

# CUBE

An IRAM software

Apr. 30th, 2024

Questions? Comments? Bug reports? Mail to: `gildas@iram.fr`

The GILDAS team welcomes an acknowledgment in publications  
using GILDAS software to reduce and/or analyze data.

Please use the following reference in your publications:

<http://www.iram.fr/IRAMFR/GILDAS>

## Documentation

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Active developers: S. Bardeau<sup>1</sup>.

Main past contributors: V. de Souza<sup>1</sup>.

## Software

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1. IRAM
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# Contents

<b>1</b>	<b>In a nutshell</b>	<b>1</b>
<b>2</b>	<b>Internal Helps</b>	<b>3</b>
2.1	ADM Language Internal Help . . . . .	3
2.1.1	Language . . . . .	3
2.1.2	DAG . . . . .	3
2.1.3	DIRECTORY . . . . .	3
2.1.4	FIND . . . . .	3
2.1.5	FREE . . . . .	3
2.1.6	HISTORY . . . . .	4
2.1.7	IMPORT . . . . .	4
2.1.8	LIST . . . . .	4
2.1.9	SNAPSHOT . . . . .	4
2.2	CUBE Language Internal Help . . . . .	4
2.2.1	Language . . . . .	4
2.2.2	AVERAGE . . . . .	4
2.2.3	BASELINE . . . . .	4
2.2.4	CIRCLE . . . . .	4
2.2.5	CONSISTENCY . . . . .	5
2.2.6	EXPORT . . . . .	5
2.2.7	EXTRACT . . . . .	5
2.2.8	FEATHER . . . . .	5
2.2.9	FFT . . . . .	5
2.2.10	HEADER . . . . .	5
2.2.11	HISTO1D . . . . .	5
2.2.12	LUMINOSITY . . . . .	5
2.2.13	MOMENTS . . . . .	6
2.2.14	NAN . . . . .	6
2.2.15	NOISE . . . . .	6
2.2.16	POLY2MASK . . . . .	6
2.2.17	REPROJECT . . . . .	6
2.2.18	RESAMPLE . . . . .	6
2.2.19	RESIDUALS . . . . .	6
2.2.20	ROTATE . . . . .	6
2.2.21	SHUFFLE . . . . .	7
2.2.22	SLICE . . . . .	7
2.2.23	SMOOTH . . . . .	7

2.2.24	SNR . . . . .	7
2.2.25	SORT . . . . .	7
2.2.26	STACK . . . . .	7
2.2.27	STITCH . . . . .	7
2.2.28	TEMPLATE . . . . .	7
2.2.29	WINDOW . . . . .	8

# Chapter 1

## In a nutshell

```
1  import raw/paws
2  list
3  update paws-pdbi+30m-12co10-1as-cube:cube /family 12co10
4  header 12co10:cube
5  open edited /like 12co10:cube /init copy
6  put /observatory +noema +30m
7  put /source NGC5194
8  close edited /like 12co10:edited,cube
9  view 12co10:edited,cube
10 baseline 12co10:edited,cube /poly 1 /line -120 +120
11 view
10 noise 12co10:baselined,line,cube /range -120 120
11 bit
12 snr 12co10:baselined,line,cube 12co10:noise
13 view
14 segment 12co10:snr
14 @ show-segments
15 detect 12co10:baseline,line,cube 12co10:segments /range -120 +120
16 view 12co10:residuals
17 moments 12co10:detected
18 show /moments signal
19 show /moments noise
20 show /moments snr
21 memory
21 snapshot
22 free
23 memory
```



## Chapter 2

# Internal Helps

### 2.1 ADM Language Internal Help

#### 2.1.1 Language

type ADM? for language summary

#### 2.1.2 DAG

Type DAG ? for help

#### 2.1.3 DIRECTORY

Type DIRECTORY ? for help

#### 2.1.4 FIND

type FIND ? for help

#### 2.1.5 FREE

type FREE ? for help

### 2.1.6 HISTORY

type HISTORY ? for help

### 2.1.7 IMPORT

type IMPORT ? for help

### 2.1.8 LIST

type LIST ? for help

### 2.1.9 SNAPSHOT

type SNAPSHOT ? for help

## 2.2 CUBE Language Internal Help

### 2.2.1 Language

type CUBE? for language Summary

### 2.2.2 AVERAGE

Type AVERAGE ?[?[?]] for help.

### 2.2.3 BASELINE

Type BASELINE ?[?[?]] for help.

### 2.2.4 CIRCLE

Type CIRCLE ?[?[?]] for help.



### 2.2.5 CONSISTENCY

Type CONSISTENCY `?[?[]]` for help.

### 2.2.6 EXPORT

Type EXPORT `?[?[]]` for help.

### 2.2.7 EXTRACT

Type EXTRACT `?[?[]]` for help.

### 2.2.8 FEATHER

Type FEATHER `?[?[]]` for help.

### 2.2.9 FFT

Type FFT `?[?[]]` for help.

### 2.2.10 HEADER

Type HEADER `?[?[]]` for help.

### 2.2.11 HISTO1D

Type HISTO1D `?[?[]]` for help.

### 2.2.12 LUMINOSITY

Type LUMINOSITY `?[?[]]` for help.

### 2.2.13 MOMENTS

Type `MOMENTS` `?[?[]]` for help.

### 2.2.14 NAN

Type `NAN` `?[?[]]` for help.

### 2.2.15 NOISE

Type `NOISE` `?[?[]]` for help.

\"=====

### 2.2.16 POLY2MASK

type `POLY2MASK` `?[?[]]` for help.

### 2.2.17 REPROJECT

type `REPROJECT` `?[?[]]` for help.

### 2.2.18 RESAMPLE

type `RESAMPLE` `?[?[]]` for help.

### 2.2.19 RESIDUALS

type `RESIDUALS` `?[?[]]` for help.

### 2.2.20 ROTATE

type `ROTATE` `?[?[]]` for help.

### 2.2.21 SHUFFLE

type SHUFFLE ?[?[]] for help.

### 2.2.22 SLICE

type SLICE ?[?[]] for help

### 2.2.23 SMOOTH

type SMOOTH ?[?[]] for help

### 2.2.24 SNR

type SNR ?[?[]] for help

### 2.2.25 SORT

type SORT ?[?[]] for help

### 2.2.26 STACK

type STACK ?[?[]] for help

### 2.2.27 STITCH

type STITCH ?[?[]] for help

### 2.2.28 TEMPLATE

type TEMPLATE ?[?[]] for help

**2.2.29 WINDOW**

type WINDOW ?[?[] for help