

Nebulosity Stacking In Brief

Darks, Flats & Bias

- Batch-> Align & Combine
- Alignment None, Average, Save Stack
- Save as FIT format

Bad Pixel Map

- Batch-> make bad pixel map
- Use master dark
- Adjust slider to get rid of bad pixels
- save map
- then use in preprocessing

preprocessing

- do NOT use darks if using BPM
- batch-> pre-process
- add master flat, master bias and lights
- will be named pproc_xxxx

normalize

- good idea but not essential unless light conditions changed

debayer

- batch-> demosaic & square
- will be named recon_xxxx

grading

- batch-> grade image quality

stacking

- batch-> align & combine
- translation, average/default
- select normalised lights
- find a star and click on it
- move thru frames, click on star if moved
- ctrl-click = accept
- shift-click=skip frame

extras during stacking

- if using drizzle, will need to repeat for 2nd star
- transl+rotation => caters for alt-az and drift
- colors in motion => saves on debayering
- SD stacking - need to do alignment w/o stacking and save aligned files
- then reprocess to stack using "none"

Post processing

- Image, Crop edges
- Image, Adjust offset to remove skyglow
- DDP and Levels to stretch image (pixinsight better)