Diagonostics and data entry by Operators in callsheet

To narrow down the search of identifying which system was responsible for ***No Fringe***, operators should ensure that the following were done before the *No Fringe* callsheet is generated.

1. Fringe status in the other backend (Yes/No/NA)
2. Pointing offsets properly loaded? (Yes/No)
3. Current FPS counts = (00...) [Correct vals: 150:6500, 327:16500, 610:1200, 1420:11500]
4. LO status (Locked/Unlocked)
5. Self power (No self/Self OK)
6. Check fringe status after FE swap (fringing/not fringing)
7. Check fringe status after low noise cal setting (fringing/not fringing)
9. 30-1 spectrum clean (Yes/No)

9. 30-1 spectrum power level (130: 00...dBm, 175: 00...dBm)

Suggestions to the operator

(i) If point 2 is 'No', then proper pointing offsets to be loaded and raise an informational callsheet.

(ii) If point 3 is not showing the correct counts, do a feed calibration and then check for fringe. If fringe is still not comming, proceed with the remaining tests. If fringe is ok after fringe calibration, raise an information callsheet for FPS.

(iv) For points 4 and 5 irrespective of the results, proceed to the next.