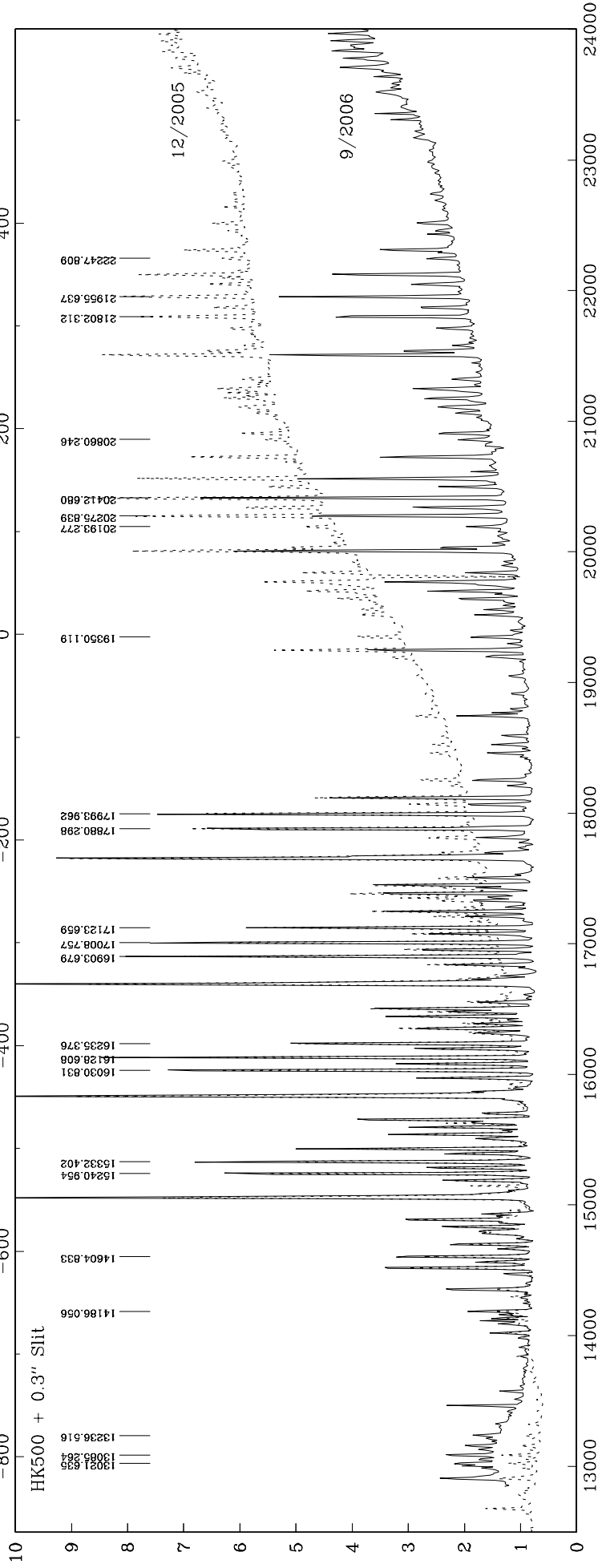


pixel ( from slit position )



Wavelength [Å]

ADU/s/pix