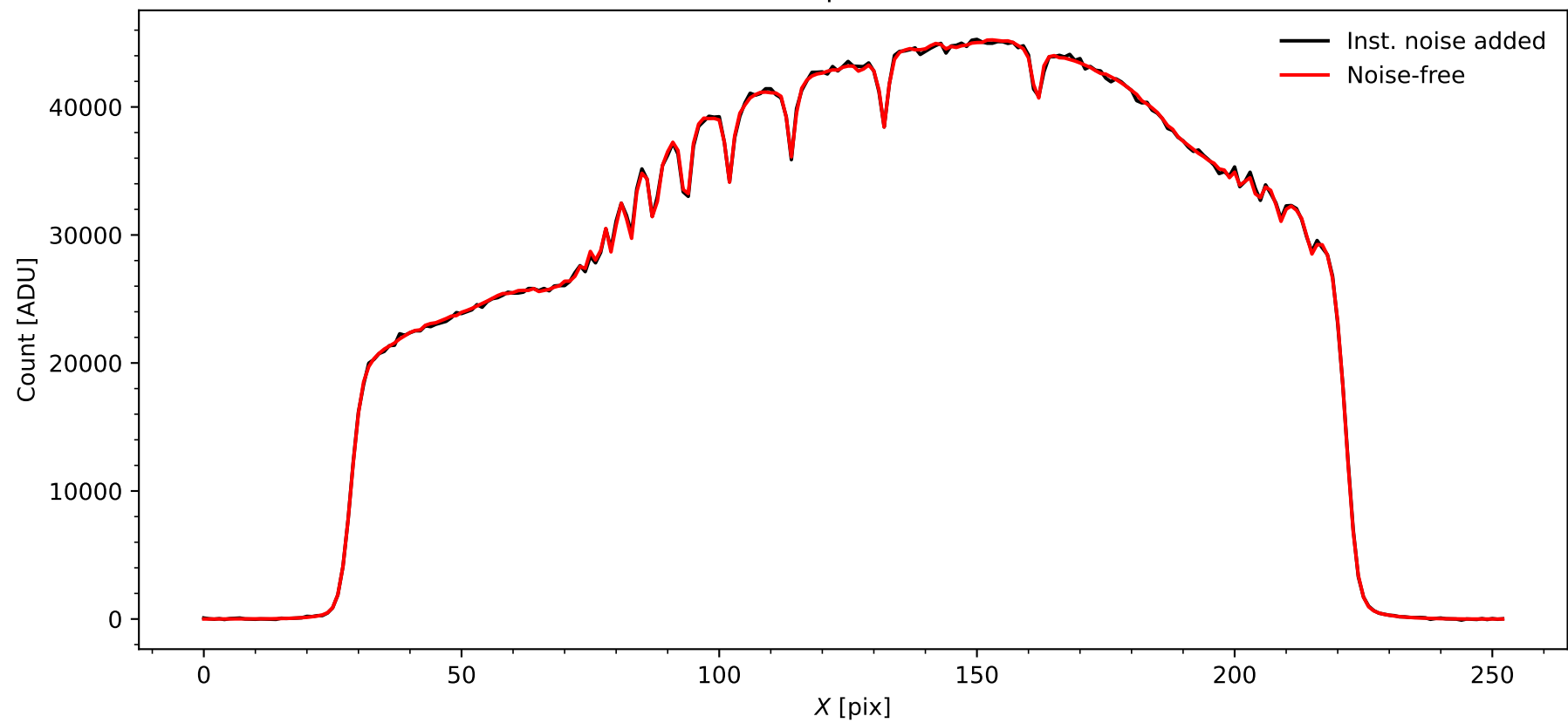
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

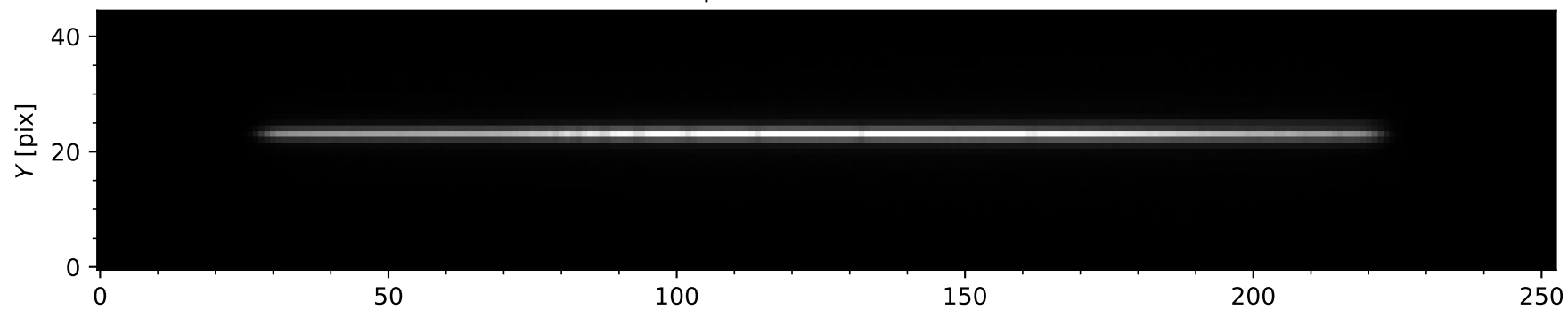


1d Spectrum

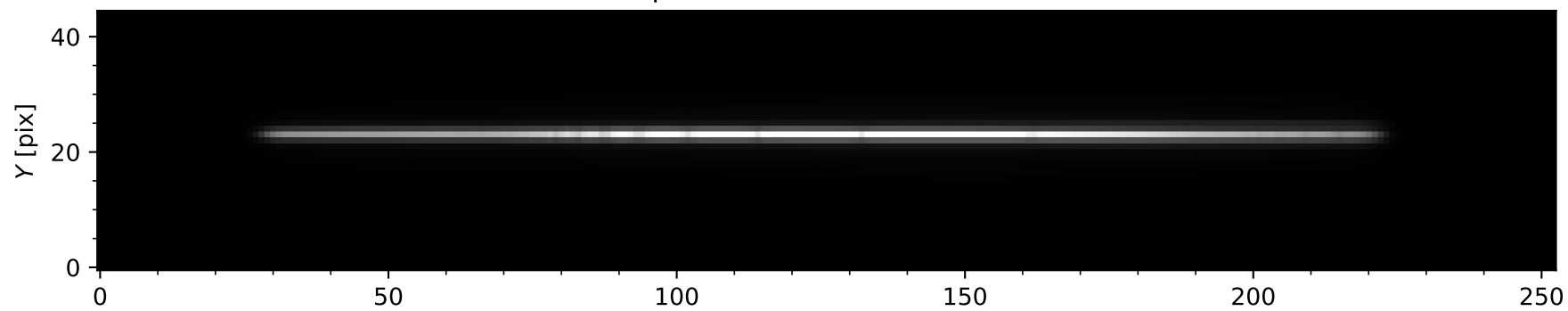


GROUP 2, STAR 3, OBS 1

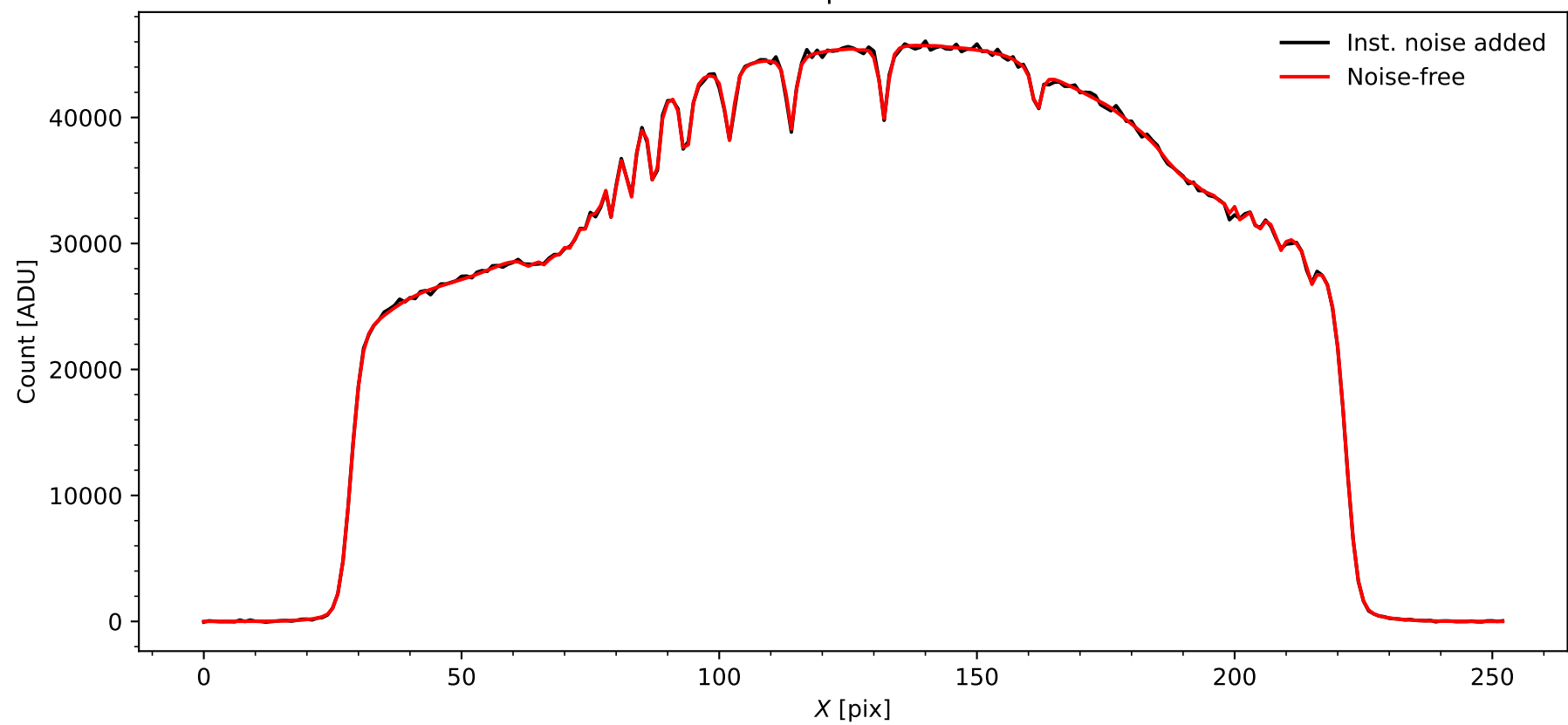
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added



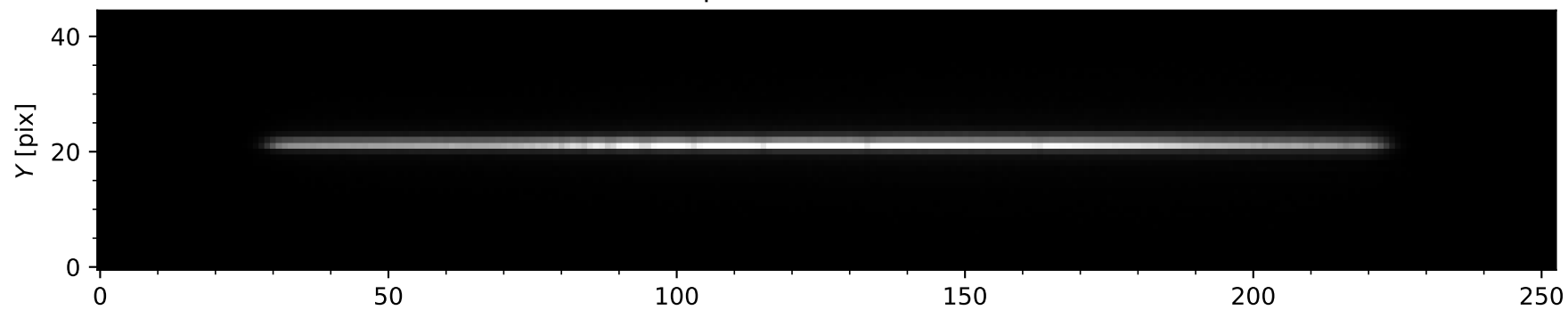
1d Spectrum



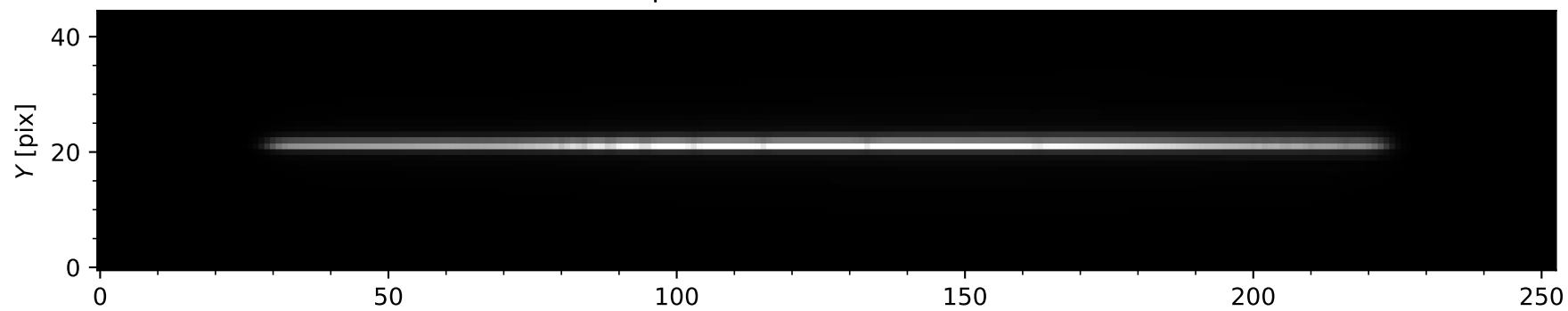


GROUP 2, STAR 3, OBS 2

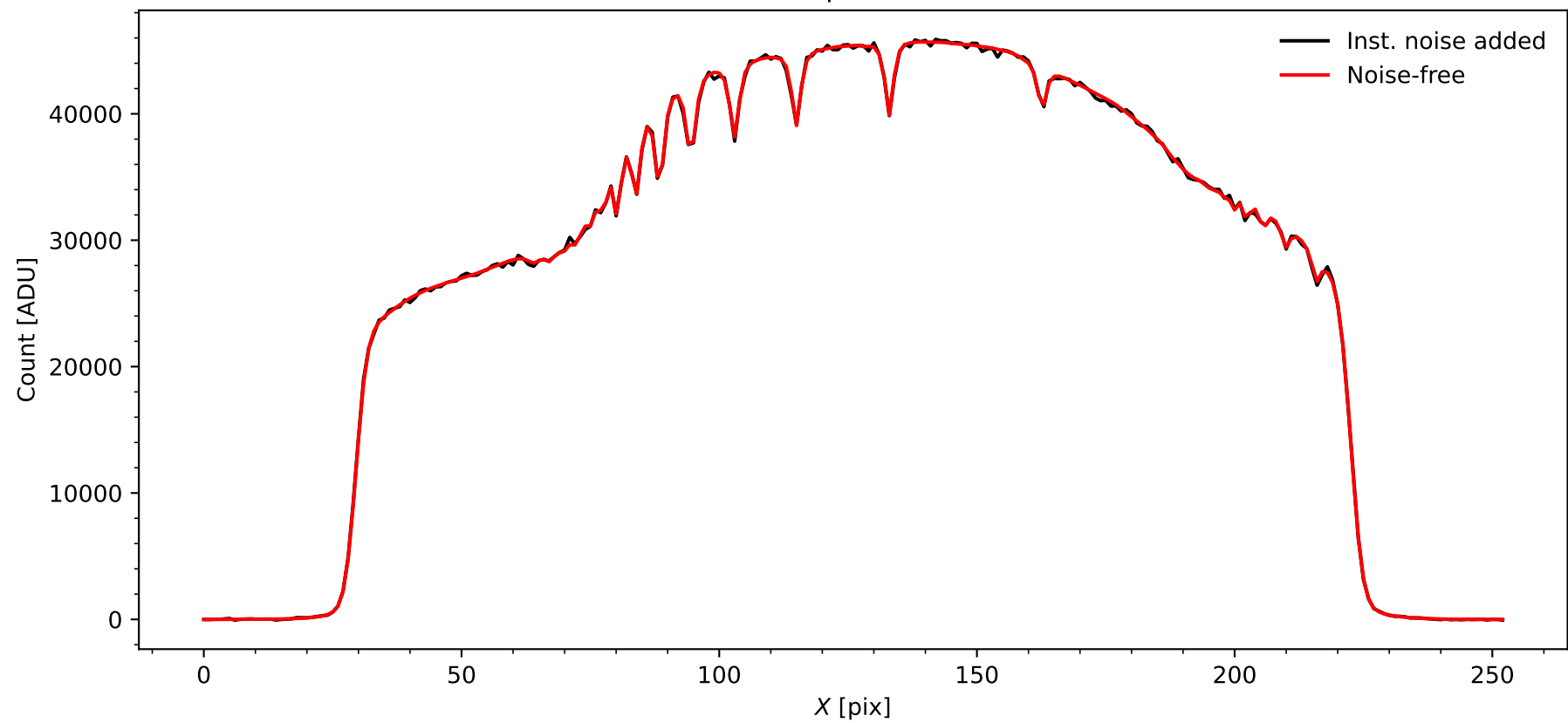
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

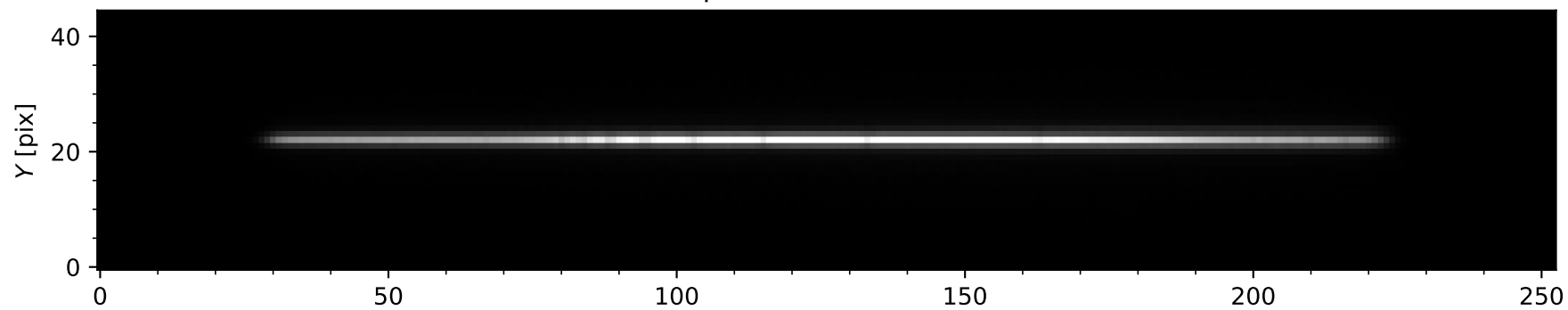


1d Spectrum

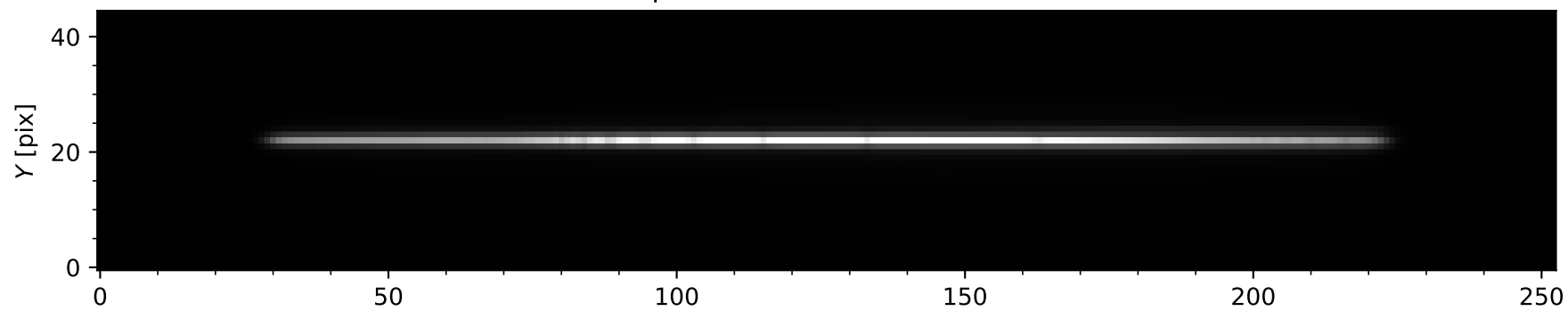


GROUP 2, STAR 3, OBS 3

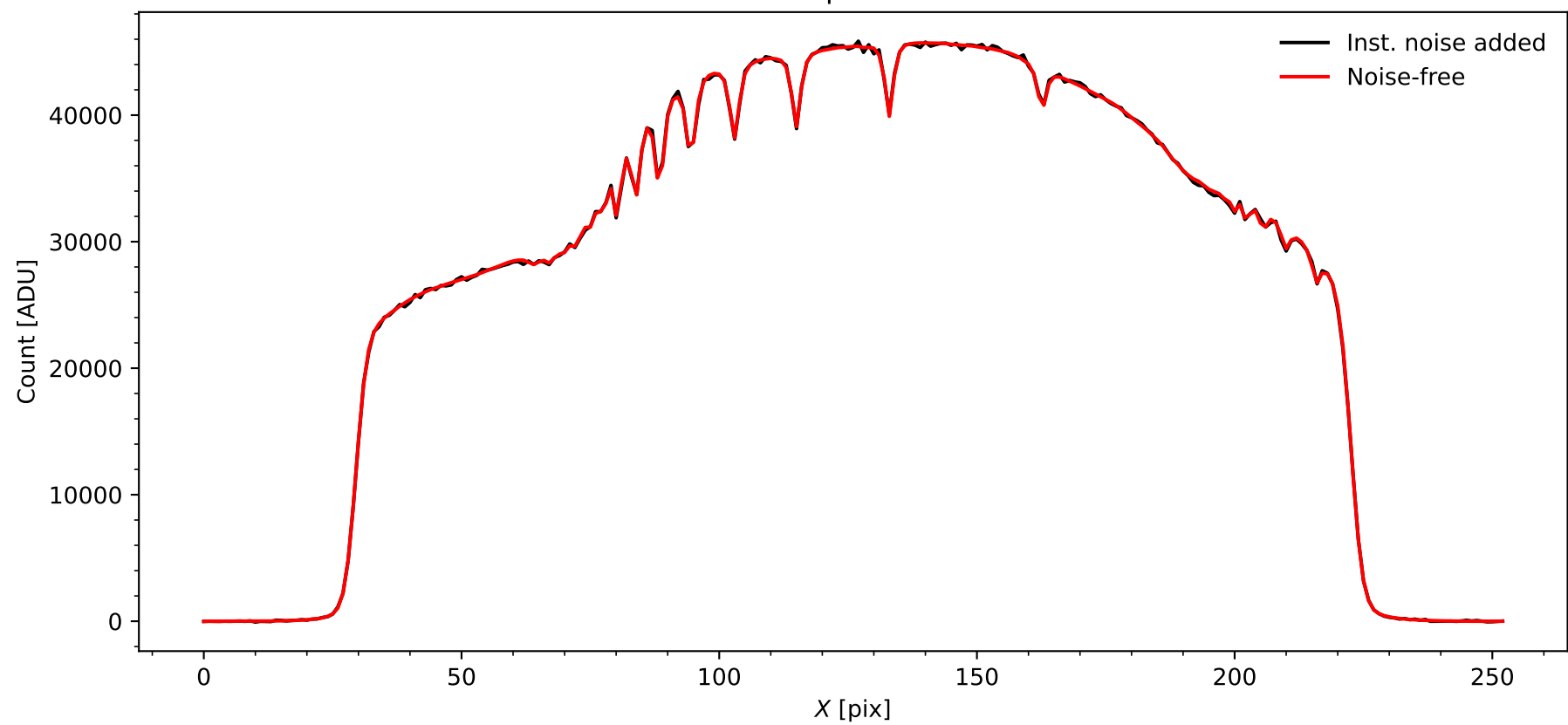
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

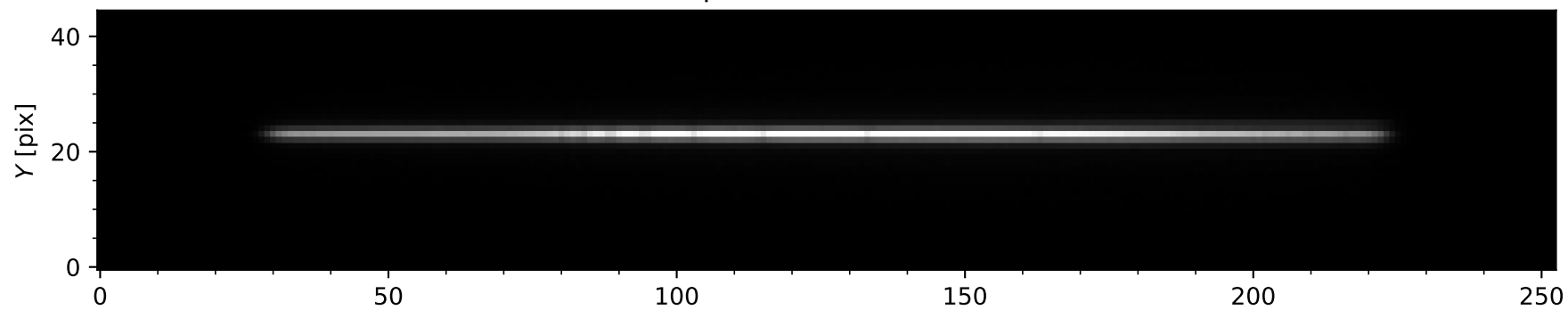


1d Spectrum

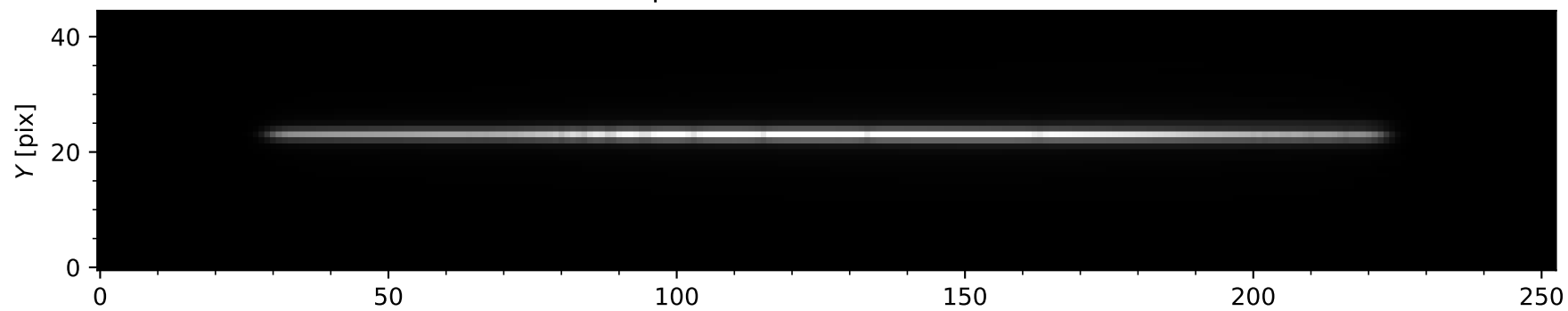


GROUP 2, STAR 3, OBS 4

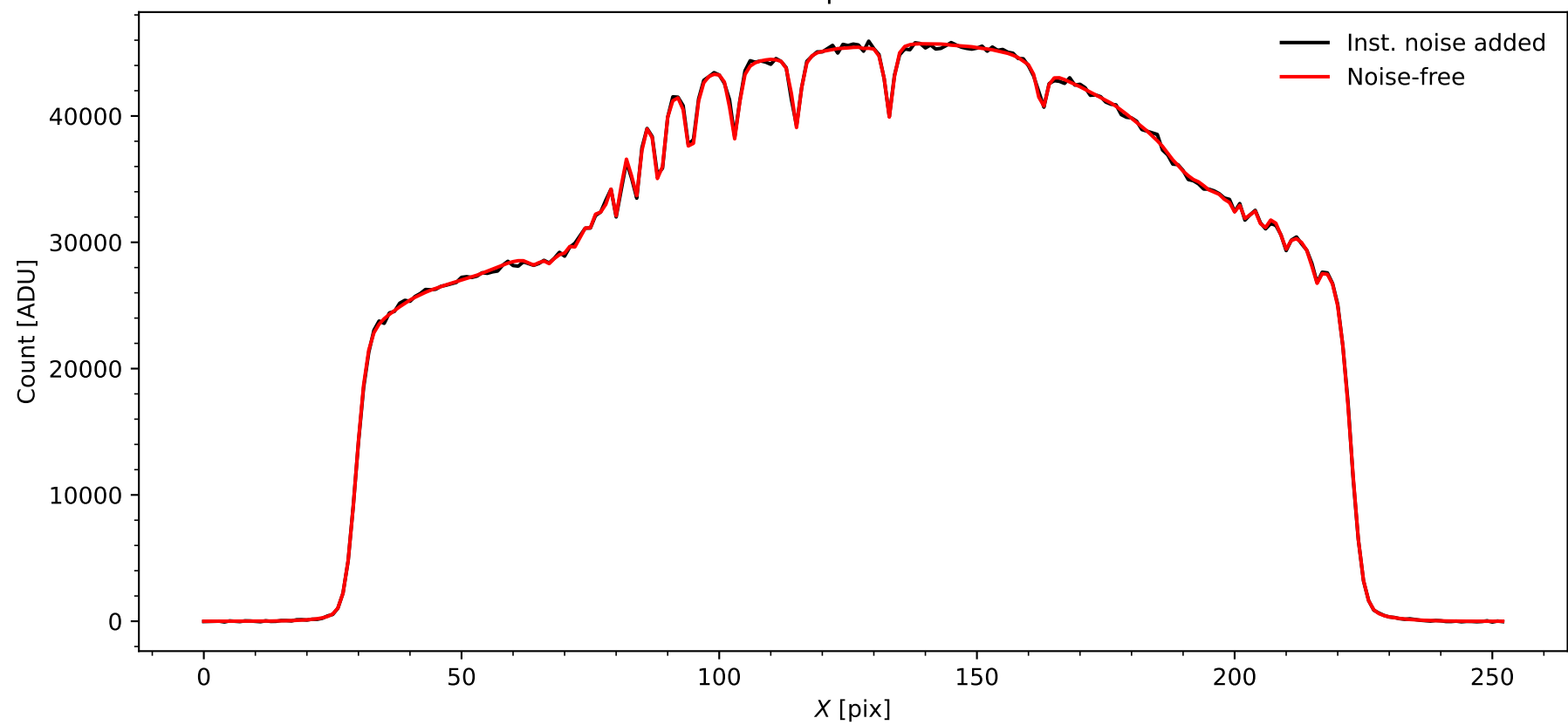
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

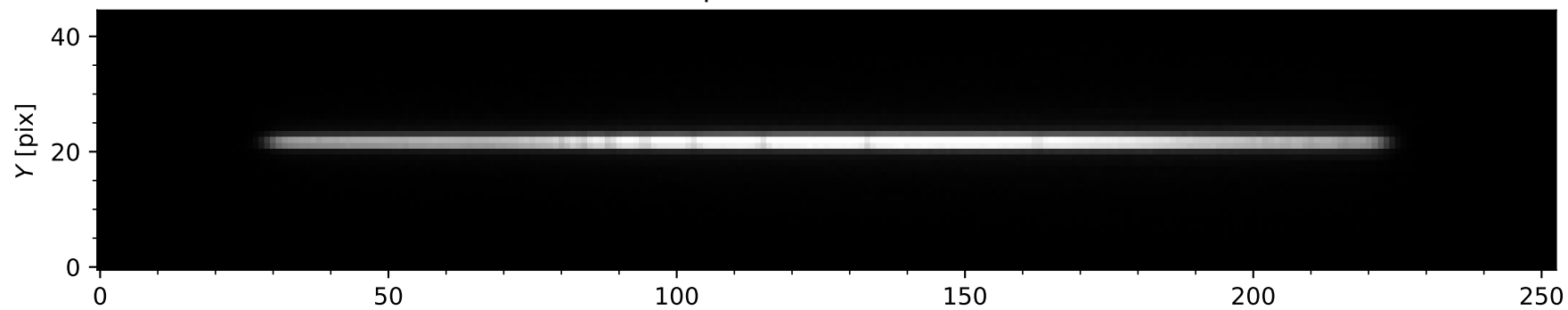


1d Spectrum

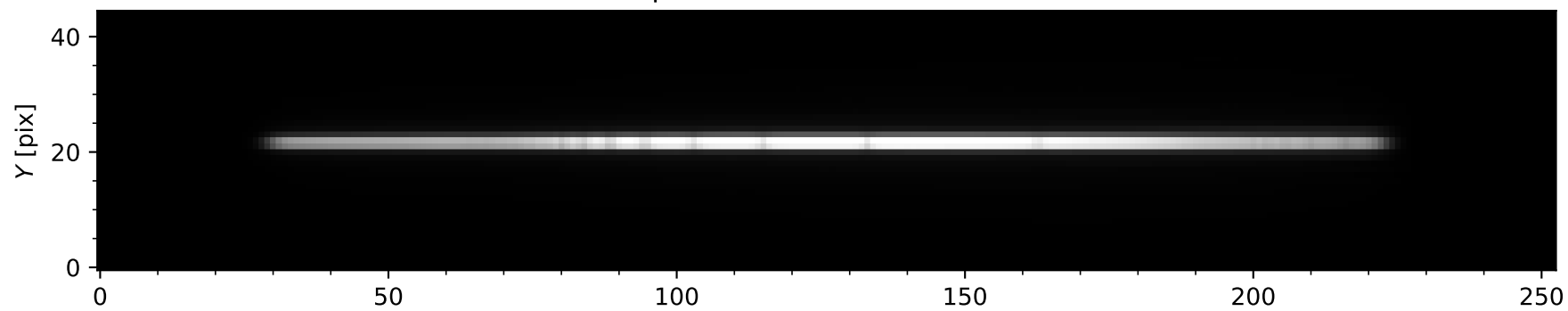


GROUP 2, STAR 3, OBS 5

2d Spectrum --- noise-free



2d Spectrum --- inst. noise added



1d Spectrum

