**Optimal process Flow**

1. Stack (pix or CCD stack)
2. Graxpert (in place of DBE)
3. Color combine RGB frames, Lum process independently

3A combine NB after BlurX separately

1. BlurXterminator RGB frame and Lum, (NB frames separately then combine)
2. NoiseX all
3. Multiscale linear transform if needed (noise). Better on sun than NoiseX
4. Histogram transform
5. Make rangemask to cover object and fix background if needed
6. GAME mask for ‘spot fixes”
7. Starnet2. Discard lum stars, save RGB stars.
8. HDRmultiscale the Lum, maybe the NB
9. Local Histogram equlazition
10. Exponential transform
11. Unsharp mask (gentle)
12. Combine Lum into RGB with LRGB
13. Fix stars (boost star color with curves, and minor adjust color if needed.)
14. Morph transform stars if needed (less now with blurX)
15. PiXmath to combine stars back to object
16. Save images
17. Photoshop for minor adjustments, size, final noise, hue, etc)

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