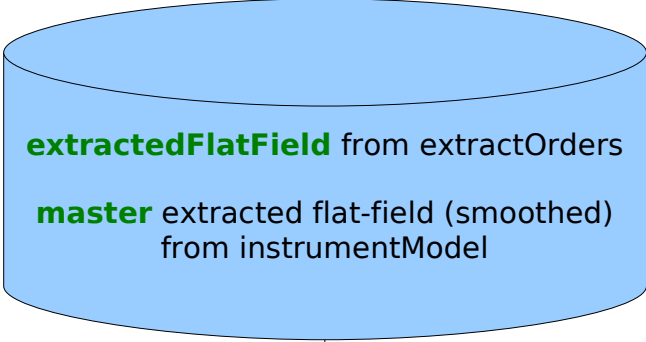


Read parameters from config file



compute **unblazedExtractedFlatfield**
= **extractedFlatField** / **master**

prepare series of **unblazedExtractedFieldBlazeShift** to test in component **qoverlap** if the order overlap improves when master is shifted.

for every shift of the master (by an integer number of pixels along the order) between **minimumShift** and **maximumShift**

compute **shiftedMaster** as **master** shifted by that value when shift $\neq 0$
compute **unblazedExtractedFlatfieldBlazeShift[shift]** = **extractedFlatField** / **shiftedMaster**
put 1 in pixels where the result is undefined

