Details of ancillary information, which is one of spectral data objects in a SP PDS product file are shown in Table B1-1.

Table B1-1. Details of ancillary information in a SP PDS product file

Bit number (From LSB to MSB)	Short description	Details
1-3	VIS dark data condition	VIS dark data = VIS data observed with solar elevation larger than 90 degree. 000 => VIS dark data exist at both end of a L2B1 product. 001 => VIS dark data exist only at the end of a L2B1 product. 010 => VIS dark data exist only at the beginning of a L2B1 product. 011 => No VIS dark data exist in a L2B1 product. 100 => All data in a L2B1 product are VIS dark data 101 => Anomalous data
4	Sign of S value	S value = original data - dark data 0 = S value is positive or zero, 1=S value is negative.
5	Saturation	Saturation thershold = 50000 (original data) 0 = No saturation occurred, 1=Saturation occurred or data may be affected by saturation.
6-7	VIS wavelength shift	Unit of VIS wavelength shift = 6 nm (equal to VIS spectral sampling interval) 00 => VIS wavelength shift is less than 0.3. 01 => VIS wavelength shift is between 0.3 and 0.6. 10 => VIS wavelength shift is between 0.6 and 0.9. 11 => VIS wavelength shift is larger than 0.9.
8-9	VIS-NIR1 gap correction factor	VIS-NIR1 gap correction factor = Ration between VIS and NIR1 radiance at same wavelength before gap correction 00 => The factor is between 0.9 and 1.0. 01 => The factor is between 1.0 and 1.1. 10 => The factor is between 1.1 and 1.2. 11 => The factor is less than 0.9 or larger than 1.2.
10-11	NIR1-NIR2 gap correction factor	NIR1-NIR2 gap correction factor = Ration between NIR1 and NIR2 radiance at adjacent wavelength before gap correction 00 => The factor is less than 0.9. 01 => The factor is between 0.9 and 1.0. 10 => The factor is between 1.0 and 1.1. 11 => The factor is larger than 1.1.
12	Not used	
13	Not used	
14	Anomalous behavior of NIR1 longer end pixels	0 => normal 1 => anomalous
15	Anomalous behavior of VIS longer end and NIR1 shorter pixels	0 => normal 1 => anomalous
16	Dead pixels	0 => normal 1 => dead pixel