WFPC2 E.T.C. FOR EXTENDED SOURCES:

For help click on colored text. General info and help. CALCULATE

Object:

Stellar Spectra: Visual Surf. Brightness: *(mag. arcsec^{-2})*

Spectral Type: gE

Power Law: Flux: *(erg cm^{-2} s^{-1} Hz^{-1} arcsec^{-2})*

Freq./Wave.: *(Hz/Ang.)* Sp. Index: 0

Emission Line: Line Flux: 2e-14 *(erg cm^{-2} s^{-1} arcsec^{-2})*

Line: O III 5007 Z : 0 *(units)*

Reddening (color excess): **E(B-V):** 0

Sky Background:

Rough estimate: **Low** **Average** **High**

Detailed estimate based on object location:

Right Ascension: 00 *H* 00 *M* 00.0 *S* *(Equinox 2000)*

Declination: 00 *D* 00 ' 00.0 " *(e.g. "23 55 31.1" or "-00 05 34.3", omit + signs)*

Sun Angle: 90 *D* *(usually 90 degrees)* Low Sky?

User specified V magnitude for sky: 23. *mag arcsec^{-2}*

Instrument Configuration:

Configuration: **WFC** **PC** **A/D gain:** **7 e$^-$/ DN** **14 e$^-$/ DN**

Filter:
- F469N
- F487N
- F502N
- F547M
- F555W

If using LRF filter give desired Central Wavelength: **Ang.**

Exposure: Enter either S/N or Exposure Time.

Signal to Noise (per pixel): **Exposure Time:** 1800 *Sec.*

RESET FORM | CALCULATE

Please send comments on this form to biretta@stsci.edu.