

PS1 Mask image

All images, warps and stacks, have [Pixel Flags](#) set for each individual pixels. This information is saved in a mask image, which in general has the suffix `.mask.fits(.fz)` and `mk.fits(.fz)` for warp and stack images, respectively.

Contents

The starting point for the PS1 data archive is at [Pan-STARRS1 data archive home page](#).

The following information is taken from [Waters et al.](#), which should be cited appropriately.

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