

---

# reducer Documentation

*Release 0.3.3*

**Matt Craig**

November 01, 2016



<b>1</b>	<b>Want to use reducer in a class?</b>	<b>1</b>
<b>2</b>	<b>Short walkthrough video</b>	<b>3</b>
2.1	Quickstart . . . . .	3
2.2	Using with reducer with students . . . . .	5
2.3	GUI API . . . . .	6
2.4	image browser API . . . . .	13
2.5	astro_gui API . . . . .	17
2.6	Contributors . . . . .	35
2.7	Changes . . . . .	36
	<b>Python Module Index</b>	<b>39</b>



---

## Want to use reducer in a class?

---

Want to use reducer in a class and need some help getting started/advice on use? There is a *very* brief summary of how I've used with undergraduates at *Using with reducer with students*.

**Please contact me** at [mattwcraig@gmail.com](mailto:mattwcraig@gmail.com) or open an issue on the [GitHub site for reducer](#) if you have questions, run into problems, or want to let me know how you are using it!



---

## Short walkthrough video

---

The YouTube video below has a walkthrough of the reducer notebook. No explanatory audio or text, check out the *Quickstart* for that.

Contents:

### 2.1 Quickstart

The `reducer` package generates a widget-based Jupyter notebook for reducing astronomical images. The actual reduction steps are done by `ccdproc`.

#### 2.1.1 Installation

The recommended way to install `reducer`, especially on Windows, is with the [Anaconda python distribution](#). Several of the packages that `reducer` depends on need to be compiled...and most people haven't installed a compiler on Windows.

##### Installing with anaconda

1. Download and install the [Anaconda python distribution](#).
2. Depending on your platform:
  1. Windows: Open the “Anaconda Command Prompt” from the start menu.
  2. Mac: Open the Terminal app (it is in Applications/Utilities)
  3. Linux: Open a terminal windows.
3. Install `reducer` by typing, in the terminal: `conda install -c mwcraig -c astropy reducer`

##### Installing with other python distributions

Remember, this route requires that you have a compiler installed and properly configured. On Windows, you do not have that unless you have set it up.

Install `reducer` with pip:

```
$ pip install reducer
```

## 2.1.2 Generate a template notebook

To generate a notebook, navigate to the directory in which you want the reduced data to end up. Then, at the command line, type:

```
$ reducer
```

That will create notebook called `reduction.ipynb`. Open that notebook with:

```
$ jupyter notebook
```

## 2.1.3 Using the notebook

**The first rule of using the notebook is to read the text cells of the notebook.**

There are three kinds of widgets in the reduction notebook.

### Simple image browser

Images are arranged based on the values of keywords in their FITS headers. Clicking on a file name displays the image and a tab for displaying the header.

The FITS keywords used to construct the menu tree at the left are determined by this line in the notebook:

```
tt = msumastro.TableTree(images.summary_info,
                          ['imagetyp', 'exposure'],
                          'file')
```

In this example, images were grouped by `imagetyp` and `exposure`.

### Reduction step

Each reduction step (bias subtraction, dark subtraction and flat correction) has a widget to go along with it. The example shown below is for a processing a light (science) image.

The key thing to understand here is how `reducer` is selecting the appropriate master (or synthetic) calibration image for each step. To be considered for matching an image file has to have a keyword `MASTER=True` and the correct `IMAGETYP` for the step (e.g. `FLAT` for flat correction). In addition, for dark subtraction, the master dark frame whose exposure most closely matches the image being reduced is selected. For flat frames the `FILTER` of the flat must match the `FILTER` of the image.

You can select the images to which the reduction step is applied. The widget is created in the notebook with this:

```
light_reduction = astro_gui.Reduction(description='Reduce light frames',
                                     toggle_type='button',
                                     allow_bias=True,
                                     master_source=reduced_collection,
                                     allow_dark=True,
                                     allow_flat=True,
                                     input_image_collection=images,
                                     destination=destination_dir,
                                     apply_to={'imagetyp': 'light'})
```

The `apply_to` argument selects the images to which the the reduction step will be applied. To reduce only V-band images of M101 you could (assuming the appropriate keywords are in the FITS header, of course) use:

```
apply_to={'imagetyp': 'light', 'filter': 'V', 'object': 'M101'}
```

## Image combination

Calibration images can be combined to make a master (or synthetic) image. An example of the widget that does that is below, shown for creating master flats.

Note well that this will create *several* flats. To understand which images in the source directory will be identified as flats, how they will be grouped, and what the output files will be called let's look at the notebook code the created the widget above:

```
flat = astro_gui.Combiner(description="Make Master Flat",
                          toggle_type='button',
                          file_name_base='master_flat',
                          group_by='exposure, filter',
                          image_source=reduced_collection,
                          apply_to={'imagetyp': 'flat'},
                          destination=destination_dir)

flat.display()
```

The `apply_to` argument on line 6 controls which images in the directory of reduced files will be considered flat frames by this widget. It can be a dictionary with whatever keywords you want.

The `group_by` argument on line 4 sets the names of the FITS keywords that will be used to group the flat frames. The setting in this example makes sense for dome flats. For twilight flats you presumably want to group only by filter. This setting can also be modified in the widget.

The `file_name_base` argument on line 3 determines part of the output file name for the combined flats. One flat is produced for each unique combination and the file names generated include the values of the keywords used to group them. For the sample data set that comes with `reducer`, these files are produced:

```
master_flat_filter_B_exposure_120.0.fit
master_flat_filter_I_exposure_5.0.fit
master_flat_filter_R_exposure_15.0.fit
master_flat_filter_V_exposure_30.0.fit
```

It could also be used to combine science images in the unlikely case that you wanted to simply average the images without aligning them.

### 2.1.4 Short video walkthrough

The YouTube video below has a walkthrough of the reducer notebook. No explanatory audio or text, but it goes through the entire reduction process.

## 2.2 Using with reducer with students

*Disclaimer:* My experience using `reducer` is with undergraduates, primarily physics majors. It has been used by a couple of non-majors with no issues.

The first hurdle is installation and a really fast intro to the terminal on the platform of their choice, since you need to launch a jupyter (nee ipython) notebook from the terminal.

For installation and set up I point them to a set of notes about [the mechanics of getting started](#).

I then have them walk through the notebook using the small dataset included with the notebook. This is data that I've reduced by two in each image dimension and converted from 16 bit to 8 bit. It is fine for learning how to use the notebook, but the reduced data will look awful because I was not very careful about converting the calibration images.

If you want the same data set, but at original resolution and 16-bit, [download it here](#) (WARNING: 1.5GB). It is images of part of the Landolt field SA112 SF1, taken over one night in July 2013 at the [Feder Observatory](#). It covers a reasonably wide range of airmass, so can be used as an example calculating atmospheric extinction and for determining the transformation to the standard magnitude system. The images contain WCS information, so it shouldn't be too hard to identify the Landolt stars.

## 2.3 GUI API

### 2.3.1 reducer.gui Module

#### Functions

---

*set\_color\_for*(a\_widget)

---

#### `set_color_for`

`reducer.gui.set_color_for(a_widget)`

#### Classes

---

<i>ToggleContainer</i> (*args, **kwd)	A widget whose state controls the visibility of its children.
<i>ToggleMinMax</i> (*args, **kwd)	Widget for setting a minimum and maximum integer value, controlled by a toggle.
<i>ToggleGo</i> (*args, **kwd)	ToggleContainer whose state is linked to a button.

---

#### ToggleContainer

**class** `reducer.gui.ToggleContainer` (\*args, \*\*kwd)  
Bases: `ipywidgets.widgets.widget_box.FlexBox`

A widget whose state controls the visibility of its children.

**Parameters** Same as parameters for a '`~IPython.html.widgets.Box`', but

**note that the description of the `ToggleContainer` is used to set the description of the checkbox that controls the display, AND**

**`toggle_type` :** { 'checkbox', 'button' }, optional

Specify the type of boolean widget used to toggle the display

#### Notes

Do *NOT* set the children of the `ToggleContainer`; set the children of `ToggleContainer.children` or use the `add_child` method.

**Attributes**

<i>container</i>	Widget that contains the elements controlled by the toggle.
<i>toggle</i>	Toggle widget that controls other display elements.
<i>disabled</i>	True if widget is disabled.

**Methods**

<i>action()</i>	Subclasses should override this method if they wish to associate an action with
<i>add_child(child)</i>	Append a child to the container part of the widget.
<i>add_class(className)</i>	Adds a class to the top level element of the widget.
<i>add_traits(**traits)</i>	Dynamically add trait attributes to the Widget.
<i>class_config_rst_doc()</i>	Generate rST documentation for this class' config options.
<i>class_config_section()</i>	Get the config class config section
<i>class_get_help([inst])</i>	Get the help string for this class in ReST format.
<i>class_get_trait_help(trait[, inst])</i>	Get the help string for a single trait.
<i>class_own_trait_events(name)</i>	Get a dict of all event handlers defined on this class, not a parent.
<i>class_own_traits(**metadata)</i>	Get a dict of all the traitlets defined on this class, not a parent.
<i>class_print_help([inst])</i>	Get the help string for a single trait and print it.
<i>class_trait_names(**metadata)</i>	Get a list of all the names of this class' traits.
<i>class_traits(**metadata)</i>	Get a dict of all the traits of this class.
<i>close()</i>	Close method.
<i>display()</i>	Display and format this widget.
<i>format()</i>	Format widget.
<i>get_state([key])</i>	Gets the widget state, or a piece of it.
<i>handle_comm_opened(comm, msg)</i>	Static method, called when a widget is constructed.
<i>has_trait(name)</i>	Returns True if the object has a trait with the specified name.
<i>hold_sync(*args, **kwds)</i>	Hold syncing any state until the outermost context manager exits
<i>hold_trait_notifications(*args, **kwds)</i>	Context manager for bundling trait change notifications and cross validation.
<i>notify_change(change)</i>	Called when a property has changed.
<i>observe(handler[, names, type])</i>	Setup a handler to be called when a trait changes.
<i>on_displayed(callback[, remove])</i>	(Un)Register a widget displayed callback.
<i>on_msg(callback[, remove])</i>	(Un)Register a custom msg receive callback.
<i>on_trait_change([handler, name, remove])</i>	DEPRECATED: Setup a handler to be called when a trait changes.
<i>on_widget_constructed(callback)</i>	Registers a callback to be called when a widget is constructed.
<i>open()</i>	Open a comm to the frontend if one isn't already open.
<i>remove_class(className)</i>	Removes a class from the top level element of the widget.
<i>section_names()</i>	return section names as a list
<i>send(content[, buffers])</i>	Sends a custom msg to the widget model in the front-end.
<i>send_state([key])</i>	Sends the widget state, or a piece of it, to the front-end.
<i>set_state(sync_data)</i>	Called when a state is received from the front-end.
<i>set_trait(name, value)</i>	Forcibly sets trait attribute, including read-only attributes.
<i>setup_instance(*args, **kwargs)</i>	
<i>trait_events([name])</i>	Get a dict of all the event handlers of this class.
<i>trait_metadata(traitname, key[, default])</i>	Get metadata values for trait by key.
<i>trait_names(**metadata)</i>	Get a list of all the names of this class' traits.
<i>traits(**metadata)</i>	Get a dict of all the traits of this class.
<i>unobserve(handler[, names, type])</i>	Remove a trait change handler.
<i>unobserve_all([name])</i>	Remove trait change handlers of any type for the specified name.

Continued on

Table 2.4 – continued from previous page

update_config(config)	Update config and load the new values
-----------------------	---------------------------------------

### Attributes Summary

<i>container</i>	Widget that contains the elements controlled by the toggle.
<i>disabled</i>	True if widget is disabled.
<i>is_sane</i>	Subclasses can define a method that indicates whether the current combination of settings is sensible.
<i>toggle</i>	Toggle widget that controls other display elements.

### Methods Summary

<i>action()</i>	Subclasses should override this method if they wish to associate an action with the widget.
<i>add_child(child)</i>	Append a child to the container part of the widget.
<i>display()</i>	Display and format this widget.
<i>format()</i>	Format widget.

### Attributes Documentation

#### **container**

Widget that contains the elements controlled by the toggle.

#### **disabled**

True if widget is disabled.

#### **is\_sane**

Subclasses can define a method that indicates whether the current combination of settings is sensible.

**Returns** *sanity* : bool or None

True if the settings are sensible, False if not, None if not overridden.

#### **toggle**

Toggle widget that controls other display elements.

### Methods Documentation

#### **action ()**

Subclasses should override this method if they wish to associate an action with the widget.

#### **add\_child (child)**

Append a child to the container part of the widget.

**Parameters** *child* : IPython widget

#### **display ()**

Display and format this widget.

#### **format ()**

Format widget.

Must be called after the widget is displayed, and is automatically called by the *display* method.

## ToggleMinMax

**class** `reducer.gui.ToggleMinMax` (\*args, \*\*kwd)

Bases: `reducer.gui.ToggleContainer`

Widget for setting a minimum and maximum integer value, controlled by a toggle.

### Parameters description : str

Text to be displayed in the toggle.

### Attributes

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	Subclasses can define a method that indicates whether the current combination of settings is sensible.
<code>margin</code>	
<code>max</code>	Maximum value in the widget.
<code>min</code>	Minimum value in the widget.
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	
<code>toggle</code>	Toggle widget that controls other display elements.
<code>width</code>	

### Methods

<code>action()</code>	Subclasses should override this method if they wish to associate an action with the widget.
<code>add_child(child)</code>	Append a child to the container part of the widget.
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.

Continued on

Table 2.8 – continued from previous page

<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

### Attributes Summary

<i>max</i>	Maximum value in the widget.
<i>min</i>	Minimum value in the widget.

### Methods Summary

*format()*

### Attributes Documentation

**max**  
Maximum value in the widget.

**min**  
Minimum value in the widget.

### Methods Documentation

**format ()**

## ToggleGo

**class** `reducer.gui.ToggleGo (*args, **kwd)`  
Bases: `reducer.gui.ToggleContainer`

ToggleContainer whose state is linked to a button.

The intent is for that button to be activated when the contents of the container are in a “sane” state.

### Attributes

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	
<code>margin</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	
<code>progress_bar</code>	
<code>toggle</code>	Toggle widget that controls other display elements.
<code>width</code>	

### Methods

<code>action()</code>	The default action is to invoke the action of each child with an update of the pro
<code>add_child(child)</code>	Append a child to the container part of the widget.
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	Format the widget; must be invoked after displaying the widget.
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>go()</code>	Returns the action to be taken when the “Go” button is clicked.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.

Table 2.12 – continued from previous page

<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>state_change_handler()</code>	Ties sanity state to go button controls and others
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unlock()</code>	Handler for the unlock button.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

### Attributes Summary

---

*is\_sane*

---

*progress\_bar*

---

### Methods Summary

<code>action()</code>	The default action is to invoke the action of each child with an update of the progress bar along the
<code>format()</code>	Format the widget; must be invoked after displaying the widget.
<code>go()</code>	Returns the action to be taken when the “Go” button is clicked.
<code>state_change_handler()</code>	Ties sanity state to go button controls and others
<code>unlock()</code>	Handler for the unlock button.

### Attributes Documentation

**is\_sane**

**progress\_bar**

### Methods Documentation

**action ()**

The default action is to invoke the action of each child with an update of the progress bar along the way.

**format ()**

Format the widget; must be invoked after displaying the widget.

**go ()**

Returns the action to be taken when the “Go” button is clicked.

**state\_change\_handler()**

Ties sanity state to go button controls and others

**unlock()**

Handler for the unlock button.

**Class Inheritance Diagram**

## 2.4 image browser API

### 2.4.1 reducer.image\_browser Module

**Functions**


---

*ndarray\_to\_png*(x[, min\_percent, max\_percent])

---

**ndarray\_to\_png**

reducer.image\_browser.**ndarray\_to\_png**(x, min\_percent=20, max\_percent=99.5)

**Classes**

<i>ImageTree</i> (tree)	Create a tree view of a collection of images.
<i>FitsViewer</i> ()	Display the image and header from a single FITS file.
<i>ImageBrowser</i> (collection[, allow_missing])	Browse a tree of FITS images and view image/header.

**ImageTree**

**class** reducer.image\_browser.**ImageTree**(tree)

Bases: `object`

Create a tree view of a collection of images.

**Parameters** tree : *msumastro.TableTree*

Tree of images, arranged by metadata.

**Attributes**


---

*top* Widget at the top of the tree.

---

## Methods

---

<code>display()</code>	Display and format this widget.
<code>format()</code>	This gets called by the ImageBrowser so don't delete it.

---

## Attributes Summary

---

<code>top</code>	Widget at the top of the tree.
------------------	--------------------------------

---

## Methods Summary

---

<code>display()</code>	Display and format this widget.
<code>format()</code>	This gets called by the ImageBrowser so don't delete it.

---

## Attributes Documentation

**top**  
Widget at the top of the tree.

## Methods Documentation

**display ()**  
Display and format this widget.

**format ()**  
This gets called by the ImageBrowser so don't delete it.

For now it also closes all of the tabs after the browser is created because doing it before (at least ipywidgets 5.1.5 and lower) causes a javascript error which prevents properly setting the titles.

## FitsViewer

**class** `reducer.image_browser.FitsViewer`  
Bases: `object`

Display the image and header from a single FITS file.

## Attributes

---

<code>top</code>
------------------

---

## Methods

---

<code>display()</code>	Display and format this widget.
------------------------	---------------------------------

---

Continued

Table 2.22 – continued from previous page

<code>format()</code>	Format widget.
<code>set_fits_file_callback([demo, image_dir])</code>	Returns a callback function that sets the name of FITS file to display and update.

**Attributes Summary**


---

*top*

---

**Methods Summary**

<code>display()</code>	Display and format this widget.
<code>format()</code>	Format widget.
<code>set_fits_file_callback([demo, image_dir])</code>	Returns a callback function that sets the name of FITS file to display and update.

**Attributes Documentation****top****Methods Documentation****display ()**

Display and format this widget.

**format ()**

Format widget.

Must be called after the widget is displayed, and is automatically called by the *display* method.**set\_fits\_file\_callback (demo=True, image\_dir=None)**

Returns a callback function that sets the name of FITS file to display and updates the widget.

The callback takes one argument, the name of the fits file, or 'demo' to enable the display of a couple of sample images.

**ImageBrowser****class** `reducer.image_browser.ImageBrowser (collection, allow_missing=True, *args, **kwd)`Bases: `ipywidgets.widgets.widget_box.FlexBox`

Browse a tree of FITS images and view image/header.

**Parameters** `collection`: `ccdproc.ImageFileCollection`

Directory of images.

**Attributes**

<code>border</code>	
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.

Continued on next page

Table 2.25 – continued from previous page

<i>fits_display</i>	Widget that displays FITS image/header.
height	
margin	
model_id	Gets the model id of this widget.
padding	
<i>tree_widget</i>	Widget that represents the image tree.
width	

**Methods**

add_class(className)	Adds a class to the top level element of the widget.
add_traits(**traits)	Dynamically add trait attributes to the Widget.
class_config_rst_doc()	Generate rST documentation for this class' config options.
class_config_section()	Get the config class config section
class_get_help([inst])	Get the help string for this class in ReST format.
class_get_trait_help(trait[, inst])	Get the help string for a single trait.
class_own_trait_events(name)	Get a dict of all event handlers defined on this class, not a parent.
class_own_traits(**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
class_print_help([inst])	Get the help string for a single trait and print it.
class_trait_names(**metadata)	Get a list of all the names of this class' traits.
class_traits(**metadata)	Get a dict of all the traits of this class.
close()	Close method.
display()	Display and format this widget.
format()	Format widget.
get_state([key])	Gets the widget state, or a piece of it.
handle_comm_opened(comm, msg)	Static method, called when a widget is constructed.
has_trait(name)	Returns True if the object has a trait with the specified name.
hold_sync(*args, **kwds)	Hold syncing any state until the outermost context manager exits
hold_trait_notifications(*args, **kwds)	Context manager for bundling trait change notifications and cross validation.
notify_change(change)	Called when a property has changed.
observe(handler[, names, type])	Setup a handler to be called when a trait changes.
on_displayed(callback[, remove])	(Un)Register a widget displayed callback.
on_msg(callback[, remove])	(Un)Register a custom msg receive callback.
on_trait_change([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.
on_widget_constructed(callback)	Registers a callback to be called when a widget is constructed.
open()	Open a comm to the frontend if one isn't already open.
remove_class(className)	Removes a class from the top level element of the widget.
section_names()	return section names as a list
send(content[, buffers])	Sends a custom msg to the widget model in the front-end.
send_state([key])	Sends the widget state, or a piece of it, to the front-end.
set_state(sync_data)	Called when a state is received from the front-end.
set_trait(name, value)	Forcibly sets trait attribute, including read-only attributes.
setup_instance(*args, **kwargs)	
trait_events([name])	Get a dict of all the event handlers of this class.
trait_metadata(traitname, key[, default])	Get metadata values for trait by key.
trait_names(**metadata)	Get a list of all the names of this class' traits.
traits(**metadata)	Get a dict of all the traits of this class.
unobserve(handler[, names, type])	Remove a trait change handler.
unobserve_all([name])	Remove trait change handlers of any type for the specified name.

Continued on next page

Table 2.26 – continued from previous page

update_config(config)	Update config and load the new values
-----------------------	---------------------------------------

### Attributes Summary

<i>fits_display</i>	Widget that displays FITS image/header.
<i>tree_widget</i>	Widget that represents the image tree.

### Methods Summary

<i>display()</i>	Display and format this widget.
<i>format()</i>	Format widget.

### Attributes Documentation

#### **fits\_display**

Widget that displays FITS image/header.

#### **tree\_widget**

Widget that represents the image tree.

### Methods Documentation

#### **display()**

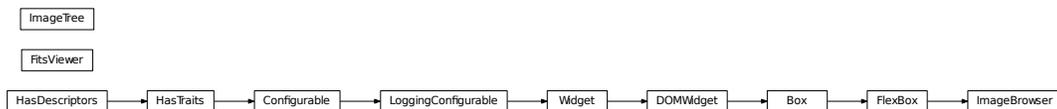
Display and format this widget.

#### **format()**

Format widget.

Must be called after the widget is displayed, and is automatically called by the *display* method.

### Class Inheritance Diagram



## 2.5 astro\_gui API

### 2.5.1 reducer.astro\_gui Module

#### Classes

<i>Reduction</i> (*arg, **kwd)	Primary widget for performing a logical reduction step (e.g.
<i>Combiner</i> (*args, **kwd)	Widget for displaying options for ccdproc.Combiner.
<i>CosmicRaySettings</i> (*args, **kwd)	<b>Attributes</b>
<i>Slice</i> (*arg, **kwd)	<b>Attributes</b>
<i>CalibrationStep</i> (*args, **kwd)	Represents a calibration step that corresponds to a ccdproc command.
<i>BiasSubtract</i> ([bias_image])	Subtract bias from an image using widget settings.
<i>DarkSubtract</i> ([bias_image])	Subtract dark from an image using widget settings.
<i>FlatCorrect</i> ([bias_image])	Subtract dark from an image using widget settings.
<i>Overscan</i> (*arg, **kwd)	docstring for Overscan
<i>Trim</i> (*arg, **kwd)	Controls and action for trimming a widget.

## Reduction

**class** reducer.astro\_gui.**Reduction** (\*arg, \*\*kwd)

Bases: reducer.astro\_gui.ReducerBase

Primary widget for performing a logical reduction step (e.g. dark subtraction or flat correction).

### Attributes

apply_to	
border	
container	Widget that contains the elements controlled by the toggle.
cross_validation_lock	A contextmanager for running a block with our cross validation lock set to True.
destination	
disabled	True if widget is disabled.
height	
is_sane	
margin	
model_id	Gets the model id of this widget.
padding	
progress_bar	
toggle	Toggle widget that controls other display elements.
width	

### Methods

<i>action</i> ()	
add_child(child)	Append a child to the container part of the widget.
add_class(className)	Adds a class to the top level element of the widget.
add_traits(**traits)	Dynamically add trait attributes to the Widget.
class_config_rst_doc()	Generate rST documentation for this class' config options.
class_config_section()	Get the config class config section
class_get_help([inst])	Get the help string for this class in ReST format.
class_get_trait_help(trait[, inst])	Get the help string for a single trait.
class_own_trait_events(name)	Get a dict of all event handlers defined on this class, not a parent.

Continued on next page

Table 2.31 – continued from previous page

<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	Format the widget; must be invoked after displaying the widget.
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>go()</code>	Returns the action to be taken when the “Go” button is clicked.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>state_change_handler()</code>	Ties sanity state to go button controls and others
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unlock()</code>	Handler for the unlock button.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

## Methods Summary

---

`action()`

---

## Methods Documentation

`action()`

## Combiner

**class** `reducer.astro_gui.Combiner` (\*args, \*\*kwd)

Bases: `reducer.astro_gui.ReducerBase`

Widget for displaying options for `ccdproc.Combiner`.

**Parameters description** : str, optional

Text displayed next to check box for selecting options.

### Attributes

<code>apply_to</code>	
<code>border</code>	
<code>combined</code>	The combined image.
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>destination</code>	
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>image_source</code>	
<code>is_sane</code>	
<code>margin</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	
<code>progress_bar</code>	
<code>toggle</code>	Toggle widget that controls other display elements.
<code>width</code>	

### Methods

<code>action()</code>	
<code>add_child(child)</code>	Append a child to the container part of the widget.
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>go()</code>	Returns the action to be taken when the "Go" button is clicked.

Continued on next page

Table 2.34 – continued from previous page

<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>state_change_handler()</code>	Ties sanity state to go button controls and others
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unlock()</code>	Handler for the unlock button.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

### Attributes Summary

<code>combined</code>	The combined image.
<code>image_source</code>	
<code>is_sane</code>	

### Methods Summary

<code>action()</code>
<code>format()</code>

### Attributes Documentation

#### **combined**

The combined image.

#### **image\_source**

#### **is\_sane**

## Methods Documentation

**action()**

**format()**

## CosmicRaySettings

**class** `reducer.astro_gui.CosmicRaySettings` (*\*args, \*\*kwd*)  
 Bases: `reducer.gui.ToggleContainer`

### Attributes

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	Subclasses can define a method that indicates whether the current combination of settings is sensible.
<code>margin</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	
<code>toggle</code>	Toggle widget that controls other display elements.
<code>width</code>	

### Methods

<code>action()</code>	Subclasses should override this method if they wish to associate an action with the widget.
<code>add_child(child)</code>	Append a child to the container part of the widget.
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	
<code>format()</code>	Format widget.
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.

Continued on

Table 2.38 – continued from previous page

<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

## Methods Summary

---

*display()*

---

## Methods Documentation

**display()**

## Slice

**class** `reducer.astro_gui.Slice(*arg, **kwd)`

Bases: `reducer.gui.ToggleContainer`

## Attributes

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	Determine whether combination of settings is at least remotely plausible.
<code>margin</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	

Continued on next page

Table 2.40 – continued from previous page

toggle	Toggle widget that controls other display elements.
width	

**Methods**

action()	Subclasses should override this method if they wish to associate an action with
add_child(child)	Append a child to the container part of the widget.
add_class(className)	Adds a class to the top level element of the widget.
add_traits(**traits)	Dynamically add trait attributes to the Widget.
class_config_rst_doc()	Generate rST documentation for this class' config options.
class_config_section()	Get the config class config section
class_get_help([inst])	Get the help string for this class in ReST format.
class_get_trait_help(trait[, inst])	Get the help string for a single trait.
class_own_trait_events(name)	Get a dict of all event handlers defined on this class, not a parent.
class_own_traits(**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
class_print_help([inst])	Get the help string for a single trait and print it.
class_trait_names(**metadata)	Get a list of all the names of this class' traits.
class_traits(**metadata)	Get a dict of all the traits of this class.
close()	Close method.
display()	Display and format this widget.
<i>format()</i>	
get_state([key])	Gets the widget state, or a piece of it.
handle_comm_opened(comm, msg)	Static method, called when a widget is constructed.
has_trait(name)	Returns True if the object has a trait with the specified name.
hold_sync(*args, **kwds)	Hold syncing any state until the outermost context manager exits
hold_trait_notifications(*args, **kwds)	Context manager for bundling trait change notifications and cross validation.
notify_change(change)	Called when a property has changed.
observe(handler[, names, type])	Setup a handler to be called when a trait changes.
on_displayed(callback[, remove])	(Un)Register a widget displayed callback.
on_msg(callback[, remove])	(Un)Register a custom msg receive callback.
on_trait_change([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.
on_widget_constructed(callback)	Registers a callback to be called when a widget is constructed.
open()	Open a comm to the frontend if one isn't already open.
remove_class(className)	Removes a class from the top level element of the widget.
section_names()	return section names as a list
send(content[, buffers])	Sends a custom msg to the widget model in the front-end.
send_state([key])	Sends the widget state, or a piece of it, to the front-end.
set_state(sync_data)	Called when a state is received from the front-end.
set_trait(name, value)	Forcibly sets trait attribute, including read-only attributes.
setup_instance(*args, **kwargs)	
trait_events([name])	Get a dict of all the event handlers of this class.
trait_metadata(traitname, key[, default])	Get metadata values for trait by key.
trait_names(**metadata)	Get a list of all the names of this class' traits.
traits(**metadata)	Get a dict of all the traits of this class.
unobserve(handler[, names, type])	Remove a trait change handler.
unobserve_all([name])	Remove trait change handlers of any type for the specified name.
update_config(config)	Update config and load the new values

### Attributes Summary

---

*is\_sane* Determine whether combination of settings is at least remotely plausible.

### Methods Summary

---

*format()*

---

### Attributes Documentation

#### **is\_sane**

Determine whether combination of settings is at least remotely plausible.

### Methods Documentation

#### **format ()**

## CalibrationStep

**class** `reducer.astro_gui.CalibrationStep` (\*args, \*\*kwd)

Bases: `reducer.gui.ToggleContainer`

Represents a calibration step that corresponds to a ccdproc command.

**Parameters** None

### Attributes

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	Subclasses can define a method that indicates whether the current combination of settings is sensible.
<code>margin</code>	
<code>match_on</code>	List of keywords whose values should match in the image being calibrated and the calibration image.
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	
<code>toggle</code>	Toggle widget that controls other display elements.
<code>width</code>	

### Methods

<code>action()</code>	Subclasses should override this method if they wish to associate an action with the widget.
<code>add_child(child)</code>	Append a child to the container part of the widget.

Continued on

Table 2.45 – continued from previous page

<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	Format widget.
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

### Attributes Summary

`match_on` List of keywords whose values should match in the image being calibrated and the calibration image.

### Attributes Documentation

#### `match_on`

List of keywords whose values should match in the image being calibrated and the calibration image.

**BiasSubtract**

**class** `reducer.astro_gui.BiasSubtract` (*bias\_image=None, \*\*kwd*)

Bases: `reducer.astro_gui.CalibrationStep`

Subtract bias from an image using widget settings.

**Attributes**

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	Subclasses can define a method that indicates whether the current combination of settings is sensible.
<code>margin</code>	
<code>match_on</code>	List of keywords whose values should match in the image being calibrated and the calibration image.
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	
<code>toggle</code>	Toggle widget that controls other display elements.
<code>width</code>	

**Methods**

<code>action(ccd)</code>	
<code>add_child(child)</code>	Append a child to the container part of the widget.
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	Format widget.
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.

Continued on next page

Table 2.48 – continued from previous page

<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

## Methods Summary

---

`action(ccd)`

---

## Methods Documentation

**action** (*ccd*)

## DarkSubtract

**class** `reducer.astro_gui.DarkSubtract` (*bias\_image=None, \*\*kwd*)

Bases: `reducer.astro_gui.CalibrationStep`

Subtract dark from an image using widget settings.

## Attributes

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	Subclasses can define a method that indicates whether the current combination of settings is sensible.
<code>margin</code>	
<code>match_on</code>	List of keywords whose values should match in the image being calibrated and the calibration image.
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	
<code>toggle</code>	Toggle widget that controls other display elements.
<code>width</code>	

## Methods

<code>action(ccd)</code>	
<code>add_child(child)</code>	Append a child to the container part of the widget.
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	Format widget.
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

## Methods Summary

---

`action(ccd)`

---

## Methods Documentation

**action** (*ccd*)

### FlatCorrect

**class** `reducer.astro_gui.FlatCorrect` (*bias\_image=None, \*\*kwd*)

Bases: `reducer.astro_gui.CalibrationStep`

Subtract dark from an image using widget settings.

### Attributes

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	Subclasses can define a method that indicates whether the current combination of settings is sensible.
<code>margin</code>	
<code>match_on</code>	List of keywords whose values should match in the image being calibrated and the calibration image.
<code>model_id</code>	Gets the model id of this widget.
<code>padding</code>	
<code>toggle</code>	Toggle widget that controls other display elements.
<code>width</code>	

### Methods

<code>action(ccd)</code>	
<code>add_child(child)</code>	Append a child to the container part of the widget.
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	Format widget.
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits

Continued on next page

Table 2.54 – continued from previous page

<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

## Methods Summary

---

*action(ccd)*

---

## Methods Documentation

**action** (*ccd*)

## Overscan

**class** `reducer.astro_gui.Overscan` (*\*arg, \*\*kwd*)

Bases: `reducer.astro_gui.Slice`

docstring for Overscan

## Attributes

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	

Continued on next page

Table 2.56 – continued from previous page

margin	
model_id	Gets the model id of this widget.
padding	
<i>polynomial_order</i>	
toggle	Toggle widget that controls other display elements.
width	

**Methods**

<i>action</i> (ccd)	Subtract overscan from image based on settings.
add_child(child)	Append a child to the container part of the widget.
add_class(className)	Adds a class to the top level element of the widget.
add_traits(**traits)	Dynamically add trait attributes to the Widget.
class_config_rst_doc()	Generate rST documentation for this class' config options.
class_config_section()	Get the config class config section
class_get_help([inst])	Get the help string for this class in ReST format.
class_get_trait_help(trait[, inst])	Get the help string for a single trait.
class_own_trait_events(name)	Get a dict of all event handlers defined on this class, not a parent.
class_own_traits(**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
class_print_help([inst])	Get the help string for a single trait and print it.
class_trait_names(**metadata)	Get a list of all the names of this class' traits.
class_traits(**metadata)	Get a dict of all the traits of this class.
close()	Close method.
display()	Display and format this widget.
<i>format</i> ()	
get_state([key])	Gets the widget state, or a piece of it.
handle_comm_opened(comm, msg)	Static method, called when a widget is constructed.
has_trait(name)	Returns True if the object has a trait with the specified name.
hold_sync(*args, **kwds)	Hold syncing any state until the outermost context manager exits
hold_trait_notifications(*args, **kwds)	Context manager for bundling trait change notifications and cross validation.
notify_change(change)	Called when a property has changed.
observe(handler[, names, type])	Setup a handler to be called when a trait changes.
on_displayed(callback[, remove])	(Un)Register a widget displayed callback.
on_msg(callback[, remove])	(Un)Register a custom msg receive callback.
on_trait_change([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.
on_widget_constructed(callback)	Registers a callback to be called when a widget is constructed.
open()	Open a comm to the frontend if one isn't already open.
remove_class(className)	Removes a class from the top level element of the widget.
section_names()	return section names as a list
send(content[, buffers])	Sends a custom msg to the widget model in the front-end.
send_state([key])	Sends the widget state, or a piece of it, to the front-end.
set_state(sync_data)	Called when a state is received from the front-end.
set_trait(name, value)	Forcibly sets trait attribute, including read-only attributes.
setup_instance(*args, **kwargs)	
trait_events([name])	Get a dict of all the event handlers of this class.
trait_metadata(traitname, key[, default])	Get metadata values for trait by key.
trait_names(**metadata)	Get a list of all the names of this class' traits.
traits(**metadata)	Get a dict of all the traits of this class.
unobserve(handler[, names, type])	Remove a trait change handler.

Continued on next page

Table 2.57 – continued from previous page

<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

**Attributes Summary**


---

`is_sane`

---

`polynomial_order`

---

**Methods Summary**


---

`action(ccd)` Subtract overscan from image based on settings.

---

`format()`

---

**Attributes Documentation****is\_sane****polynomial\_order****Methods Documentation****action** (*ccd*)

Subtract overscan from image based on settings.

**Parameters** *ccd*: *ccdproc.CCDData*

Image to be reduced.

**format** ()**Trim****class** `reducer.astro_gui.Trim` (\*arg, \*\*kwd)Bases: `reducer.astro_gui.Slice`

Controls and action for trimming a widget.

**Attributes**


---

<code>border</code>	
<code>container</code>	Widget that contains the elements controlled by the toggle.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>disabled</code>	True if widget is disabled.
<code>height</code>	
<code>is_sane</code>	Determine whether combination of settings is at least remotely plausible.
<code>margin</code>	

Continued on next page

Table 2.60 – continued from previous page

model_id	Gets the model id of this widget.
padding	
toggle	Toggle widget that controls other display elements.
width	

**Methods**

<code>action(ccd)</code>	Trim an image to bounds given in the widget.
<code>add_child(child)</code>	Append a child to the container part of the widget.
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_config_rst_doc()</code>	Generate rST documentation for this class' config options.
<code>class_config_section()</code>	Get the config class config section
<code>class_get_help([inst])</code>	Get the help string for this class in ReST format.
<code>class_get_trait_help(trait[, inst])</code>	Get the help string for a single trait.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_print_help([inst])</code>	Get the help string for a single trait and print it.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>display()</code>	Display and format this widget.
<code>format()</code>	
<code>get_state([key])</code>	Gets the widget state, or a piece of it.
<code>handle_comm_opened(comm, msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync(*args, **kwds)</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications(*args, **kwds)</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed(callback)</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>section_names()</code>	return section names as a list
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
<code>update_config(config)</code>	Update config and load the new values

## Methods Summary

`action(ccd)` Trim an image to bounds given in the widget.

## Methods Documentation

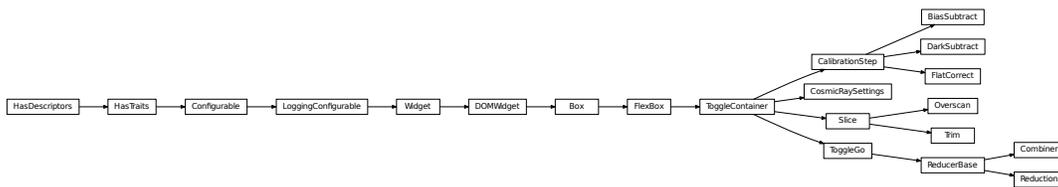
### `action(ccd)`

Trim an image to bounds given in the widget.

**Returns** `trimmed`: `ccdproc.CCDData`

Trimmed image.

## Class Inheritance Diagram



## 2.6 Contributors

### 2.6.1 Project Coordinator

- Matt Craig (@mwcraft)

### 2.6.2 Contributors

All package contributors, listed alphabetically.

- Juan Cabanela (@JuanCab)
- Nathan Heidt (@heidtna)
- Stuart Littlefair (@StuartLittlefair)
- Thomas Robitaille (@astrofrog)
- Christian Tismer (@ctismer)

## 2.7 Changes

### 2.7.1 1.0.0 (unreleased)

#### General

#### New Features

#### Other Changes

#### Bug fixes

### 2.7.2 0.3.0 (2016-07-17)

#### General

- This version only supports IPython 4 or higher, and requires `ipywidgets` version 4.
- The minimum required version of `ccdproc` is now 1.0.

#### New Features

- Images can now simply be copied from the source to the destination directory. [#137]

#### Other Changes

#### Bug fixes

### 2.7.3 0.2.9 (2016-06-16)

#### General

#### New Features

#### Other Changes

- Update package requirements to `ipywidgets` instead of `ipython`, and restrict version number.

#### Bug fixes

- Use `numpy` dtype name instead of `dtype` itself to determine output dtype. [#129]

## 2.7.4 0.2.8 (2016-05-31)

### General

### New Features

### Other Changes

### Bug fixes

- Check that the image collection for master images exists before refreshing it. [#128]

## 2.7.5 0.2.7 (2016-05-30)

### General

### New Features

### Other Changes

### Bug fixes

- The *ImageFileCollection* used to find masters was out of date and not refreshed if a reduction widget was created before the masters were created. [#127]

## 2.7.6 0.2.6 (2016-05-27)

### General

### New Features

### Other Changes

- Use `combine` function for combining images to limit memory usage during image combination. [#120, #121]
- Use `median` and `median_absolute_deviation` in sigma clipping instead of the default `mean` and `std`. [#106]
- Discard mask/uncertainty from result of image combination unless input images have mask/uncertainty. [#119]
- Choose sensible data type for reduced images based on data type of original images. [#122]

### Bug fixes

- Eliminate huge memory usage by reduction. [#118]

### 2.7.7 0.2.5 (2016-05-25)

#### General

#### New Features

#### Other Changes

- Improve display of images in file browser.

#### Bug fixes

- Work around a bug in ccdproc/astropy.nddata that incorrectly creates an uncertainty as a mask.
- Work around a bug in astropy.io.fits that results in writing incorrect data values in some cases.

### 2.7.8 0.2.3 (2016-05-23)

#### General

#### New Features

#### Other Changes

#### Bug fixes

- Ensure unsigned int images can be displayed. [#115, #116]
- Ensure that combined images can be written. [#117]

**r**

`reducer.astro_gui`, 17  
`reducer.gui`, 6  
`reducer.image_browser`, 13



**A**

action() (reducer.astro\_gui.BiasSubtract method), 28  
 action() (reducer.astro\_gui.Combiner method), 22  
 action() (reducer.astro\_gui.DarkSubtract method), 30  
 action() (reducer.astro\_gui.FlatCorrect method), 31  
 action() (reducer.astro\_gui.Overscan method), 33  
 action() (reducer.astro\_gui.Reduction method), 19  
 action() (reducer.astro\_gui.Trim method), 35  
 action() (reducer.gui.ToggleContainer method), 8  
 action() (reducer.gui.ToggleGo method), 12  
 add\_child() (reducer.gui.ToggleContainer method), 8

**B**

BiasSubtract (class in reducer.astro\_gui), 27

**C**

CalibrationStep (class in reducer.astro\_gui), 25  
 combined (reducer.astro\_gui.Combiner attribute), 21  
 Combiner (class in reducer.astro\_gui), 20  
 container (reducer.gui.ToggleContainer attribute), 8  
 CosmicRaySettings (class in reducer.astro\_gui), 22

**D**

DarkSubtract (class in reducer.astro\_gui), 28  
 disabled (reducer.gui.ToggleContainer attribute), 8  
 display() (reducer.astro\_gui.CosmicRaySettings method), 23  
 display() (reducer.gui.ToggleContainer method), 8  
 display() (reducer.image\_browser.FitsViewer method), 15  
 display() (reducer.image\_browser.ImageBrowser method), 17  
 display() (reducer.image\_browser.ImageTree method), 14

**F**

fits\_display (reducer.image\_browser.ImageBrowser attribute), 17  
 FitsViewer (class in reducer.image\_browser), 14  
 FlatCorrect (class in reducer.astro\_gui), 30  
 format() (reducer.astro\_gui.Combiner method), 22  
 format() (reducer.astro\_gui.Overscan method), 33

format() (reducer.astro\_gui.Slice method), 25  
 format() (reducer.gui.ToggleContainer method), 8  
 format() (reducer.gui.ToggleGo method), 12  
 format() (reducer.gui.ToggleMinMax method), 10  
 format() (reducer.image\_browser.FitsViewer method), 15  
 format() (reducer.image\_browser.ImageBrowser method), 17  
 format() (reducer.image\_browser.ImageTree method), 14

**G**

go() (reducer.gui.ToggleGo method), 12

**I**

image\_source (reducer.astro\_gui.Combiner attribute), 21  
 ImageBrowser (class in reducer.image\_browser), 15  
 ImageTree (class in reducer.image\_browser), 13  
 is\_sane (reducer.astro\_gui.Combiner attribute), 21  
 is\_sane (reducer.astro\_gui.Overscan attribute), 33  
 is\_sane (reducer.astro\_gui.Slice attribute), 25  
 is\_sane (reducer.gui.ToggleContainer attribute), 8  
 is\_sane (reducer.gui.ToggleGo attribute), 12

**M**

match\_on (reducer.astro\_gui.CalibrationStep attribute), 26  
 max (reducer.gui.ToggleMinMax attribute), 10  
 min (reducer.gui.ToggleMinMax attribute), 10

**N**

ndarray\_to\_png() (in module reducer.image\_browser), 13

**O**

Overscan (class in reducer.astro\_gui), 31

**P**

polynomial\_order (reducer.astro\_gui.Overscan attribute), 33  
 progress\_bar (reducer.gui.ToggleGo attribute), 12

## R

reducer.astro\_gui (module), 17  
reducer.gui (module), 6  
reducer.image\_browser (module), 13  
Reduction (class in reducer.astro\_gui), 18

## S

set\_color\_for() (in module reducer.gui), 6  
set\_fits\_file\_callback() (reducer.image\_browser.FitsViewer method), 15  
Slice (class in reducer.astro\_gui), 23  
state\_change\_handler() (reducer.gui.ToggleGo method), 12

## T

toggle (reducer.gui.ToggleContainer attribute), 8  
ToggleContainer (class in reducer.gui), 6  
ToggleGo (class in reducer.gui), 10  
ToggleMinMax (class in reducer.gui), 9  
top (reducer.image\_browser.FitsViewer attribute), 15  
top (reducer.image\_browser.ImageTree attribute), 14  
tree\_widget (reducer.image\_browser.ImageBrowser attribute), 17  
Trim (class in reducer.astro\_gui), 33

## U

unlock() (reducer.gui.ToggleGo method), 13