

First scan in -RA direction and then scan in +RA direction with constant movement in DEC

	SynScan 1.19.20	Drift in +RA
1x	No	(+RA) = 2 (-RA)
1.5x	No	(+RA) = 4 (-RA)
2x	No	(+RA) = 3 (-RA)
3x	No	same as 4x and 1x
4x	No	same as 3x and 1x
5x	No	const.difference
6x	No	const.difference
8x	No	const.difference
10x	No	const.difference
12x	No	const.difference
14x	No	const.difference
15.9x	No	const.difference
16x	OK	
20x	OK	
30x	OK	

	SynScan 2.3.8	Drift in -RA
1x	OK	
1.5x	No	(+RA) = 5/6 (-RA)
2x	No	(+RA) = 5/6 (-RA)
3x	No	(+RA) = 3/4 (-RA)
4x	OK	
5x	OK	
6x	OK	
8x	OK	
10x	OK	
12x	OK	
14x	OK	
15.9x	OK	
16x	No	const.difference
20x	No	const.difference
30x	No	const.difference

	GSS 1.6.1	Drift in -RA
1x	OK	
1.5x	No	(+RA) = 1/2 (-RA)
2x	No	(+RA) = ~ 1/2 (-RA)
3x	No	(+RA) = 3/4 (-RA)
4x	OK	
5x	OK	
6x	OK	
8x	OK	
10x	OK	
12x	OK	
14x	OK	
15.9x	OK	
16x	No	const.difference
20x	No	const.difference
30x	No	const.difference

Simulator	GSS 1.6.1	Drift in -RA
1x	OK	
1.5x	OK	
2x	OK	
3x	OK	
4x	OK	
5x	OK	
6x	OK	
8x	OK	
10x	OK	
12x	OK	
14x	OK	
15.9x	OK	
16x	No	const.difference
20x	No	const.difference
30x	No	const.difference





