

```
%signals      HH      DORSHHHTVVVORSHHH
%signals      12      GGGW321G321GGW321
%signals      .BBBBBB.CCCAAAAAA
H3A =         00000000000000000000000000000001
H2A =         00000000000000000000000000000010
H1A =         000000000000000000000000000000100
SWA =         0000000000000000000000000000001000
RGA =         00000000000000000000000000000010000
OGA =         000000000000000000000000000000100000
V1 =          000000000000000000000000001000000
V2 =          0000000000000000000000000010000000
V3 =          0000000000000000000000000010000000
TG =          00000000000000000000000000100000000
H3B =         0000000000000000000000000010000000000
H2B =         0000000000000000000000000010000000000
H1B =         0000000000000000000000000010000000000
SWB =         000000000000000000000000001000000000000
RGB =         000000000000000000000000001000000000000
OGB =         000000000000000000000000001000000000000
DG =          000000000000000000000000001000000000000
HD1 =         00001000000000000000000000000000000
HD2 =         00010000000000000000000000000000000
```

%here we define status of clocks

%Mapping skipper clocks to LTA

%Horizontal clocks

%H1A = H1U

%H3A = H3U

%H1B = H1L

%H3B = H3L

%H2A y H2B=H2

STATE\_3DG = OGB | RGB | SWB | H1B | TG | V3 | V1 | OGA |  
RGA | SWA | H3A

STATE\_4 = DG | OGB | RGB | H2B | H1B | TG | V3 | V1 | OGA | RGA  
| H3A | H2A

STATE\_5 = DG | OGB | RGB | H2B | TG | V3 | V1 | OGA | RGA |  
H2A

STATE\_6 = DG | OGB | RGB | H3B | H2B | TG | V3 | V1 | OGA | RGA  
| H2A | H1A

STATE\_7 = DG | OGB | RGB | H3B | TG | V3 | V1 | OGA | RGA |  
H1A

STATE\_8 = DG | OGB | RGB | H3B | H1B | TG | V3 | V1 | OGA | RGA  
| H3A | H1A

STATE\_9 = DG | OGB | RGB | SWB | H3B | H1B | TG | V3 | V1 | OGA |  
RGA | SWA | H3A | H1A

STATE\_10 = DG | OGB | RGB | H3B | H1B | TG | V3 | V1 | OGA |  
RGA | H3A | H1A

STATE\_10RG= DG | OGB | H3B | H1B | TG | V3 | V1 | OGA |  
H3A | H1A

STATE\_10RB= DG | H3B | H1B | TG | V3 | V1 | H3A  
| H1A

%Vertical clocks

```

STATE_11=      DG |      SWB | H3B |  H1B |  V3 |  V1 |      SWA |
H3A |  H1A

STATE_12=      DG |      SWB | H3B |  H1B |      V1 |      SWA |
H3A |  H1A

STATE_13=      DG |      SWB | H3B |  H1B |      V2 | V1 |      SWA |
H3A |  H1A

STATE_14=      DG |      SWB | H3B |  H1B |      V2 |      SWA |
H3A |  H1A

STATE_15=      DG |      SWB | H3B |  H1B |  V3 | V2 |      SWA |
H3A |  H1A

STATE_16=      DG |      SWB | H3B |  H1B | TG | V3 |      SWA |
H3A |  H1A

```

%%States for CDS

%Pedestal CDS

```

STATE_8B=      HD1 | DG | OGB | RGB |  H3B |  H1B | TG | V3 |  V1 | OGA |
RGA |  H3A |  H1A

STATE_8C=      DG | OGB | RGB |  H3B |  H1B | TG | V3 |  V1 | OGA |
RGA |  H3A |  H1A

```

%Signal CDS

```

STATE_10A=  HD2 |  DG | OGB | RGB |  H3B |  H1B | TG | V3 |  V1 | OGA |
RGA |  H3A |  H1A

STATE_10B=      DG | OGB | RGB | SWB | H3B |  H1B | TG | V3 |  V1 | OGA |
RGA | SWA | H3A |  H1A

```

```

%MODEL =  HD2 | HD1 | DG | OGB | RGB | SWB | H3B | H2B | H1B | TG | V3 | V2 | V1
| OGA | RGA | SWA | H3A | H2A | H1A

```

%here we define loop variables

%Small Skipper

NROW = 700

NCOL = 400

%Large 4k Skipper

%NROW = 2200

%NCOL = 500

NSAMP = 1 % SKIPPER SAMPLES

%robin = 0 %BINNING FACTOR FOR ROWS

%Dummy variable for fits header: Physical parameters of the CCD

CCDNPRES= 7

%Small Skipper

CCDNROW = 1248

CCDNCOL = 724

%Large 4k Skipper

%CCDNROW = 4126

%CCDNCOL = 886

%here we define delay variables

delay\_H\_overlap = 100 % Time between phases of Horizontal clock

delay\_Integ\_Width = 1200 % Integration time

delay\_PedInteg\_after = 30

delay\_SWhigh = 50

delay\_SW\_after = 30

```
delay_H_after      = 10
delay_og_low      = 100          % Time during OG and SW down. Charge going back
into the SW from the SN
delay_V_Overlap    = 1000        % Time between phases of Vertical clock
delay_RG_Width    = 100
delay_RG_after    = 30
```

```
%here is the program
```

```
delay CCDNPRES    %Just for the variable to appear en header
```

```
delay CCDNROW     %Just for the variable to appear en header
```

```
delay CCDNCOL    %Just for the variable to appear en header
```

```
%
```

```
loop NROW
```

```
    %
```

```
    loop NCOL
```

```
        %
```

```
        status STATE_3DG
```

```
        delay delay_H_overlap
```

```
        status STATE_4
```

```
        delay delay_H_overlap
```

```
        status STATE_5
```

```
        delay delay_H_overlap
```

```
        status STATE_6
```

```
        delay delay_H_overlap
```

```
        status STATE_7
```

```
        delay delay_H_overlap
```

```
        status STATE_8
```

```
        delay delay_H_overlap
```

```
%SKIPPER%-----
```

status STATE\_10RG

delay delay\_RG\_Width

%

loop NSAMP % BEGIN Loop SKIPPER SAMPLES

status STATE\_8

delay delay\_RG\_after

%START OF PEDESTAL INTEGRATION%-----

status STATE\_8B

delay delay\_Integ\_Width

%status STATE\_8C

%delay delay\_PedInteg\_after

status STATE\_9

delay delay\_SWhigh

%status STATE\_10

%delay delay\_SW\_after

%END OF PEDESTAL INTEGRATION%-----

--

%

%START OF SIGNAL INTEGRATION%-----

-

status STATE\_10A

delay delay\_Integ\_Width

%status STATE\_10B

%delay delay\_H\_after

%END OF SIGNAL INTEGRATION%-----

%

status STATE\_10RB

delay delay\_og\_low

status STATE\_10RG

delay delay\_RG\_Width

endsync

%

status STATE\_9

delay delay\_SWhigh

%status STATE\_8

%delay delay\_H\_after

%

endsync

%

status STATE\_11

delay delay\_V\_Overlap

status STATE\_12           %V3 -> LOW

delay delay\_V\_Overlap

status STATE\_13           %V2 -> HIGH

delay delay\_V\_Overlap

status STATE\_14           %V2 -> LOW

delay delay\_V\_Overlap

status STATE\_15           %V3 -> HIGH

delay delay\_V\_Overlap

%

status STATE\_16           %V2 -> LOW; Tg -> HIGH

delay delay\_V\_Overlap

endsync

