



Bugs: lightcurve

This tool has been deprecated as of CIAO 3.0; use [dmextract](#) instead.

Bugs

1. *The background GTI is taken to be the same as the input GTI.*
2. *lightcurve can only properly deal with unrotated, rectangular regions.*

If a circle (or any complex region) is given, the area calculated will be the area of a rectangle which completely includes this region (called the "bounding box"). This principally affects background-subtracted lightcurves by overestimating the contribution of the background. The final effect is to give artificially **high** count rates.

Workarounds:

1. Obtain count rates with *any* region, using the tool [dmextract](#).
2. If you *insist* on using `lightcurve`, one could obtain background subtracted lightcurves by extracting lightcurves for source and background *individually*. Then use [dmtcalc](#) to scale and subtract the background lightcurve from the source. Note that the scaling would need to account for the original error of casting a circle into a square.

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URL:
<http://cxc.harvard.edu/ciao3.4/bugs/lightcurve.html>
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Bugs: lightcurve – CIAO 3.4