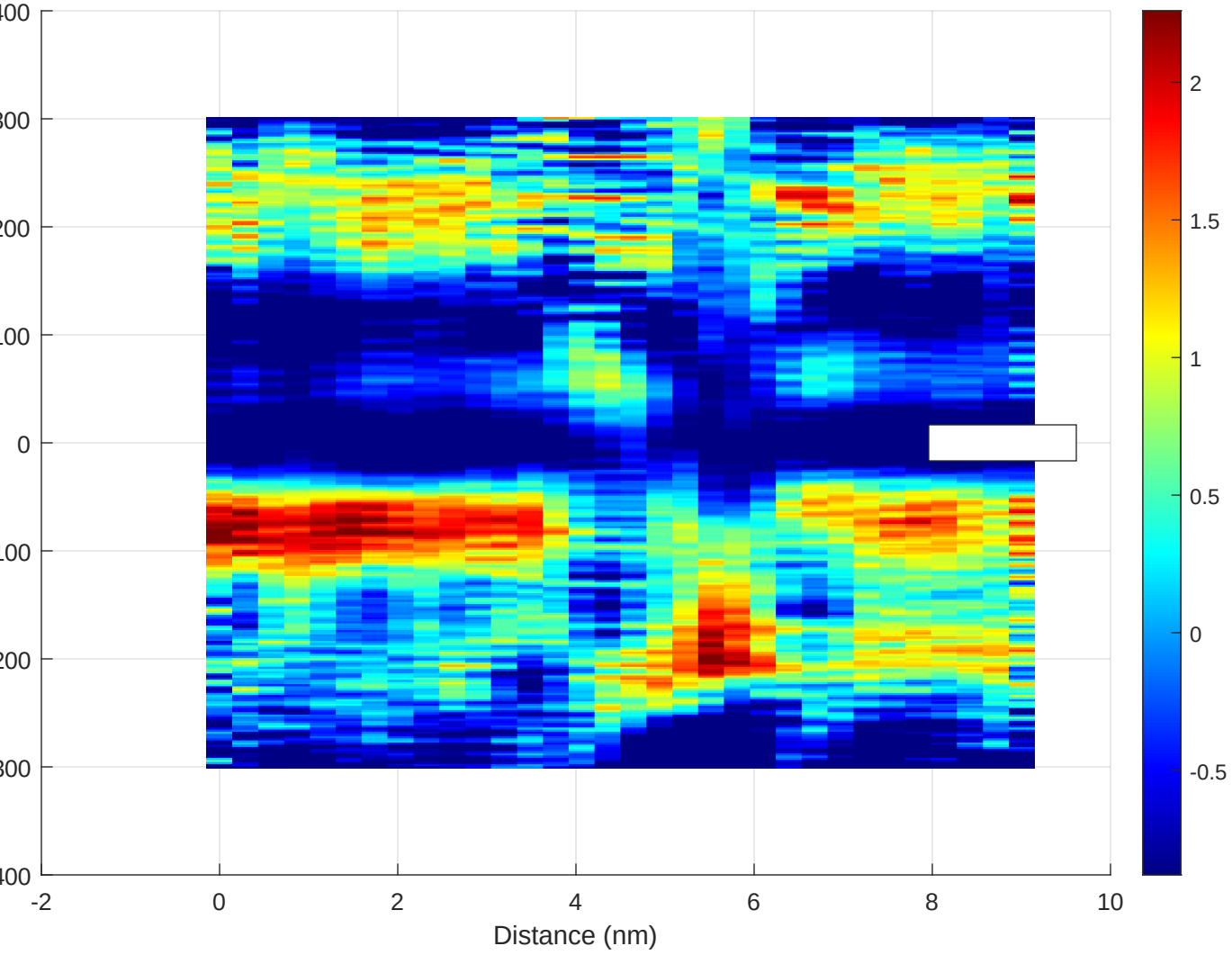

Display
Heatmap

Filter
Savitzky-Golay

Smooth dir
both

Baseline
poly2

RMS normalize

SG window

SG poly

WT level

Group avg + spre

Colormap
jet

Interp
none