

Templates, Tile and Jitter Patterns

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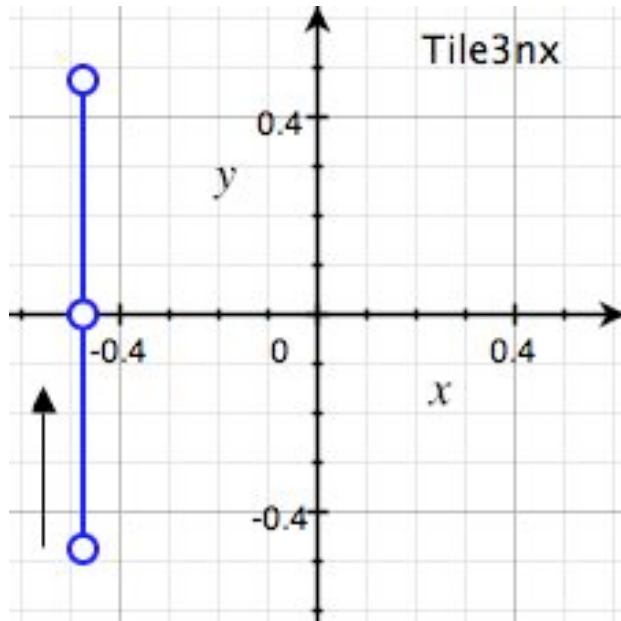
Templates

- Covered in Appendix A of VISTA User Manual
- Tile Position & names of (6) ag/aO files
- Tile(6) JitterX & Microstep patterns & scales (default 1.0)
- Filter(s)
- Nesting (default FPJME)
- DIT, NDIT
- Nexp

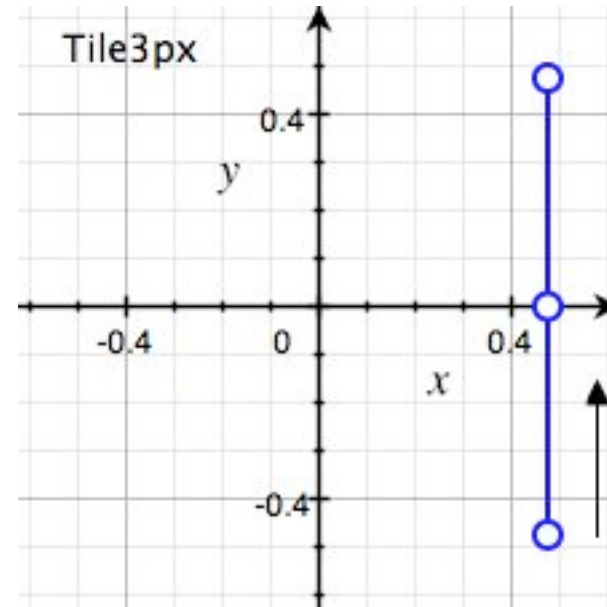
Tile1_00

Is just a single pawprint – no offsets

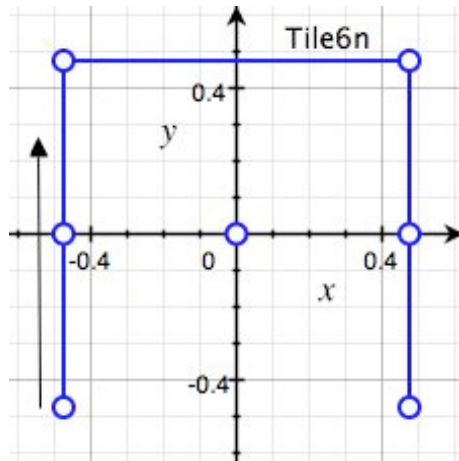
Tile3nx



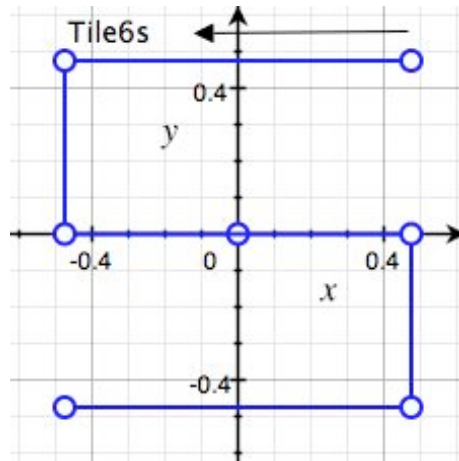
Tile3px



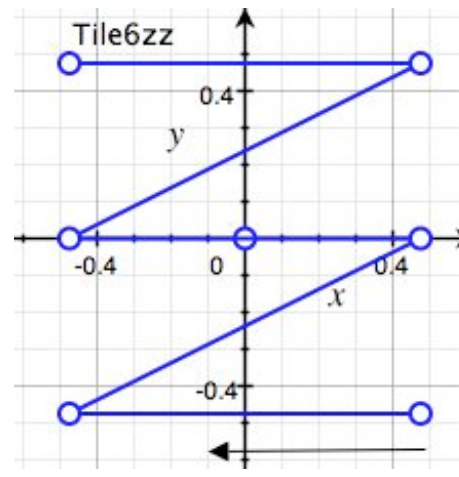
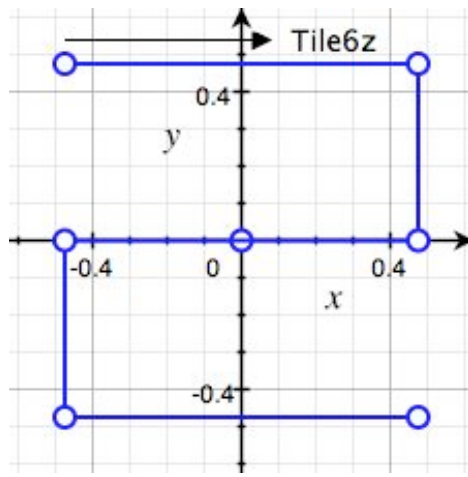
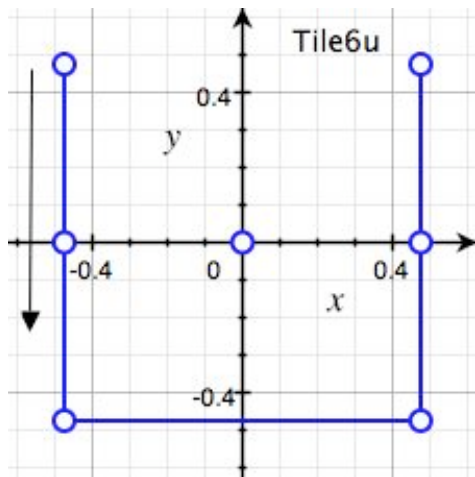
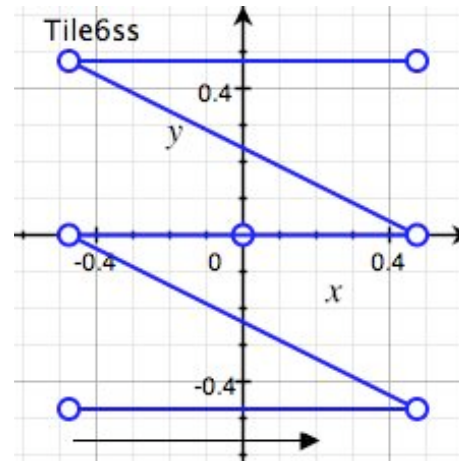
Tile6n
Tile6u



Tile6s
Tile6z



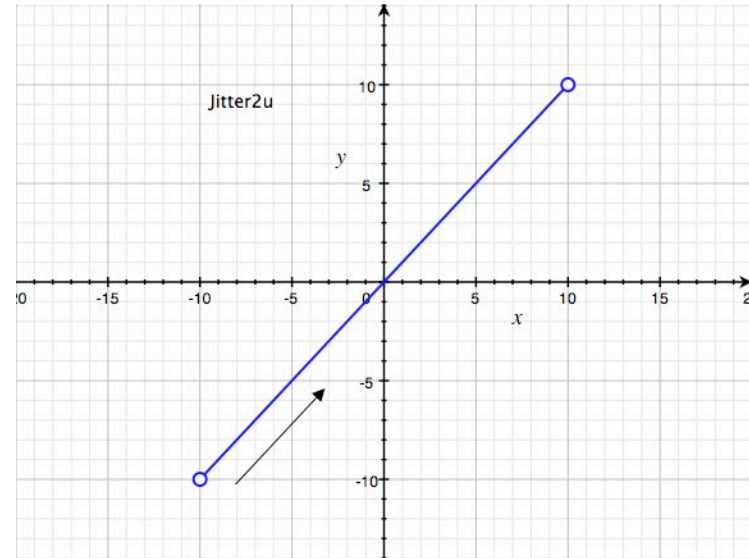
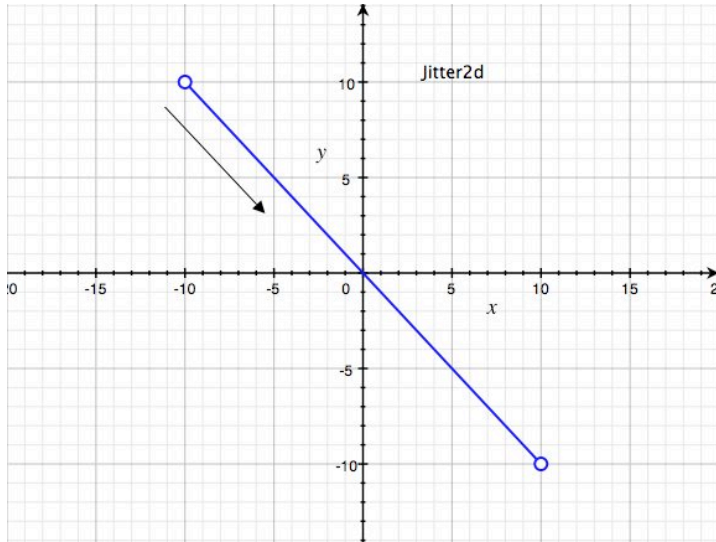
Tile6ss
Tile6zz



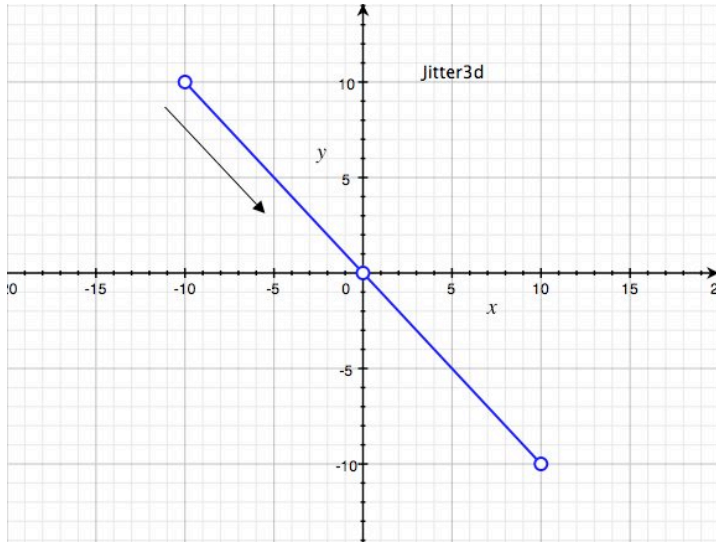
Maximum Jitter amplitudes

Name JitterNumber PointsSymbol	Max peak-peak Jitter amplitude <i>for</i> SEQ.JITTER.SCALE =1.0 (arcsec)	Comments
Single	0	No jitter
Jitter2d	20	2 point jitter - top left to bottom right
Jitter2u	20	2 point jitter - bottom left to top right
Jitter3d	20	3 point jitter - top left to bottom right
Jitter3u	20	3 point jitter - bottom left to top right
Jitter4u	28	4 point jitter – rotated u shape
Jitter5m	18	5 point jitter – rotated m shape
Jitter5n	18	5 point jitter – rotated n shape
Jitter5z	28	5 point jitter – rotated z shape
Jitter9s	28	9 point jitter - rotated square shape
Jitter25s	28	25 point jitter - spiral pattern
Jitter30r1	20	3 jitters generated with random number generator

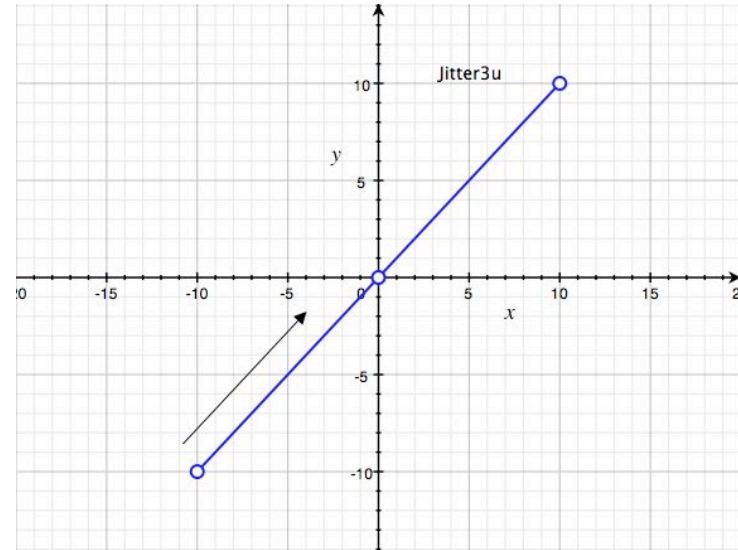
Jitter2d Jitter2u



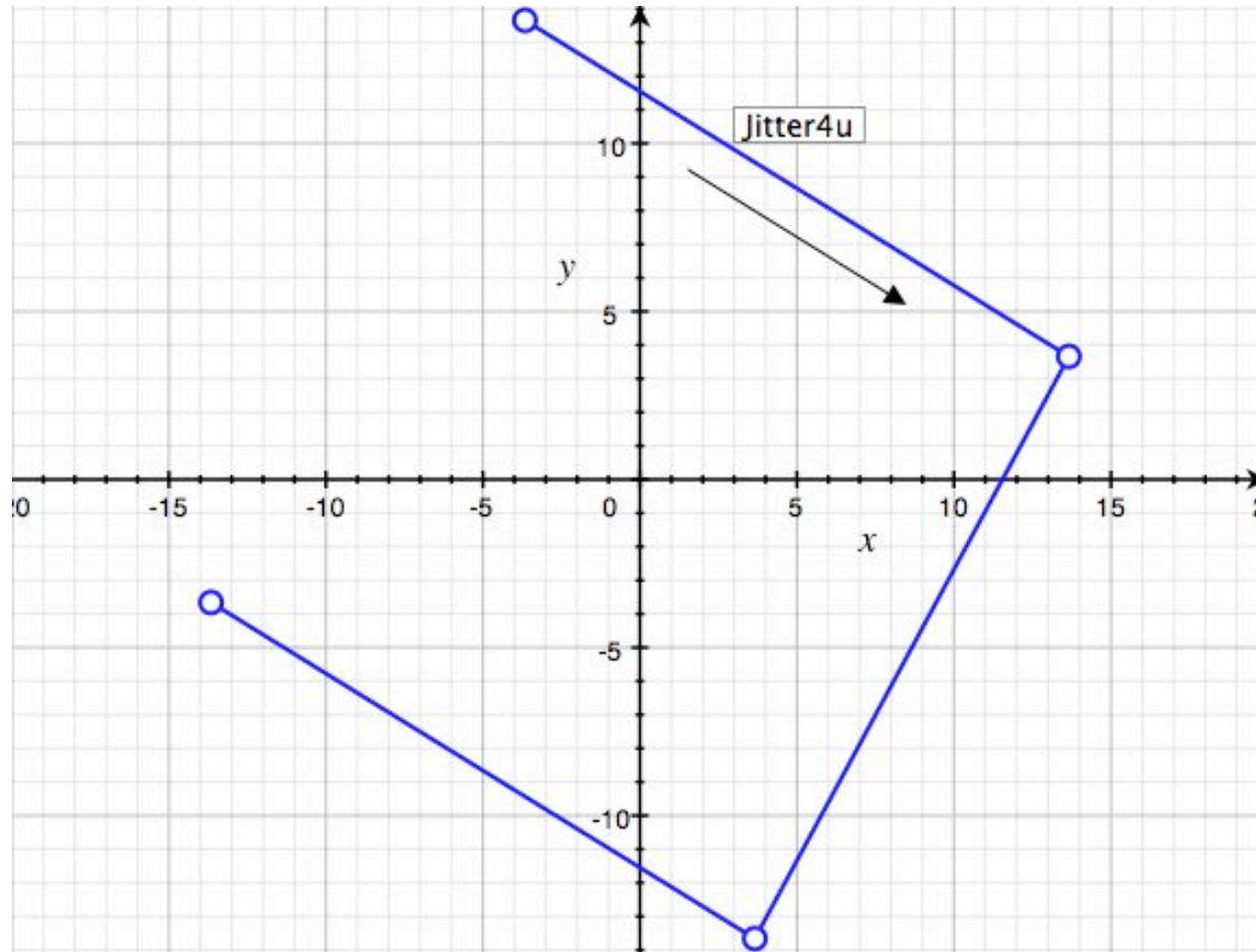
Jitter3d



Jitter3u



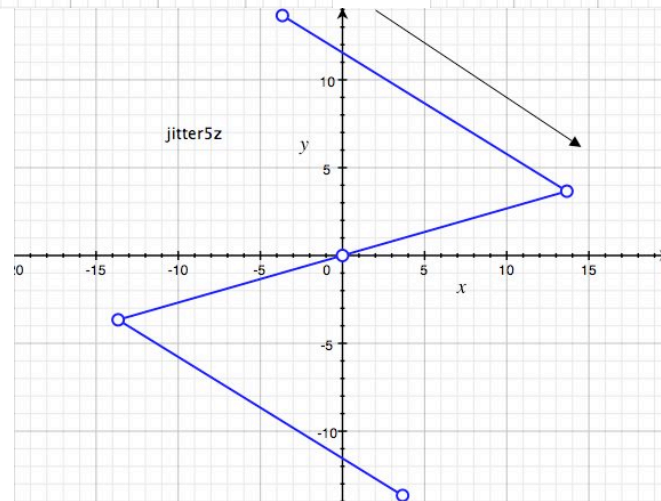
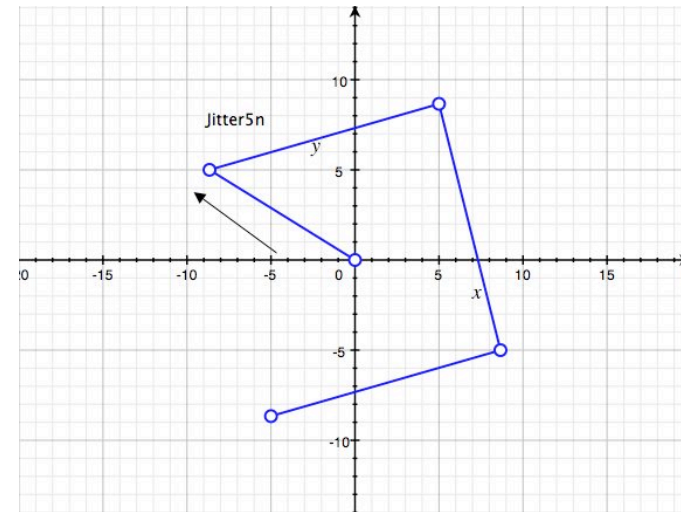
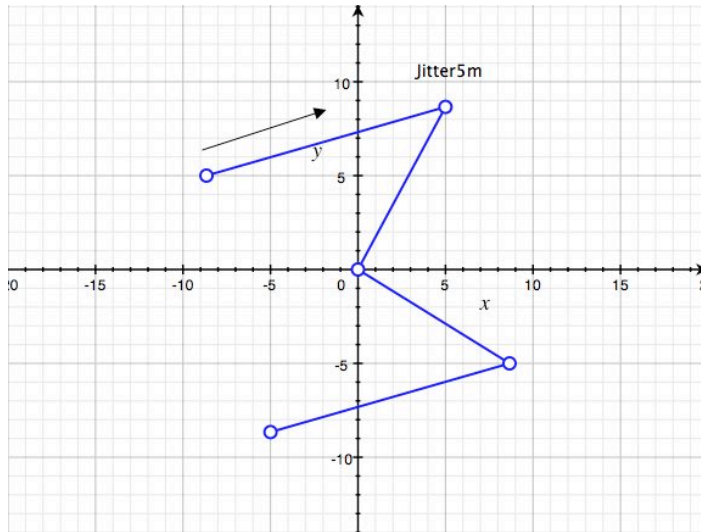
Jitter4u



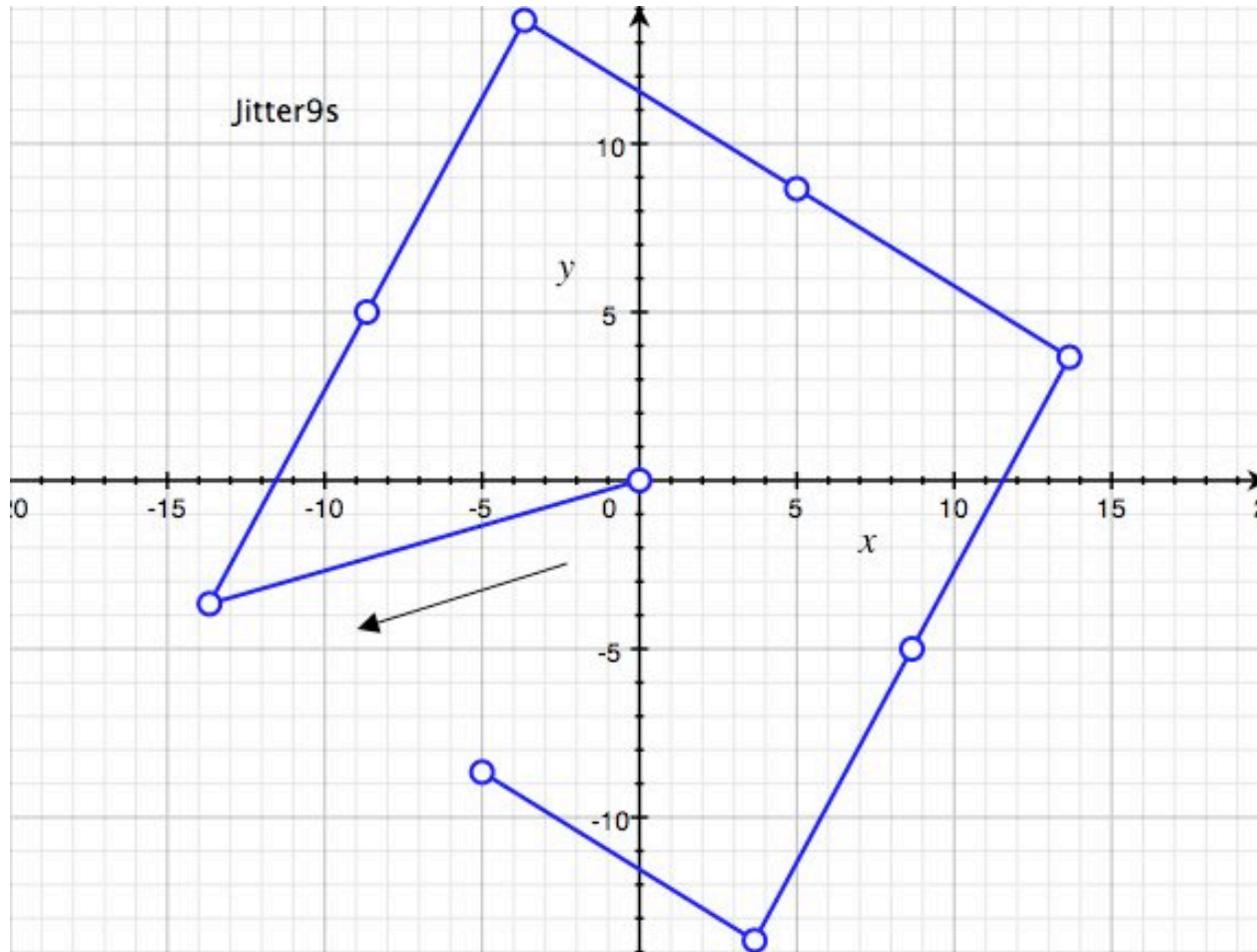
Jitter5m

Jitter5n

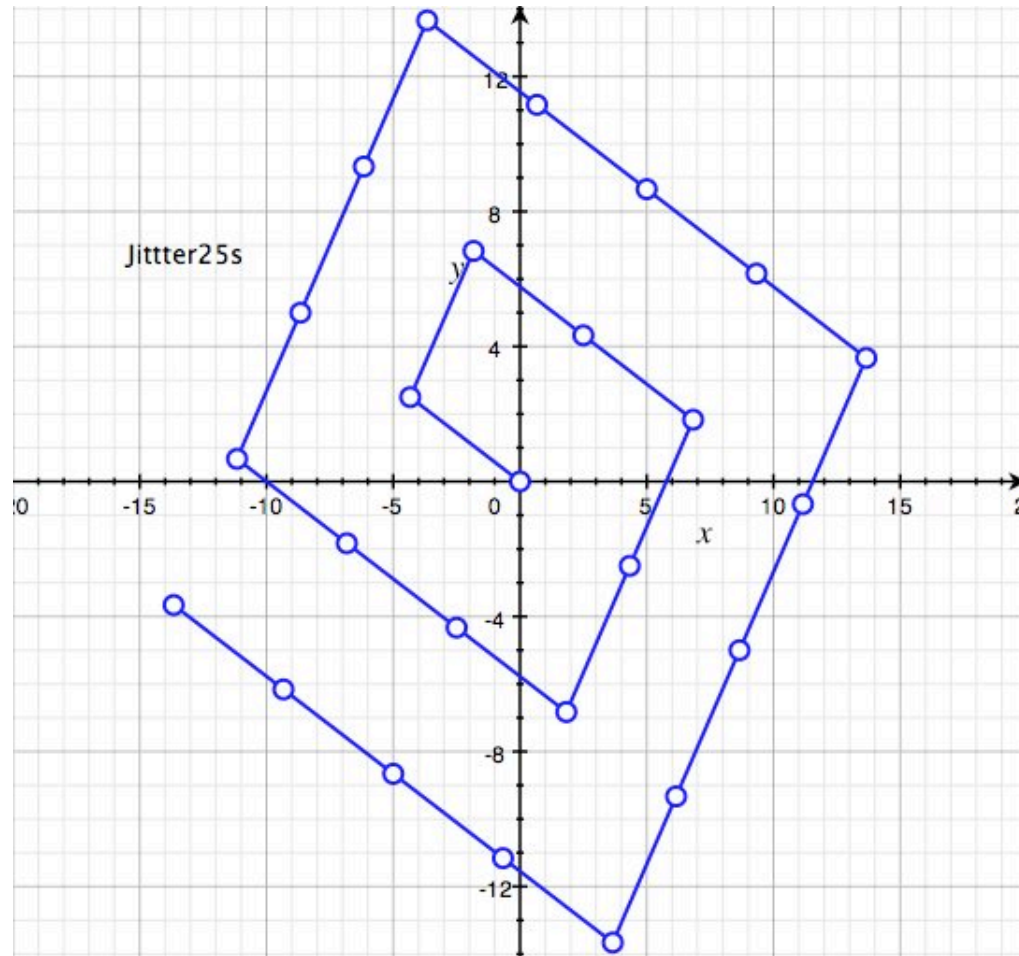
Jitter5z



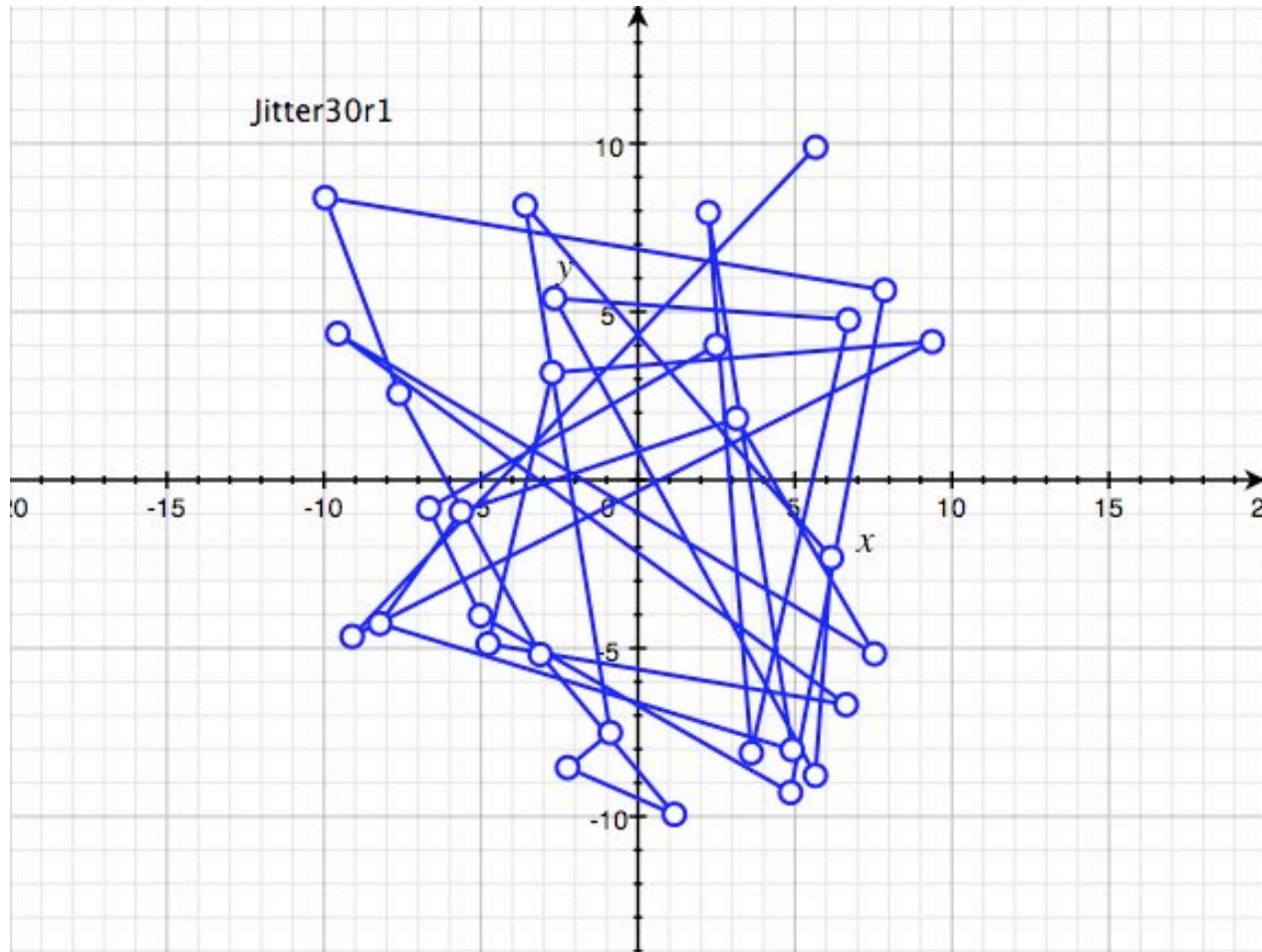
Jitter 9s



Jitter25s



Jitter30R1



End