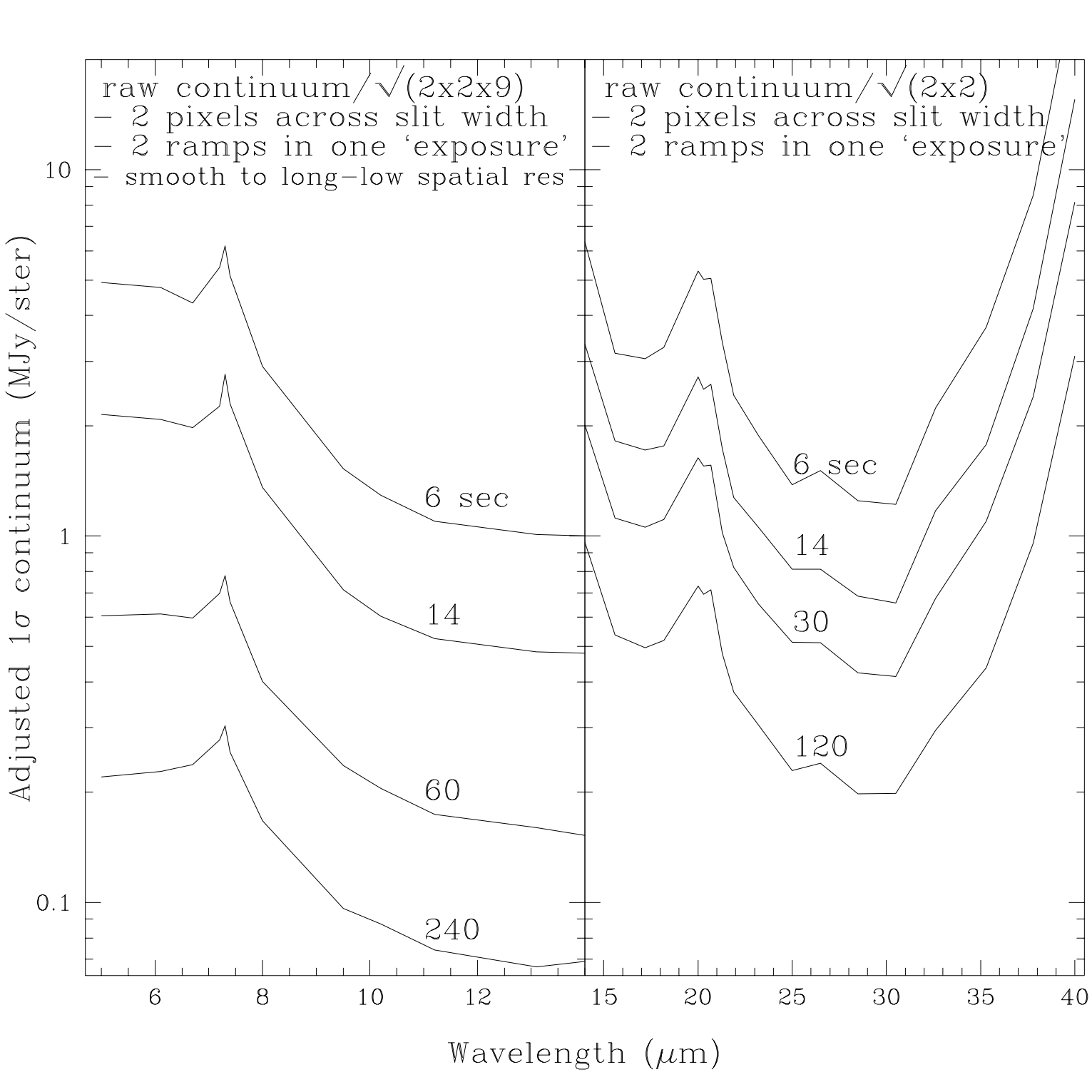
raw continuum/√(2x2x9)
– 2 pixels across slit width
– 2 ramps in one 'exposure'
– smooth to long–low spatial res
raw continuum/√(2x2)
– 2 pixels across slit width
– 2 ramps in one 'exposure'
6 sec
14
60
240
6 sec
14
30
120
Adjusted 1σ continuum (MJy/ster)
10
1
0.1
6
8
10
12
15
20
25
30
35
40
Wavelength (μm)