**Parameters**

**Noise Threshold** Allows you to exclude noise or small structures.

*[Start at 0.5]*

**Scale** Allows you to select size of object to target.

*[Try using 7-9 for normal images]*

--------------------------------------------------------------------------------------------------------------------------------------

**Large Scale** Grows large stars / structures.

{You can increase size of stars using ***Morphological Transformation - Dilate***}

*[Start at 0]*

**Small Scale** Grows small scale structures.

*[Start at 0]*

**Compensation** Tied to small scale above.

*[Start at 0]*

--------------------------------------------------------------------------------------------------------------------------------------

**Smoothness** Softens edges of mask.

*[Try to stay within 12-20, normally 16]*

**Binarize** Makes mask being either full or nothing which hardens edges.

{You can use ***convolution*** later to soften edges}

Means small & large scale objects are equally weighted.

*[I normally tick this option but untick if you want less steps and use large scale, small scale & compensation to adjust size. Normally you just need to use large scale.]*

--------------------------------------------------------------------------------------------------------------------------------------

**Shadows** Allows you to exclude background and dark features.

*[Use readout mode over background at set to just above that value, don’t be afraid to go below this level if you want to futher include dim stars]*

**Mid-tones** Allows you to limit mid-tones

*[Try using really low values, sometimes below ‘Shadows’ value to include really faint stars]*

**Highlights** Allows you to limit highlights

*[Use readout mode over really bright stars at set to around that value. If you have trouble finding a value to suit small and really large stars you can create two masks the add with Pixelmath]*

--------------------------------------------------------------------------------------------------------------------------------------

**Method for processing images containing area with nebulosity.**

1. Create Preview(s) that cover areas of interest with different sized stars. Drag their name tab out to create a new image from them. This allows you to trial the mask settings quickly without processing the whole image.
2. Create good star mask, I typically spend most time adjusting shadows, mid-tones & highlights.
3. Create new mask using Pixelmath equation as ‘0.5’.
4. Subtract starmask from half mask.

* This lets you process the high signal nebulosity areas without affecting stars or background.
* Stops stars bloating.
* If you invert it you can process the star and background.