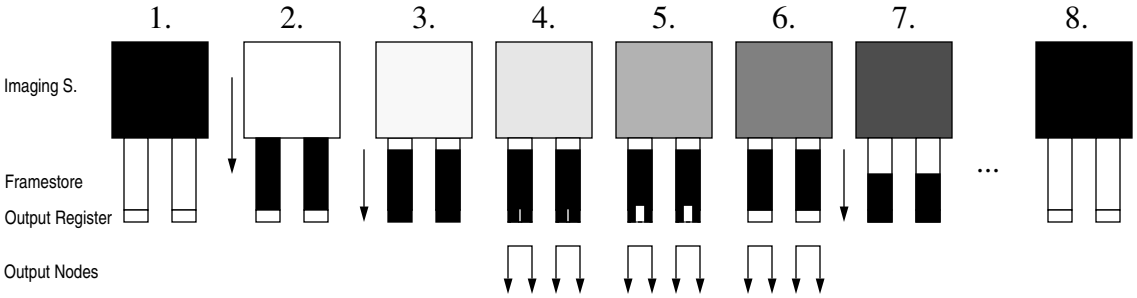

1. Wait until Imaging Section is exposed for desired amount of time
2. Transfer Imaging Section to Framestore and clear output registers
3. Transfer one row from Framestore to Serial Output Shift Registers
4. Clock 1 pixel from each serial register half to its respective output node
5. Repeat until all pixels have been clocked out of the output registers
6. Clock empty output registers to provide system noise information (overclock)
7. Transfer next row from Framestore to Serial Output Shift Registers
8. Repeat until entire Framestore has been transferred