

enum IndexToDataTestParameters

Enumerator:

<i>BlankParameters</i>	0:
<i>DefaultParameters</i>	1:
<i>u_BeamR_Width_at_Clip_1</i>	2:
<i>u_BeamR_Width_at_Clip_2</i>	3:
<i>u_BeamR_GFit</i>	4:
<i>u_BeamR_TopHat</i>	5:
<i>v_BeamR_Width_at_Clip_1</i>	6:
<i>v_BeamR_Width_at_Clip_2</i>	7:
<i>v_BeamR_GFit</i>	8:
<i>v_BeamR_TopHat</i>	9:
<i>v1_BeamC_Width_at_Clip_1</i>	10:
<i>v1_BeamC_Width_at_Clip_2</i>	11:
<i>v1_BeamC_GFit</i>	12:
<i>v1_BeamC_TopHat</i>	13:
<i>u1_BeamC_Width_at_Clip_1</i>	14:
<i>u1_BeamC_Width_at_Clip_2</i>	15:
<i>u1_BeamC_GFit</i>	16:
<i>u1_BeamC_TopHat</i>	17:
<i>v2_BeamC_Width_at_Clip_1</i>	18:
<i>v2_BeamC_Width_at_Clip_2</i>	19:
<i>v2_BeamC_GFit</i>	20:
<i>v2_BeamC_TopHat</i>	21:
<i>u2_BeamC_Width_at_Clip_1</i>	22:
<i>u2_BeamC_Width_at_Clip_2</i>	23:
<i>u2_BeamC_GFit</i>	24:
<i>u2_BeamC_TopHat</i>	25:
<i>v3_BeamC_Width_at_Clip_1</i>	26:
<i>v3_BeamC_Width_at_Clip_2</i>	27:
<i>v3_BeamC_GFit</i>	28:
<i>v3_BeamC_TopHat</i>	29:
<i>u3_BeamC_Width_at_Clip_1</i>	30:
<i>u3_BeamC_Width_at_Clip_2</i>	31:
<i>u3_BeamC_GFit</i>	32:
<i>u3_BeamC_TopHat</i>	33:
<i>v4_BeamC_Width_at_Clip_1</i>	34:
<i>v4_BeamC_Width_at_Clip_2</i>	35:
<i>v4_BeamC_GFit</i>	36:
<i>v4_BeamC_TopHat</i>	37:
<i>u4_BeamC_Width_at_Clip_1</i>	38:
<i>u4_BeamC_Width_at_Clip_2</i>	39:
<i>u4_BeamC_GFit</i>	40:
<i>u4_BeamC_TopHat</i>	41:
<i>minus2_BeamMap_Width_at_Clip_1</i>	42:
<i>minus2_BeamMap_Width_at_Clip_2</i>	43:
<i>minus2_BeamMap_GFit</i>	44:
<i>minus2_BeamMap_TopHat</i>	45:
<i>minus1_BeamMap_Width_at_Clip_1</i>	46:
<i>minus1_BeamMap_Width_at_Clip_2</i>	47:
<i>minus1_BeamMap_GFit</i>	48:
<i>minus1_BeamMap_TopHat</i>	49:
<i>zero_BeamMap_Width_at_Clip_1</i>	50:
<i>zero_BeamMap_Width_at_Clip_2</i>	51:
<i>zero_BeamMap_GFit</i>	52:
<i>zero_BeamMap_TopHat</i>	53:
<i>plus1_BeamMap_Width_at_Clip_1</i>	54:
<i>plus1_BeamMap_Width_at_Clip_2</i>	55:
<i>plus1_BeamMap_GFit</i>	56:
<i>plus1_BeamMap_TopHat</i>	57:
<i>plus2_BeamMap_Width_at_Clip_1</i>	58:
<i>plus2_BeamMap_Width_at_Clip_2</i>	59:
<i>plus2_BeamMap_GFit</i>	60:
<i>plus2_BeamMap_TopHat</i>	61:
<i>plus45_BeamMap_Width_at_Clip_1</i>	62:
<i>plus45_BeamMap_Width_at_Clip_2</i>	63:
<i>plus45_BeamMap_GFit</i>	64:
<i>plus45_BeamMap_TopHat</i>	65:
<i>minus45_BeamMap_Width_at_Clip_1</i>	66:
<i>minus45_BeamMap_Width_at_Clip_2</i>	67:
<i>minus45_BeamMap_GFit</i>	68:
<i>minus45_BeamMap_TopHat</i>	69:
<i>u_BeamScope_Width_at_Clip_1</i>	70:
<i>u_BeamScope_Width_at_Clip_2</i>	71:
<i>u_BeamScope_GFit</i>	72:
<i>u_BeamScope_TopHat</i>	73:

<i>v_BeamScope_Width_at_Clip_1</i>	74:
<i>v_BeamScope_Width_at_Clip_2</i>	75:
<i>v_BeamScope_GFit</i>	76:
<i>v_BeamScope_TopHat</i>	77:
<i>u_WinCamD_Width_at_Clip_1</i>	78: The Clip[a] 2Wua beam diameter
<i>u_WinCamD_Width_at_Clip_2</i>	79: The Clip[b] 2Wub beam diameter
<i>u_WinCamD_GFit</i>	80: The Clip[a] 2Wua profile Gaussian Ffit percentage
<i>u_WinCamD_TopHat</i>	81: The Clip[a] 2Wua profile Top Hat fit percentage
<i>v_WinCamD_Width_at_Clip_1</i>	82: The Clip[a] 2Wva beam diameter
<i>v_WinCamD_Width_at_Clip_2</i>	83: The Clip[b] 2Wba beam diameter
<i>v_WinCamD_GFit</i>	84: The Clip[a] 2Wva profile Gaussian Ffit percentage
<i>v_WinCamD_TopHat</i>	85: The Clip[a] 2Wva profile Top Hat fit percentage
<i>Xc_BeamR</i>	86:
<i>Yc_BeamR</i>	87:
<i>Xg_BeamR</i>	88:
<i>Yg_BeamR</i>	89:
<i>Xp_BeamR</i>	90:
<i>Yp_BeamR</i>	91:
<i>uM2_NA_BeamC_alt</i>	92:
<i>vM2_NA_BeamC_alt</i>	93:
<i>Uniformity_WinCamD</i>	94:
<i>Ewidth_WinCamD</i>	95:
<i>Ellipticity_BeamR</i>	96:
<i>Power_BeamR</i>	97:
<i>Xc1_BeamC</i>	98:
<i>Yc1_BeamC</i>	99:
<i>Xg1_BeamC</i>	100:
<i>Yg1_BeamC</i>	101:
<i>Xp1_BeamC</i>	102:
<i>Yp1_BeamC</i>	103:
<i>Xc2_BeamC</i>	104:
<i>Yc2_BeamC</i>	105:
<i>Xg2_BeamC</i>	106:
<i>Yg2_BeamC</i>	107:
<i>Xp2_BeamC</i>	108:
<i>Yp2_BeamC</i>	109:
<i>Xc3_BeamC</i>	110:
<i>Yc3_BeamC</i>	111:
<i>Xg3_BeamC</i>	112:
<i>Yg3_BeamC</i>	113:
<i>Xp3_BeamC</i>	114:
<i>Yp3_BeamC</i>	115:
<i>Xc4_BeamC</i>	116:
<i>Yc4_BeamC</i>	117:
<i>Xg4_BeamC</i>	118:
<i>Yg4_BeamC</i>	119:
<i>Xp4_BeamC</i>	120:
<i>Yp4_BeamC</i>	121:
<i>uMsquared_BeamC_Alt</i>	122:
<i>uM2_Zo_BeamC_Alt</i>	123:
<i>vMsquared_BeamC_Alt</i>	124:
<i>vM2_Zo_BeamC_Alt</i>	125:
<i>Ellipticity_BeamC</i>	126:
<i>Power_BeamC</i>	127:
<i>Xc_BeamMap</i>	128:
<i>Yc_BeamMap</i>	129:
<i>Xg_BeamMap</i>	130:
<i>Yg_BeamMap</i>	131:
<i>Xp_BeamMap</i>	132:
<i>Yp_BeamMap</i>	133:
<i>Ellipticity_BeamMap</i>	134:
<i>Power_BeamMap</i>	135:
<i>DivergenceNA_BeamMap</i>	136:
<i>DivergenceDegrees_BeamMap</i>	137:
<i>DivergenceRadians_BeamMap</i>	138:
<i>Msquared_BeamMap</i>	139:
<i>M2_2Wo_BeamMap</i>	140:
<i>M2_Zo_BeamMap</i>	141:
<i>M2_Zr_BeamMap</i>	142:
<i>M2_Theta_BeamMap</i>	143:
<i>M2_NA_BeamMap</i>	144:
<i>Xc_BeamScope</i>	145:
<i>Yc_BeamScope</i>	146:
<i>Xg_BeamScope</i>	147:
<i>Yg_BeamScope</i>	148:
<i>Xp_BeamScope</i>	149:
<i>Yp_BeamScope</i>	150:

<i>Ellipticity_BeamScope</i>	151:
<i>Power_BeamScope</i>	152:
<i>uDivergenceNA_BeamC</i>	153:
<i>uDivergenceDegrees_BeamC</i>	154:
<i>uDivergenceRadians_BeamC</i>	155:
<i>uMsquared_BeamC</i>	156:
<i>uM2_2Wo_BeamC</i>	157:
<i>uM2_Zo_BeamC</i>	158:
<i>uM2_Zr_BeamC</i>	159:
<i>uM2_Theta_BeamC</i>	160:
<i>uM2_NA_BeamC</i>	161:
<i>vDivergenceNA_BeamC</i>	162:
<i>vDivergenceDegrees_BeamC</i>	163:
<i>vDivergenceRadians_BeamC</i>	164:
<i>vMsquared_BeamC</i>	165:
<i>vM2_2Wo_BeamC</i>	166:
<i>vM2_Zo_BeamC</i>	167:
<i>vM2_Zr_BeamC</i>	168:
<i>vM2_Theta_BeamC</i>	169:
<i>vM2_NA_BeamC</i>	170:
<i>Xc_WinCamD</i>	171: X-Axis mathematical centroid position
<i>Yc_WinCamD</i>	172: Y-Axis mathematical centroid position
<i>Xg_WinCamD</i>	173: X-Axis geometric centroid position
<i>Yg_WinCamD</i>	174: Y-Axis geometric centroid position
<i>Xp_WinCamD</i>	175: X-Axis peak position
<i>Yp_WinCamD</i>	176: Y-Axis peak position
<i>Ellipticity_WinCamD</i>	177: Ellipticity
<i>Power_WinCamD</i>	178: Relative power value in the selected units
<i>Oreintation_WinCamD</i>	179: The orientation of the ellipse in degrees
<i>MajorWidth_WinCamD</i>	180: The ellipse major diameter 2W_Major
<i>MinorWidth_WinCamD</i>	181: The ellipse minor diameter 2W_Minor
<i>MeanWidth_WinCamD</i>	182: The ellipse mean diameter 2W_Mean
<i>Peak_WinCamD</i>	183: The peak value as a percentage of the maximum possible ADC level
<i>AverageFluence_WinCamD</i>	184: The average fluence value from the fluence dialogue
<i>uM2_M2_Device</i>	185:
<i>uM2_2Wo_Device</i>	186:
<i>uM2_Zo_Device</i>	187:
<i>uM2_Zr_Device</i>	188:
<i>uM2_Theta_Device</i>	189:
<i>uM2_NA_Device</i>	190:
<i>vM2_M2_Device</i>	191:
<i>vM2_2Wo_Device</i>	192:
<i>vM2_Zo_Device</i>	193:
<i>vM2_Zr_Device</i>	194:
<i>vM2_Theta_Device</i>	195:
<i>vM2_NA_Device</i>	196:
<i>ID_WANDER</i>	197:
<i>PointingX_BeamMapC</i>	198:
<i>PointingY_BeamMapC</i>	199:
<i>PointingX_BeamMap</i>	200:
<i>Msquared_BeamMap_Alt</i>	201:
<i>M2_Zo_BeamMap_Alt</i>	202:
<i>M2_Theta_BeamMap_Alt</i>	203:
<i>M2_Zo_BeamMap_Alt2</i>	204:
<i>u_BeamR_GFitWidth</i>	205:
<i>v_BeamR_GFitWidth</i>	206:
<i>v1_BeamC_GFitWidth</i>	207:
<i>u1_BeamC_GFitWidth</i>	208:
<i>v2_BeamC_GFitWidth</i>	209:
<i>u2_BeamC_GFitWidth</i>	210:
<i>v3_BeamC_GFitWidth</i>	211:
<i>u3_BeamC_GFitWidth</i>	212:
<i>v4_BeamC_GFitWidth</i>	213:
<i>u4_BeamC_GFitWidth</i>	214:
<i>minus2_BeamMap_GFitWidth</i>	215:
<i>minus1_BeamMap_GFitWidth</i>	216:
<i>zero_BeamMap_GFitWidth</i>	217:
<i>plus1_BeamMap_GFitWidth</i>	218:
<i>plus2_BeamMap_GFitWidth</i>	219:
<i>plus45_BeamMap_GFitWidth</i>	220:
<i>minus45_BeamMap_GFitWidth</i>	221:
<i>u_BeamScope_GFitWidth</i>	222:
<i>v_BeamScope_GFitWidth</i>	223:
<i>u_WinCamD_GFitWidth</i>	224:
<i>v_WinCamD_GFitWidth</i>	225:
<i>MajorWidth_ISO11146</i>	226:
<i>MinorWidth_ISO11146</i>	227:

ELPDEG_ISO11146	228:
x_WinCam_Divergence_at_Clip_1	229:
x_WinCam_Divergence_at_Clip_2	230:
y_WinCam_Divergence_at_Clip_1	231:
y_WinCam_Divergence_at_Clip_2	232:
Xu_WinCamD	233:
Yu_WinCamD	234:
u2_WinCamD_Width_at_Clip_1	235:
u2_WinCamD_Width_at_Clip_2	236:
u2_WinCamD_GFit	237:
u2_WinCamD_TopHat	238:
v2_WinCamD_Width_at_Clip_1	239:
v2_WinCamD_Width_at_Clip_2	240:
v2_WinCamD_GFit	241:
v2_WinCamD_TopHat	242:
Ellipticity_WinCamD_alt	243:
Oreintation_WinCamD_alt	244:
MajorWidth_WinCamD_alt	245:
MinorWidth_WinCamD_alt	246:
MeanWidth_WinCamD_alt	247:
Peak_WinCamD_alt	248:
MajorWidth_ISO11146_alt	249:
MinorWidth_ISO11146_alt	250:
ELPDEG_ISO11146_alt	251:
Ewidth_WinCamD_alt	252:
Xc_WinCamD_alt	253:
Yc_WinCamD_alt	254:
Xu_WinCamD_alt	255:
Yu_WinCamD_alt	256:
Xg_WinCamD_alt	257:
Yg_WinCamD_alt	258:
Xp_WinCamD_alt	259:
Yp_WinCamD_alt	260:
d63_major_WinCamD	261:
d63_minor_WinCamD	262:
d63_WinCamD	263:
A_d63_WinCamD	264:
P_d63_WinCamD	265:
I63_WinCamD	266:
Theta_63_WinCamD	267:
u_Pointing	268:
v_Pointing	269:
u2_Pointing	270:
v2_Pointing	271:
MB_Header	272:
MB_Major	273:
MB_Minor	274:
MB_Mean	275:
MB_Deff	276:
MB_E	277:
MB_Oreintation	278:
MB_Xc	279:
MB_Yc	280:
MB_Gauss	281:
MB_NU	282:
MB_Clocking	283:
MB_I_peak	284:
MB_Power	285:
MB_S_rel	286:
MB_D_rel	287:
MB_Xcg	288:
MB_Ycg	289:
WC_AreaGFit	290:
StartSpare	291:
Spare31	292:
Last_PARAMETER_ID	293:
SetClipLevel1	294:
SetClipLevel2	295:
PeakButton	296:
StatusButton	297:
ZeroButton	298:
SpacerButton1	299:
SpacerButton2	300:
ZoomButton	301:
CrossHairButton	302:
AuxStageScale_2D	303:
TwoDsetup_2D	304:

<i>SetReference_2D</i>	305:
<i>Reference_2D</i>	306:
<i>HomeStage_2D</i>	307:
<i>Scan_2D</i>	308:
<i>DoSearch</i>	309:
<i>FindCenter_2D</i>	310:
<i>ReDo2D</i>	311:
<i>MessageButton</i>	312:
<i>Best_u_Divergence</i>	313:
<i>Best_v_Divergence</i>	314:
<i>Reset_Divergence</i>	315:
<i>CrossHairButton_alt</i>	316:
<i>Exposure_spare1</i>	317:
<i>Exposure_spare2</i>	318:
<i>ZeroButton_alt_0</i>	319:
<i>ZeroButton_alt_1</i>	320:
<i>bWavelength</i>	321:
<i>Source_offset</i>	322:
<i>DisplayArea1</i>	323:
<i>DisplayArea2</i>	324:
<i>MB_Setup</i>	325:
<i>MB_Label2</i>	326:
<i>MB_Spot_Sep</i>	327:
<i>MB_Guass_Sep</i>	328:
<i>MB_I_Guass</i>	329:
<i>MB_lo_Ave</i>	330:
<i>MB_Ps</i>	331:
<i>MB_spare1</i>	332:
<i>MB_spare2</i>	333:
<i>MB_spare3</i>	334:
<i>MB_spare4</i>	335:
<i>MB_spare5</i>	336:
<i>Ellipticity_WinCamD_1</i>	337:
<i>Ellipticity_WinCamD_2</i>	338:
<i>Ellipticity_WinCamD_3</i>	339:
<i>Ellipticity_WinCamD_4</i>	340:
<i>Orientation_WinCamD_1</i>	341:
<i>Orientation_WinCamD_2</i>	342:
<i>Orientation_WinCamD_3</i>	343:
<i>Orientation_WinCamD_4</i>	344:
<i>MajorWidth_WinCamD_1</i>	345:
<i>MajorWidth_WinCamD_2</i>	346:
<i>MajorWidth_WinCamD_3</i>	347:
<i>MajorWidth_WinCamD_4</i>	348:
<i>MinorWidth_WinCamD_1</i>	349:
<i>MinorWidth_WinCamD_2</i>	350:
<i>MinorWidth_WinCamD_3</i>	351:
<i>MinorWidth_WinCamD_4</i>	352:
<i>MeanWidth_WinCamD_1</i>	353:
<i>MeanWidth_WinCamD_2</i>	354:
<i>MeanWidth_WinCamD_3</i>	355:
<i>MeanWidth_WinCamD_4</i>	356:
<i>Peak_WinCamD_1</i>	357:
<i>Peak_WinCamD_2</i>	358:
<i>Peak_WinCamD_3</i>	359:
<i>Peak_WinCamD_4</i>	360:
<i>MajorWidth_ISO11146_1</i>	361:
<i>MajorWidth_ISO11146_2</i>	362:
<i>MajorWidth_ISO11146_3</i>	363:
<i>MajorWidth_ISO11146_4</i>	364:
<i>MinorWidth_ISO11146_1</i>	365:
<i>MinorWidth_ISO11146_2</i>	366:
<i>MinorWidth_ISO11146_3</i>	367:
<i>MinorWidth_ISO11146_4</i>	368:
<i>ELPDEG_ISO11146_1</i>	369:
<i>ELPDEG_ISO11146_2</i>	370:
<i>ELPDEG_ISO11146_3</i>	371:
<i>ELPDEG_ISO11146_4</i>	372:
<i>Ewidth_WinCamD_1</i>	373:
<i>Ewidth_WinCamD_2</i>	374:
<i>Ewidth_WinCamD_3</i>	375:
<i>Ewidth_WinCamD_4</i>	376:
<i>Xc_WinCamD_1</i>	377:
<i>Xc_WinCamD_2</i>	378:
<i>Xc_WinCamD_3</i>	379:
<i>Xc_WinCamD_4</i>	380:
<i>Yc_WinCamD_1</i>	381:

<i>Yc_WinCamD_2</i>	382:
<i>Yc_WinCamD_3</i>	383:
<i>Yc_WinCamD_4</i>	384:
<i>Xu_WinCamD_1</i>	385:
<i>Xu_WinCamD_2</i>	386:
<i>Xu_WinCamD_3</i>	387:
<i>Xu_WinCamD_4</i>	388:
<i>Yu_WinCamD_1</i>	389:
<i>Yu_WinCamD_2</i>	390:
<i>Yu_WinCamD_3</i>	391:
<i>Yu_WinCamD_4</i>	392:
<i>Xg_WinCamD_1</i>	393:
<i>Xg_WinCamD_2</i>	394:
<i>Xg_WinCamD_3</i>	395:
<i>Xg_WinCamD_4</i>	396:
<i>Yg_WinCamD_1</i>	397:
<i>Yg_WinCamD_2</i>	398:
<i>Yg_WinCamD_3</i>	399:
<i>Yg_WinCamD_4</i>	400:
<i>Xp_WinCamD_1</i>	401:
<i>Xp_WinCamD_2</i>	402:
<i>Xp_WinCamD_3</i>	403:
<i>Xp_WinCamD_4</i>	404:
<i>Yp_WinCamD_1</i>	405:
<i>Yp_WinCamD_2</i>	406:
<i>Yp_WinCamD_3</i>	407:
<i>Yp_WinCamD_4</i>	408:
<i>Exposure_1</i>	409:
<i>Exposure_2</i>	410:
<i>Exposure_3</i>	411:
<i>Exposure_4</i>	412:
<i>ZeroButton_1</i>	413:
<i>ZeroButton_2</i>	414:
<i>ZeroButton_3</i>	415:
<i>ZeroButton_4</i>	416:
<i>CrossHairButton_1</i>	417:
<i>CrossHairButton_2</i>	418:
<i>CrossHairButton_3</i>	419:
<i>CrossHairButton_4</i>	420:
<i>GainButton_1</i>	421:
<i>GainButton_2</i>	422:
<i>GainButton_3</i>	423:
<i>GainButton_4</i>	424:
<i>Blank_Button_1</i>	425:
<i>Blank_Button_2</i>	426:
<i>Blank_Button_3</i>	427:
<i>Blank_Button_4</i>	428:
<i>Blank_Button_5</i>	429:
<i>Blank_Button_6</i>	430:
<i>Blank_Button_7</i>	431:
<i>Blank_Button_8</i>	432:
<i>Blank_Button_9</i>	433:
<i>Blank_Button_10</i>	434:
<i>Blank_Button_11</i>	435:
<i>Blank_Button_12</i>	436:
<i>Blank_Button_13</i>	437:
<i>Blank_Button_14</i>	438:
<i>Blank_Button_15</i>	439:
<i>Last_ID</i>	440: