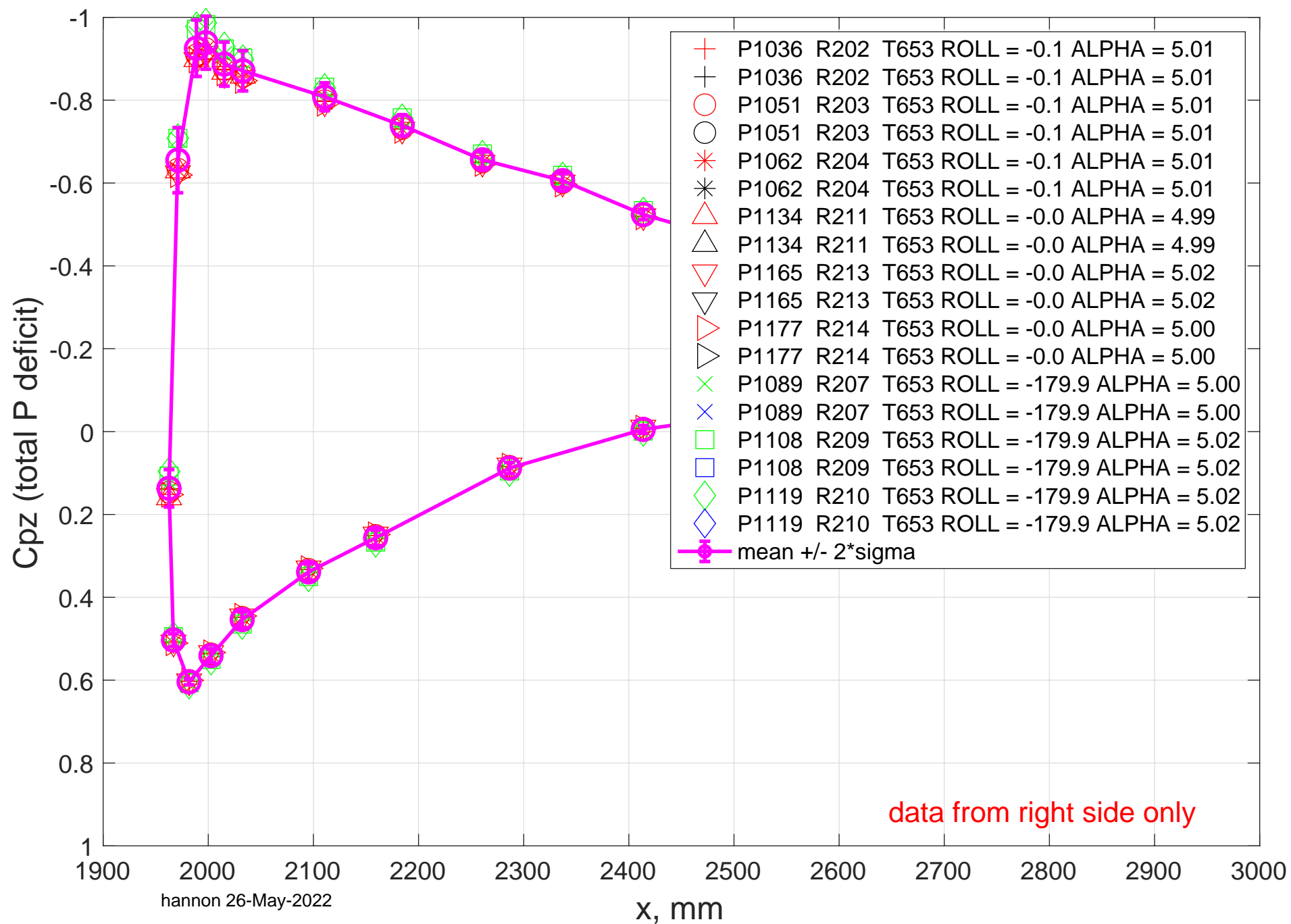
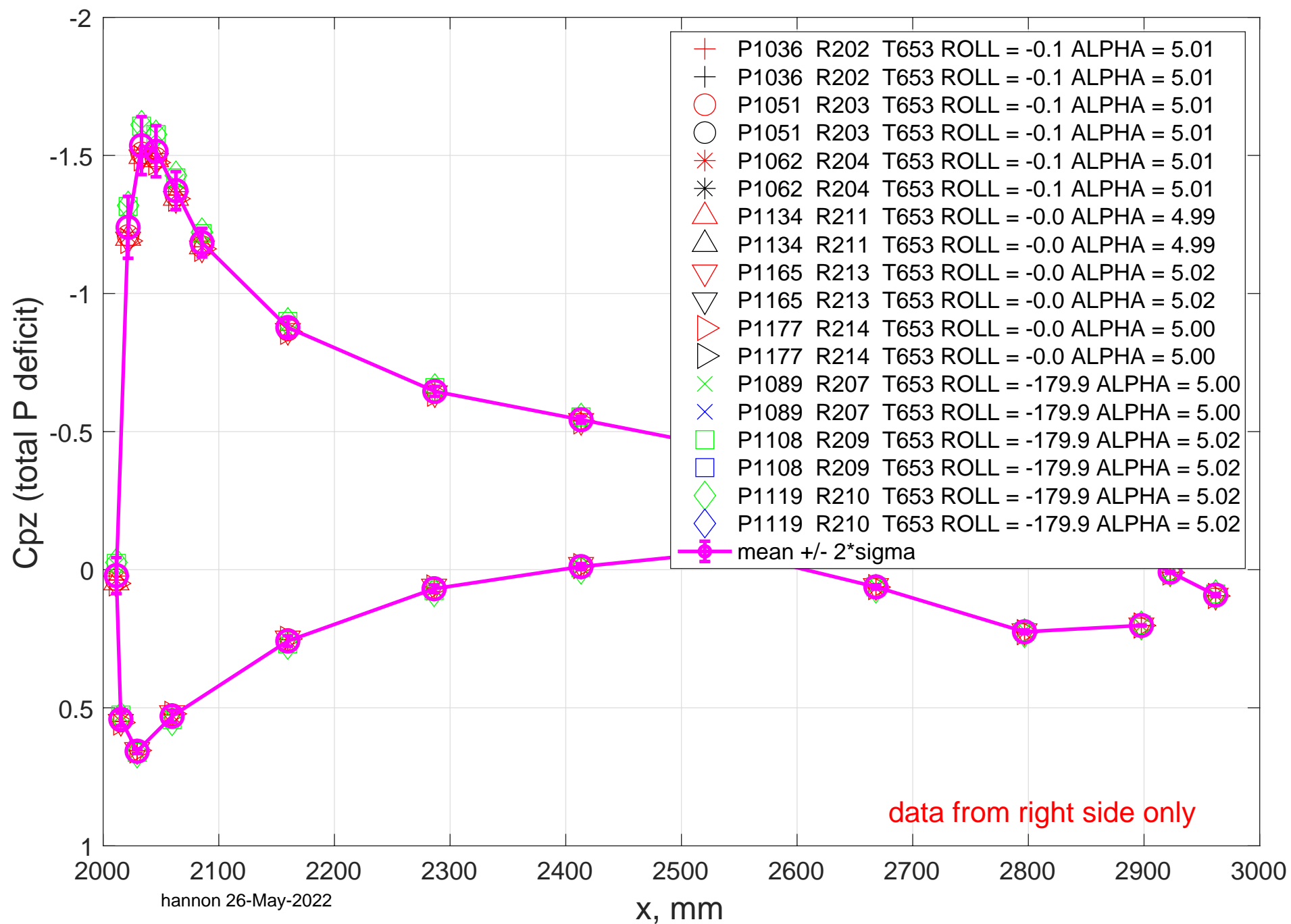


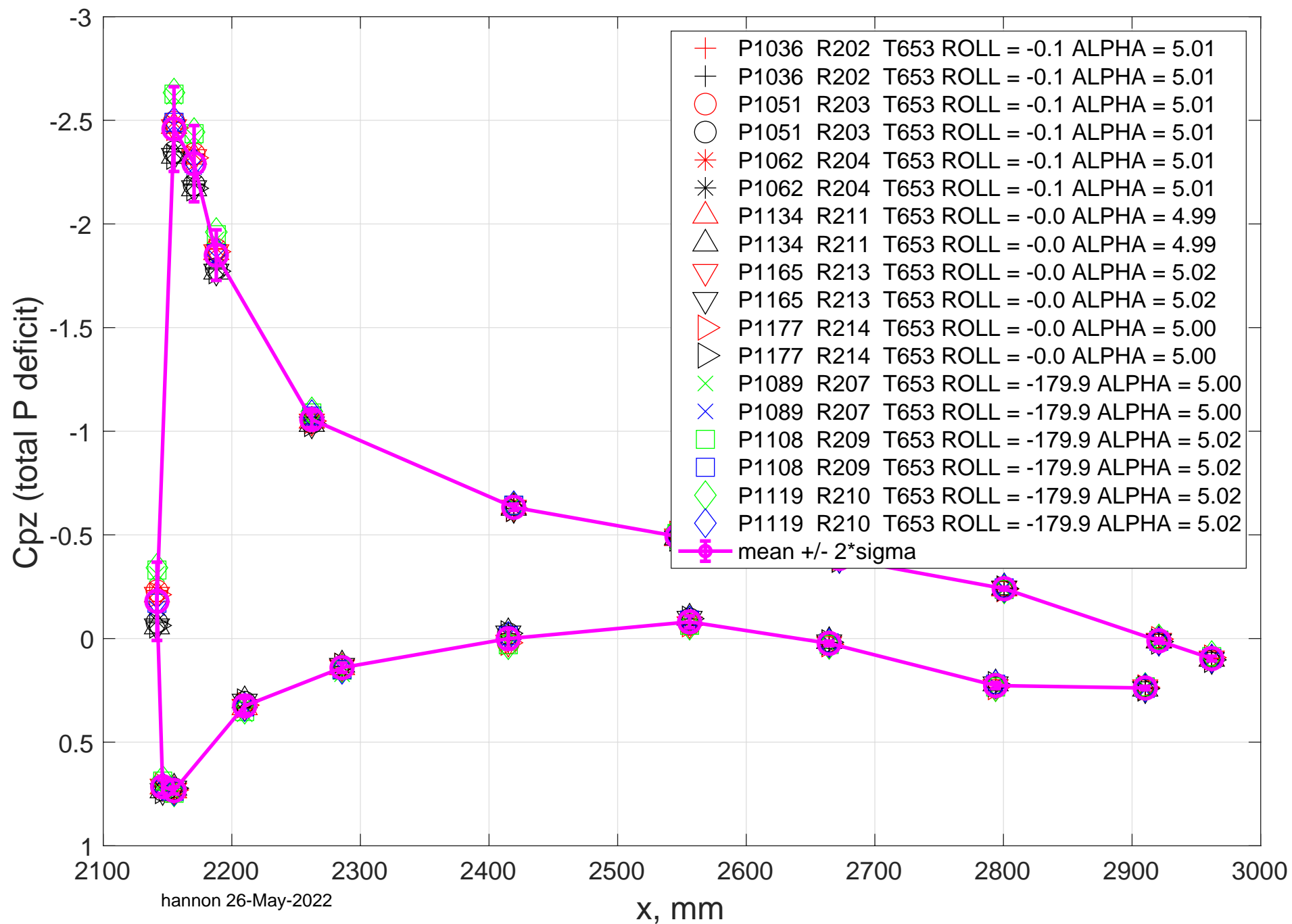
curvename = wing\_y254 red: right, upright; black: left, upright; green: right, inverted



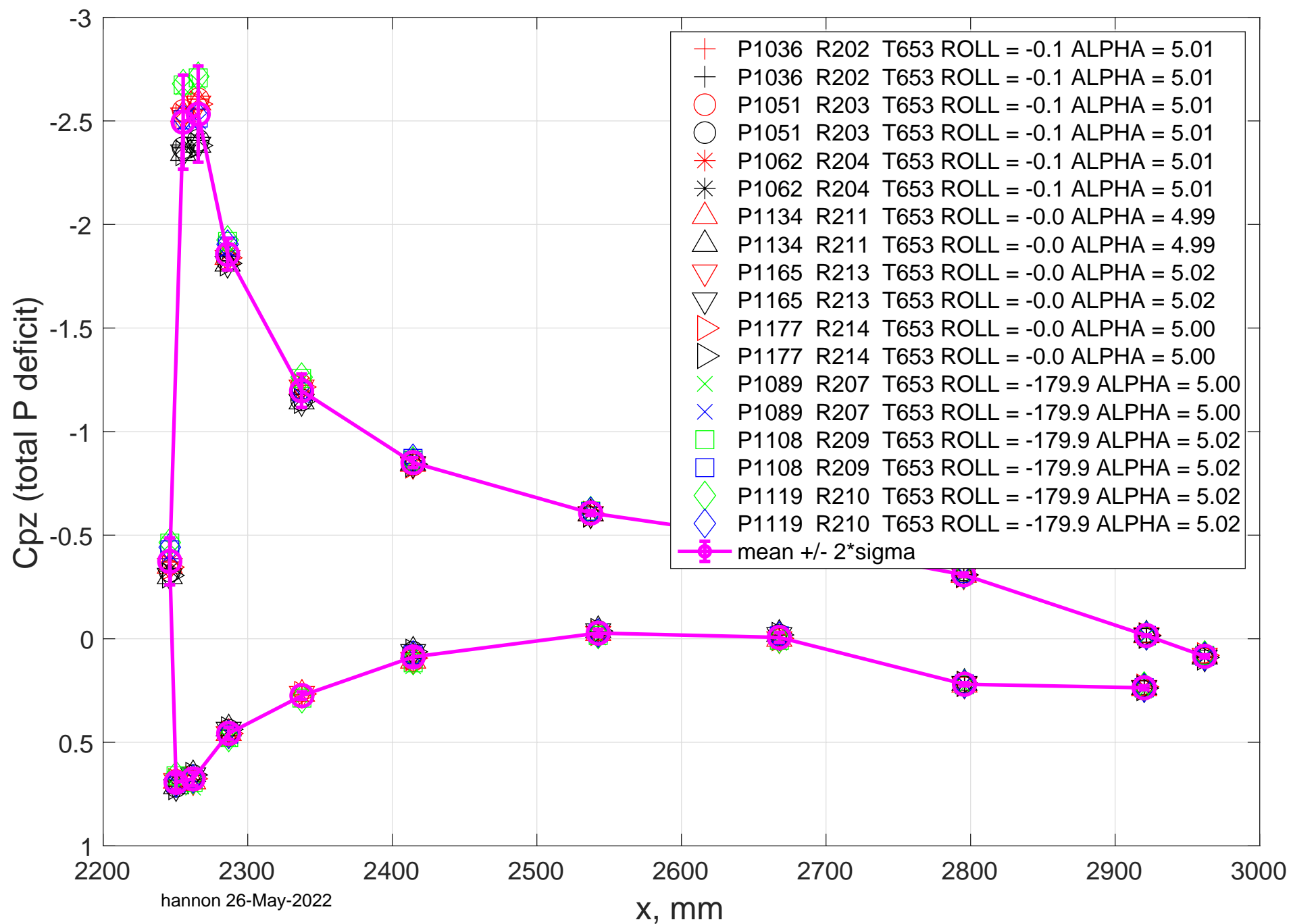
curvename = wing\_y290 red: right, upright; black: left, upright; green: right, inverted



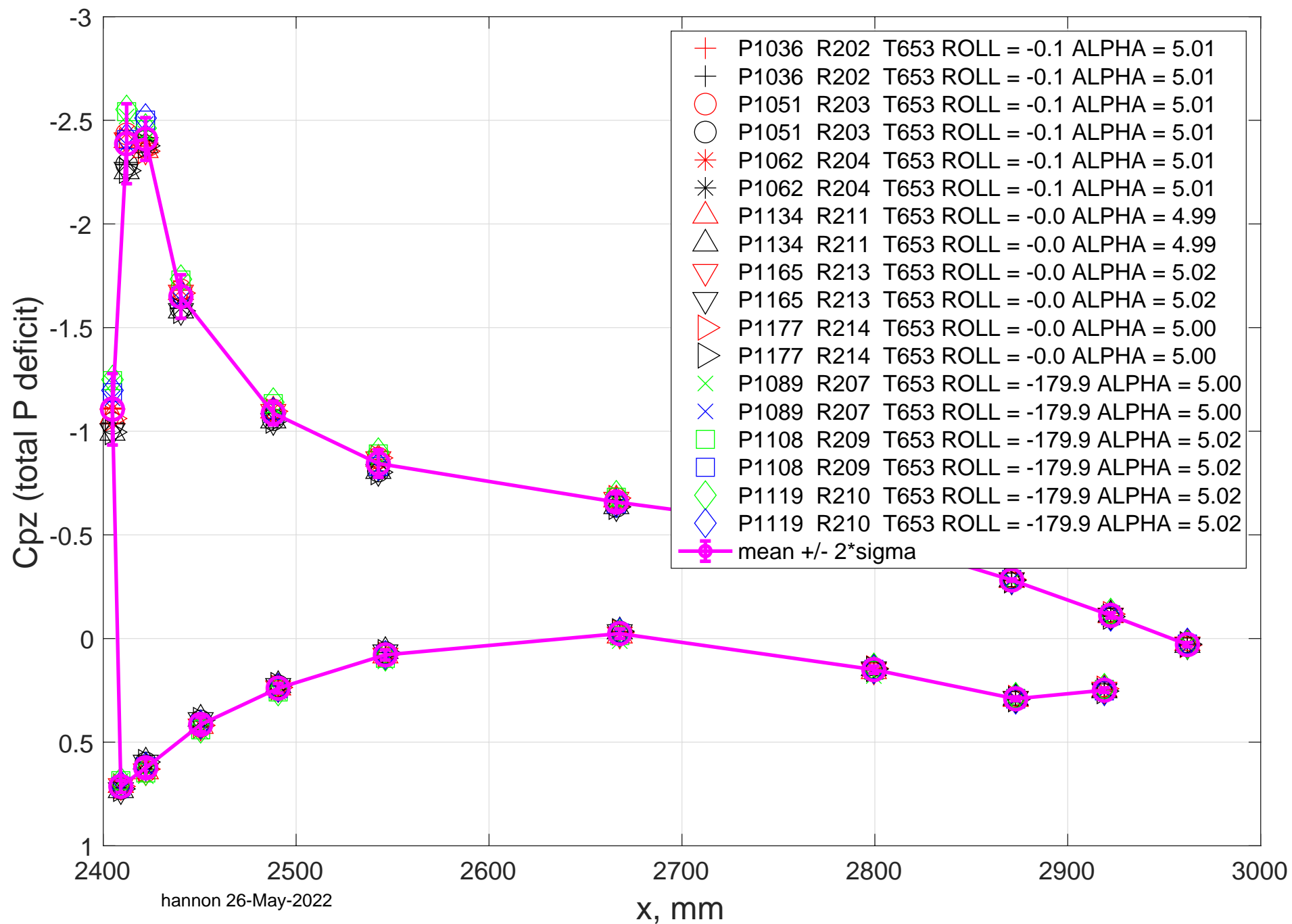
curvename = wing\_y482 red: right, upright; black: left, upright; green: right, inverted



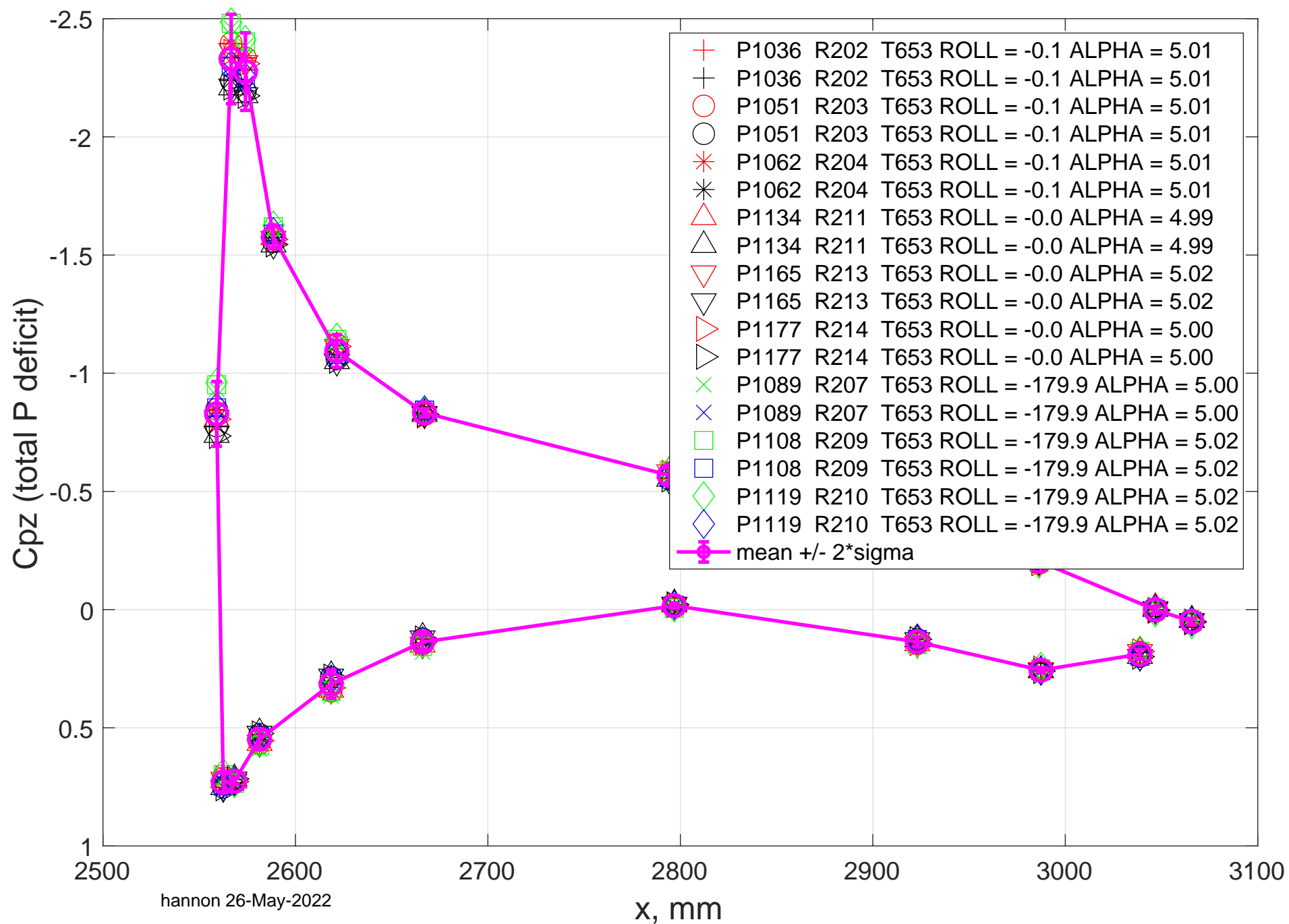
curvename = wing\_y685 red: right, upright; black: left, upright; green: right, inverted



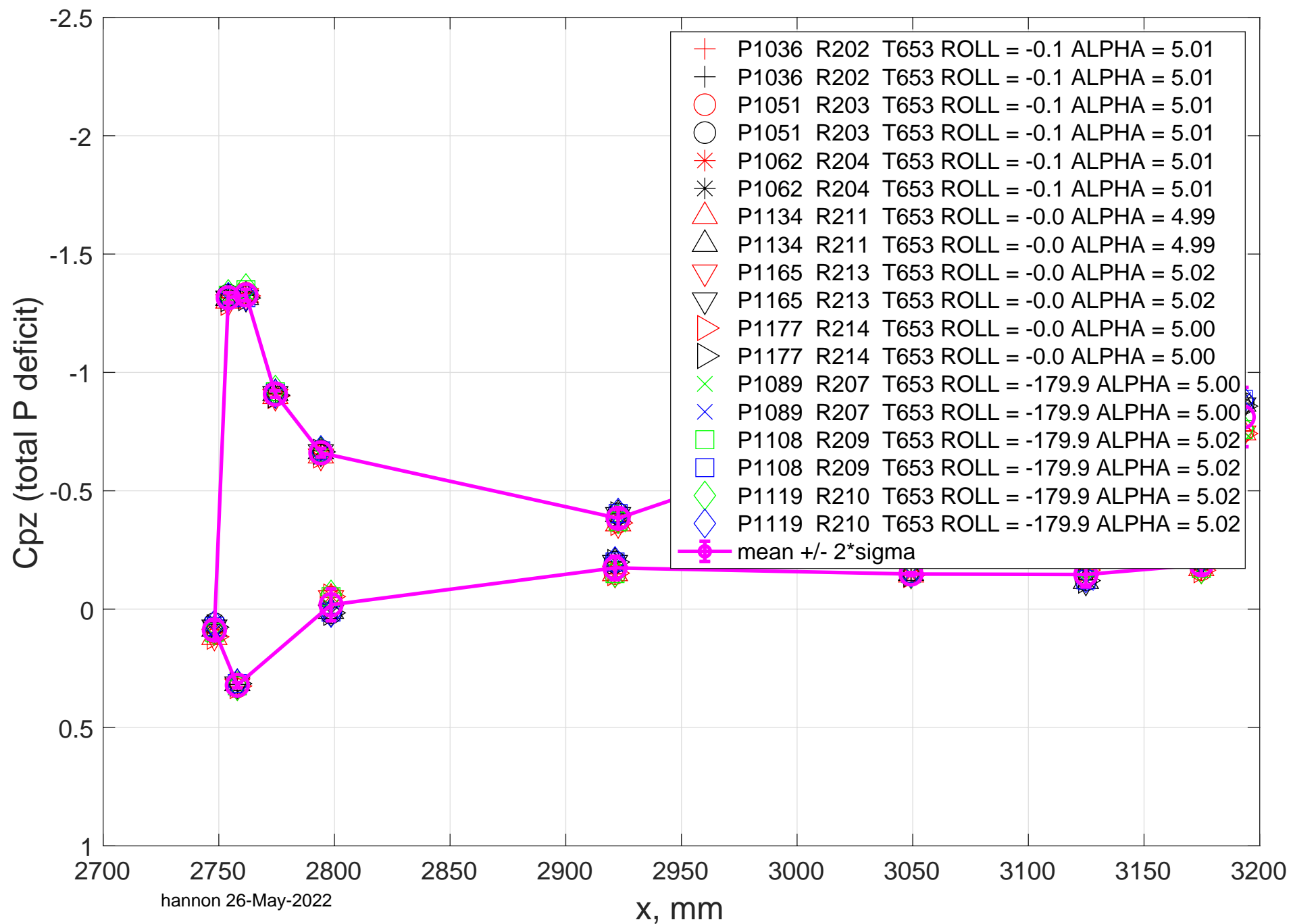
curvename = wing\_y994 red: right, upright; black: left, upright; green: right, inverted



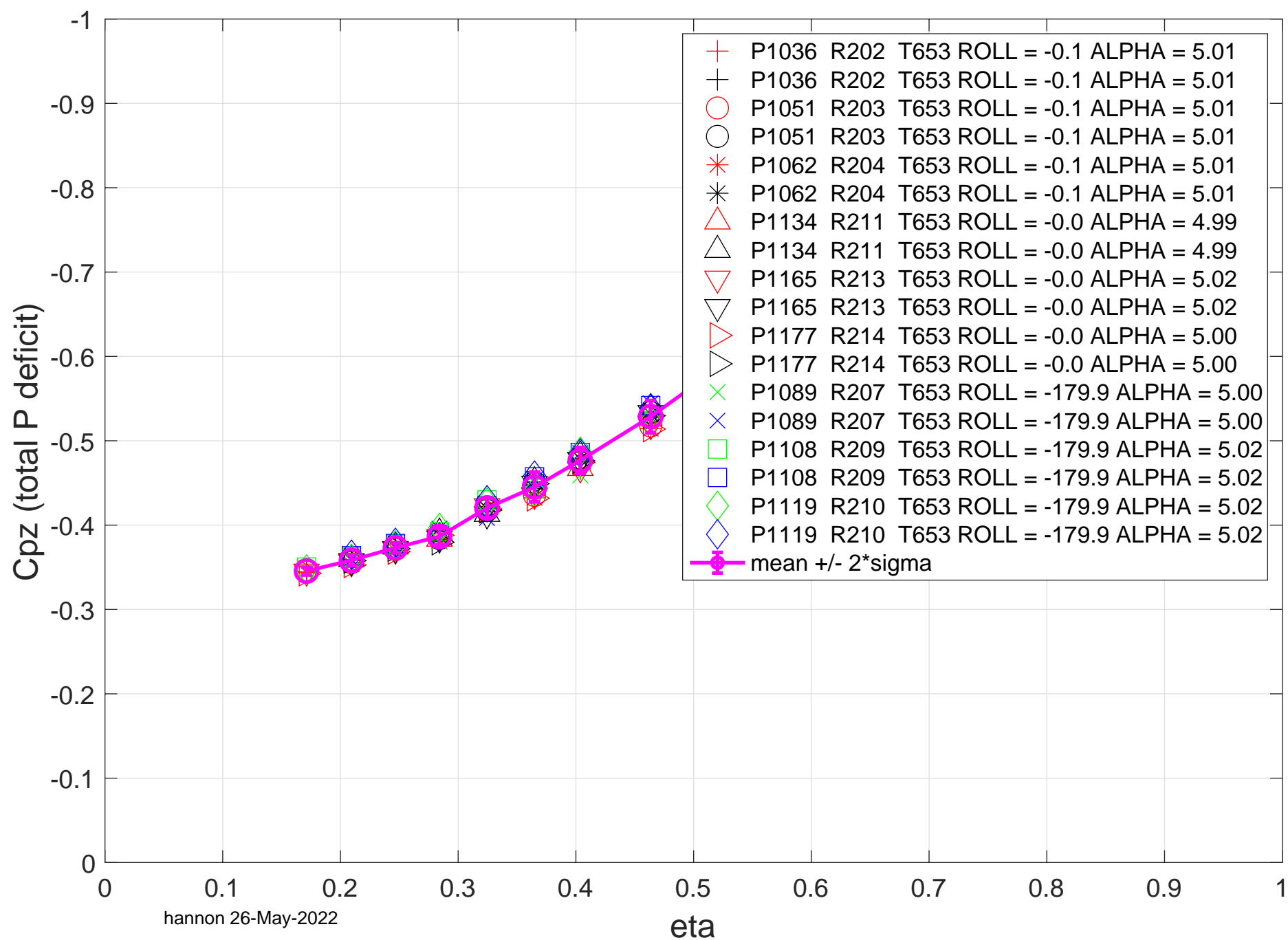
curvename = wing\_y1295 red: right, upright; black: left, upright; green: right, invert



curvename = wing\_y1663 red: right, upright; black: left, upright; green: right, invert

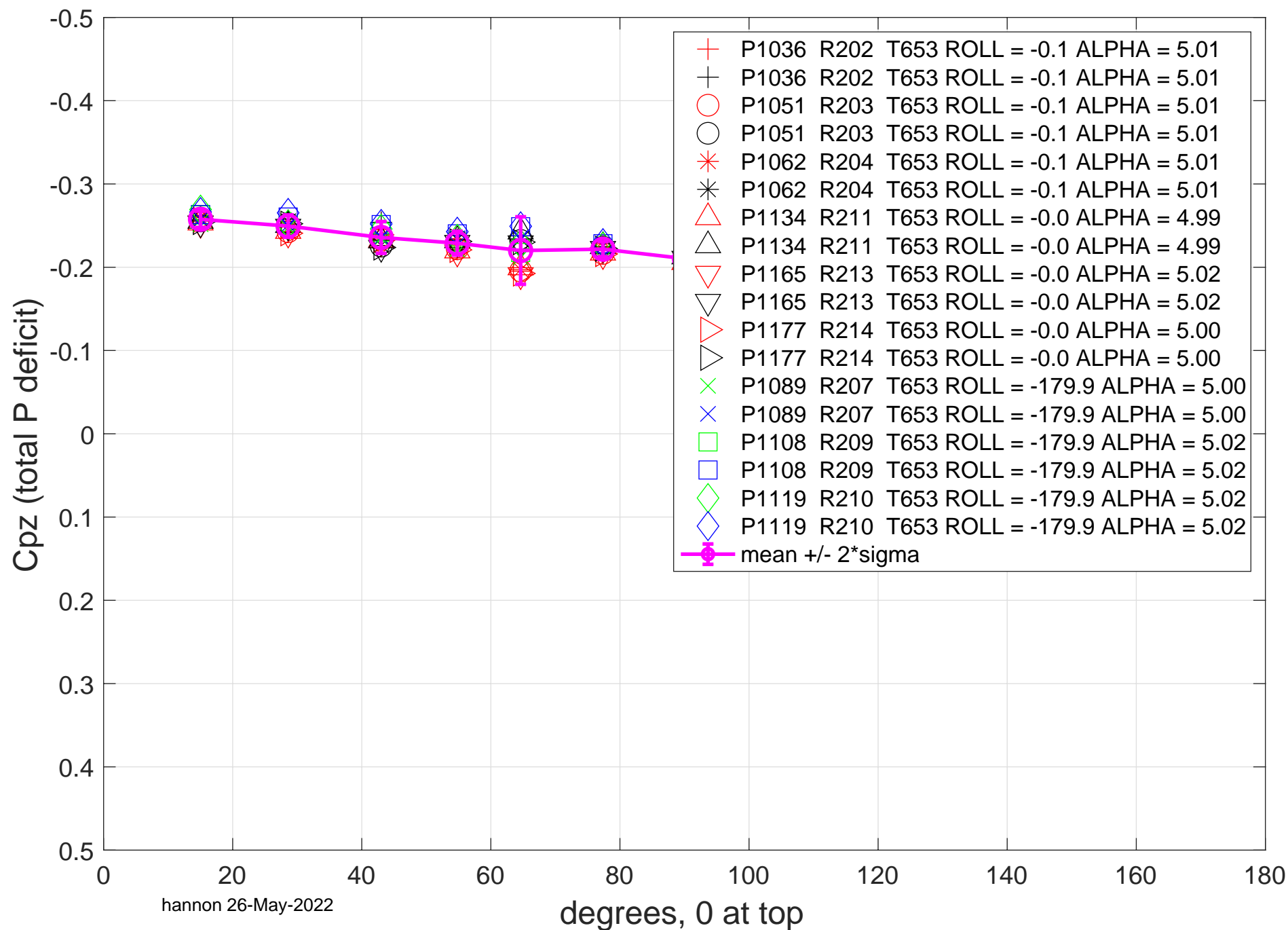


curvename = wing\_x2667    red: right, upright;    black: left, upright;    green: right, invert

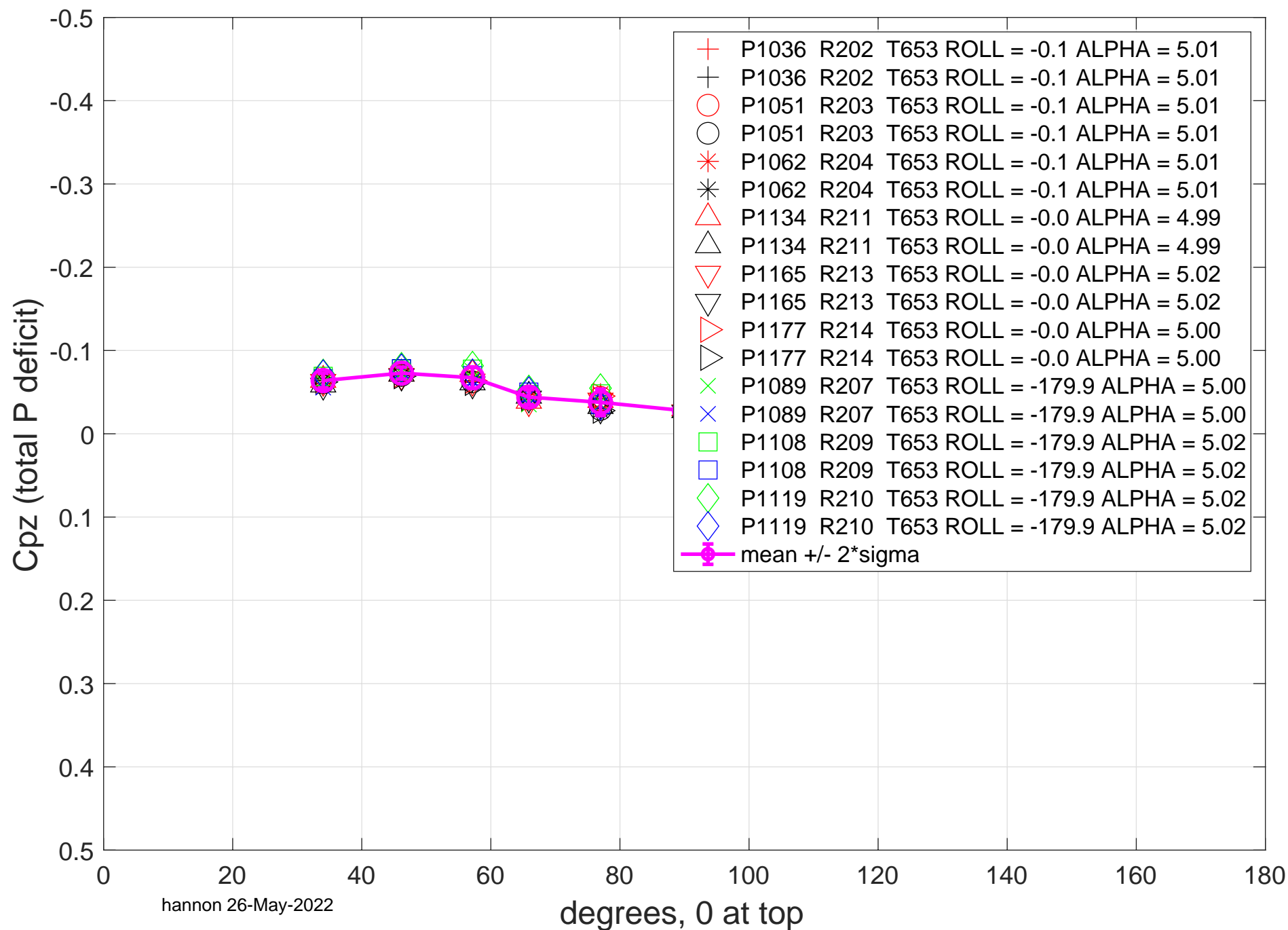




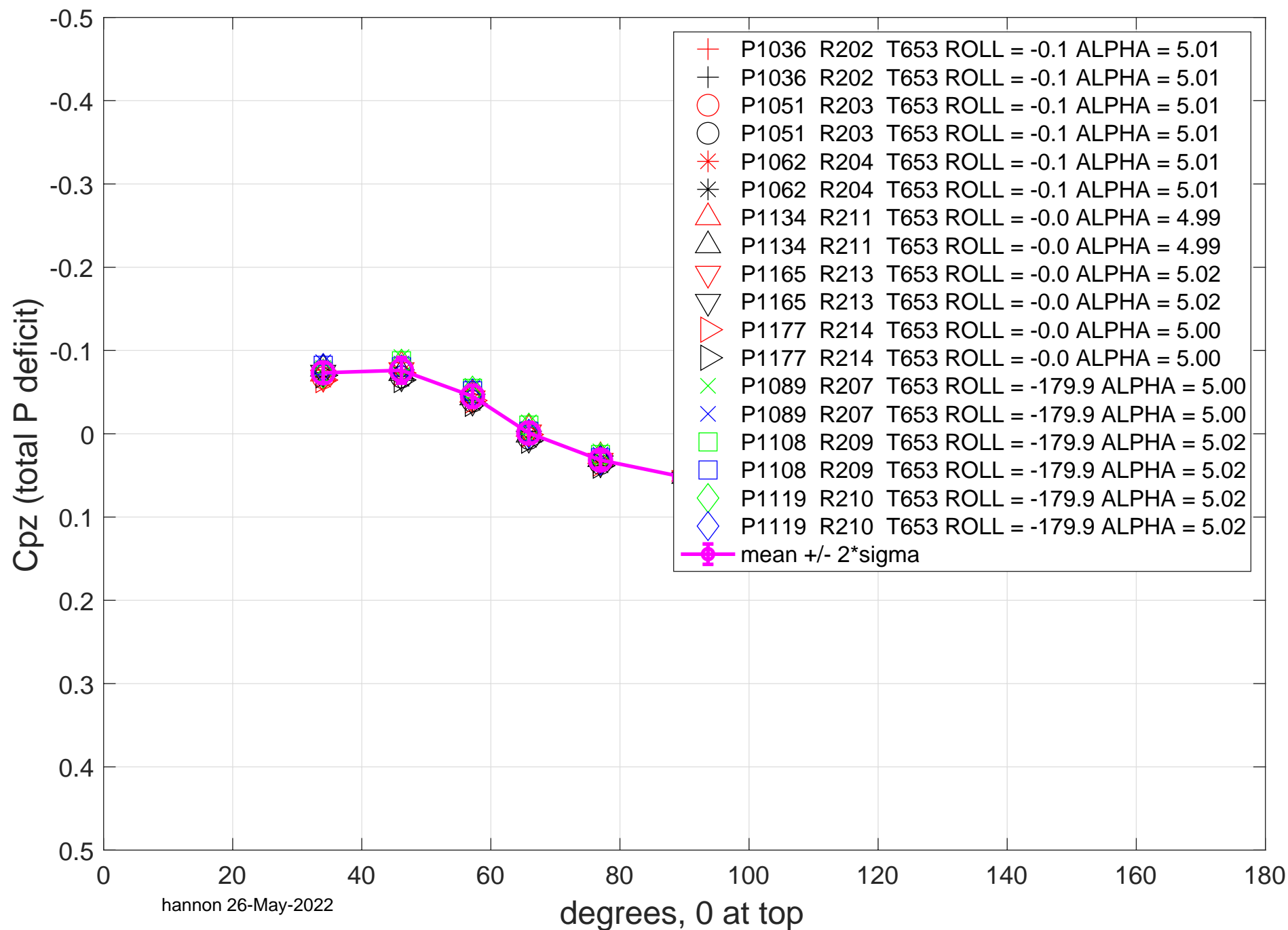
curvename = fuse\_x508 red: right, upright; black: left, upright; green: right, inverted



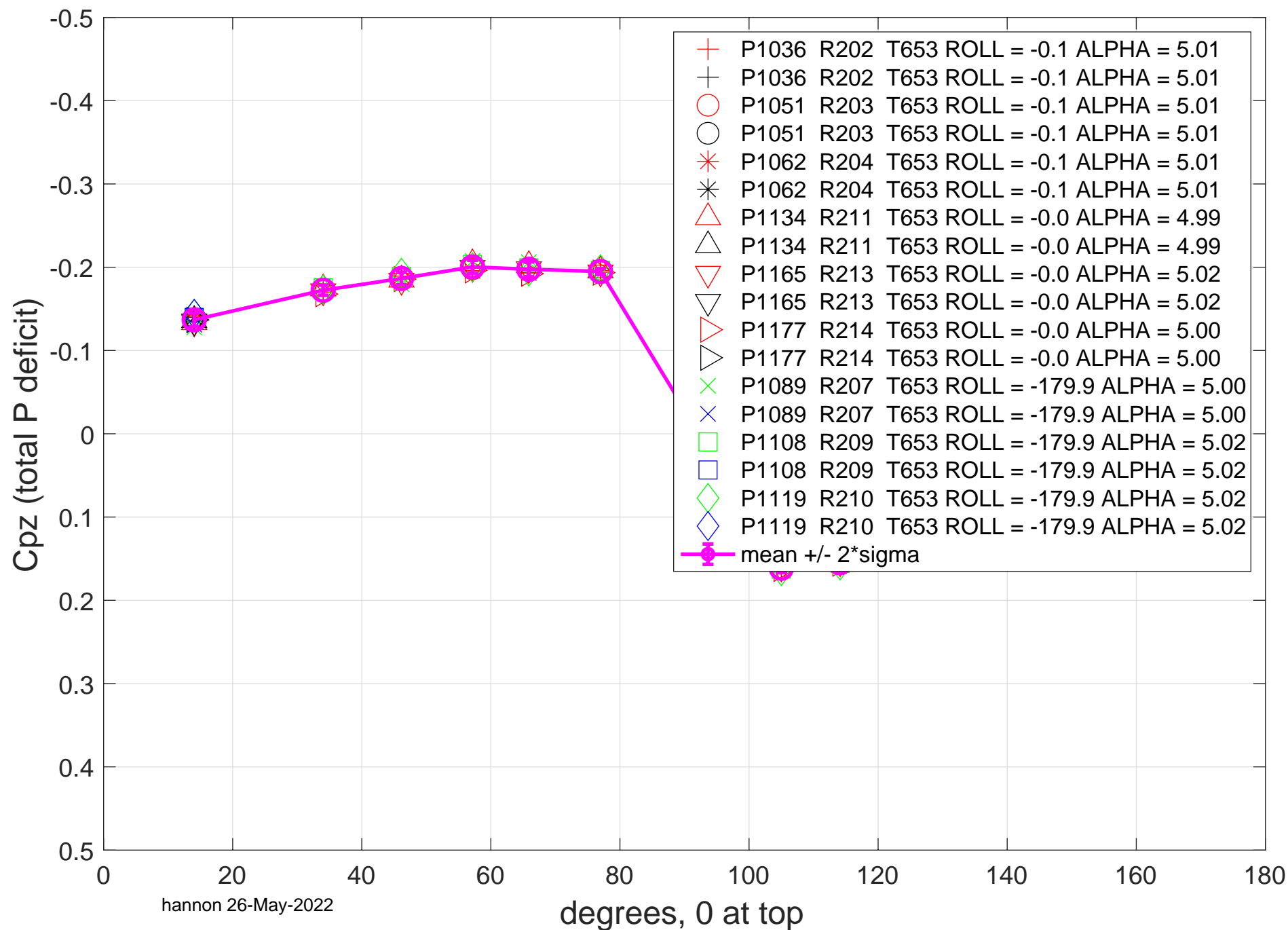
curvename = fuse\_x1219 red: right, upright; black: left, upright; green: right, invert



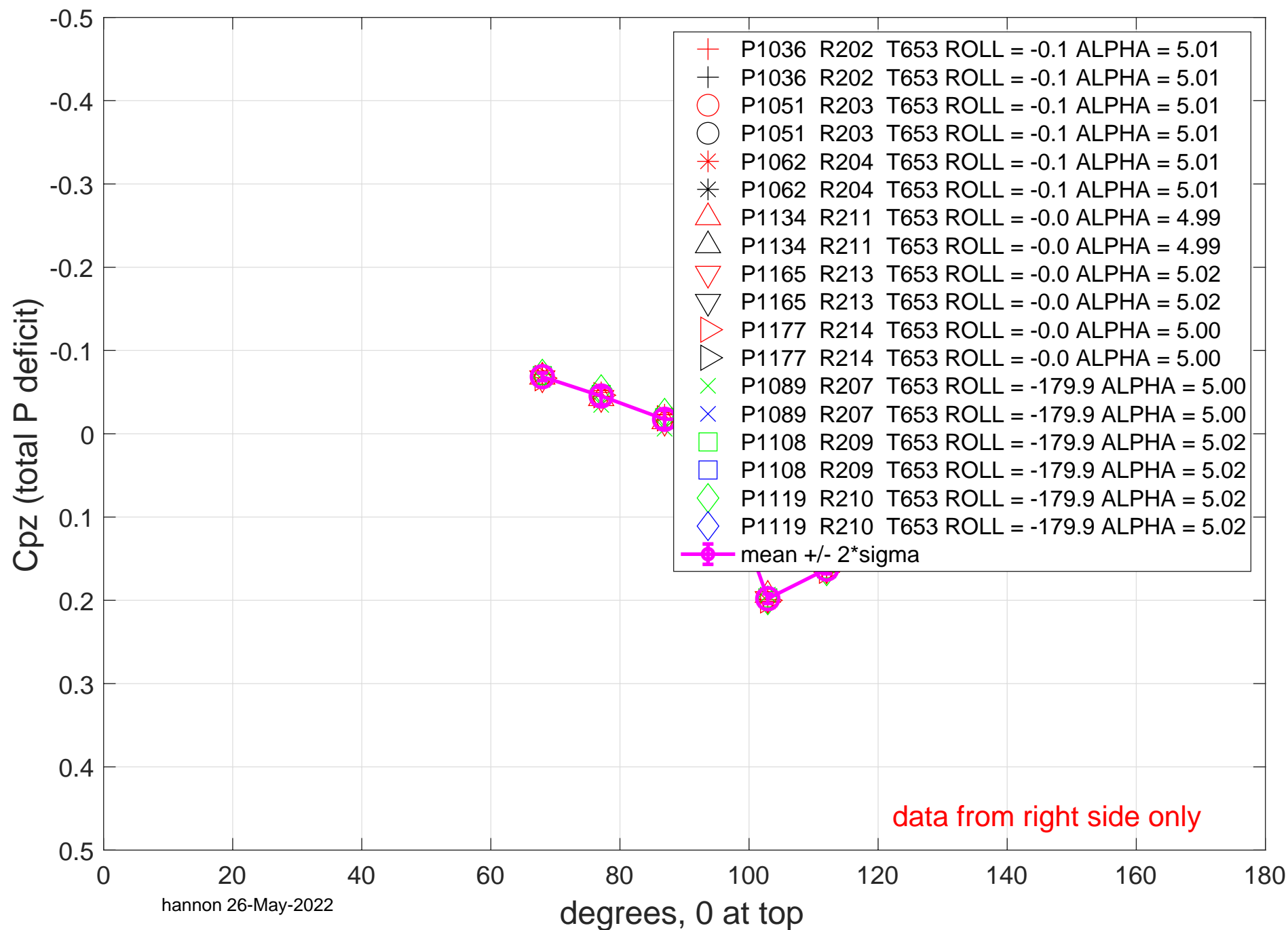
curvename = fuse\_x1727 red: right, upright; black: left, upright; green: right, invert



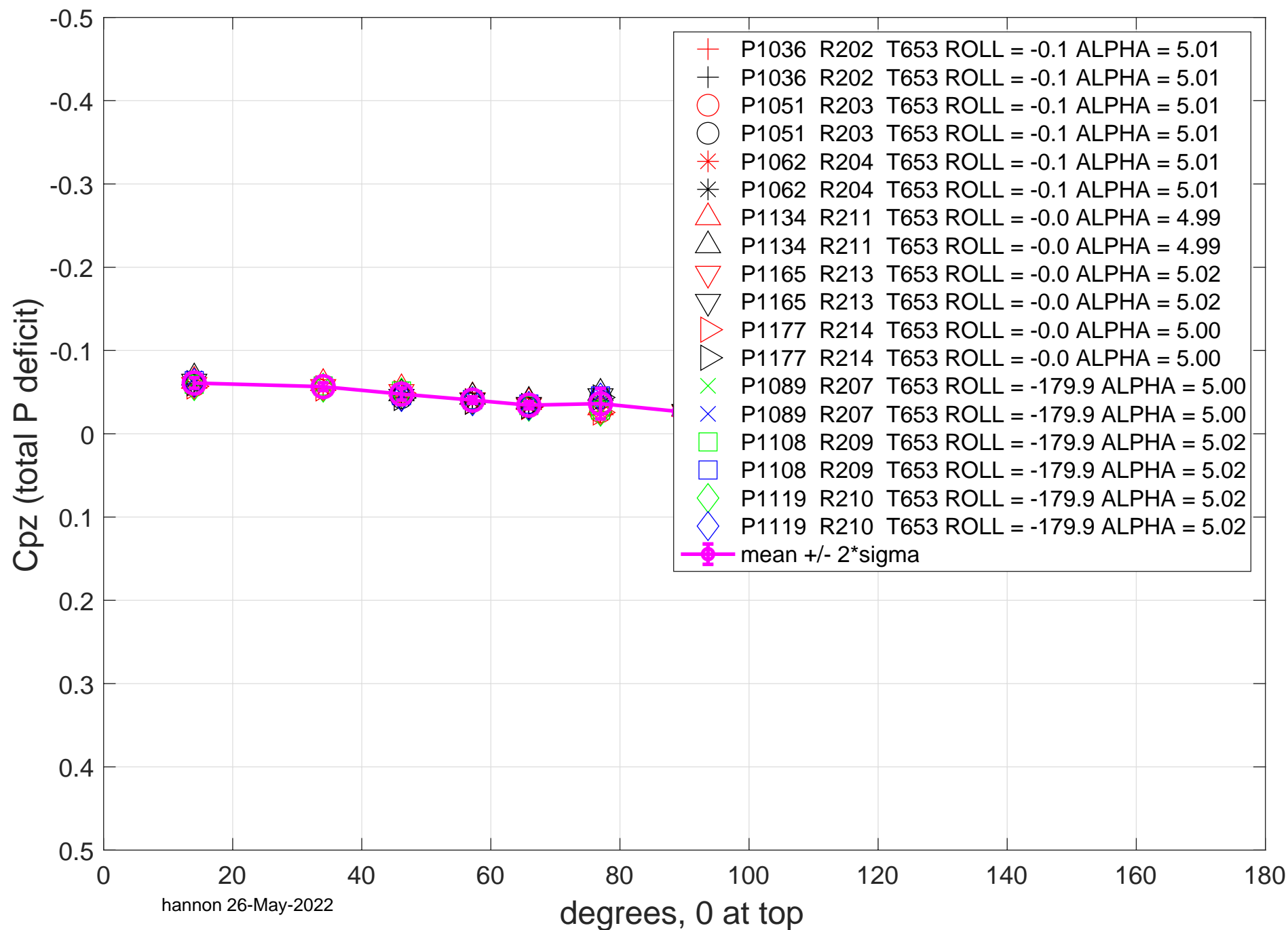
curvename = fuse\_x2794 red: right, upright; black: left, upright; green: right, invert



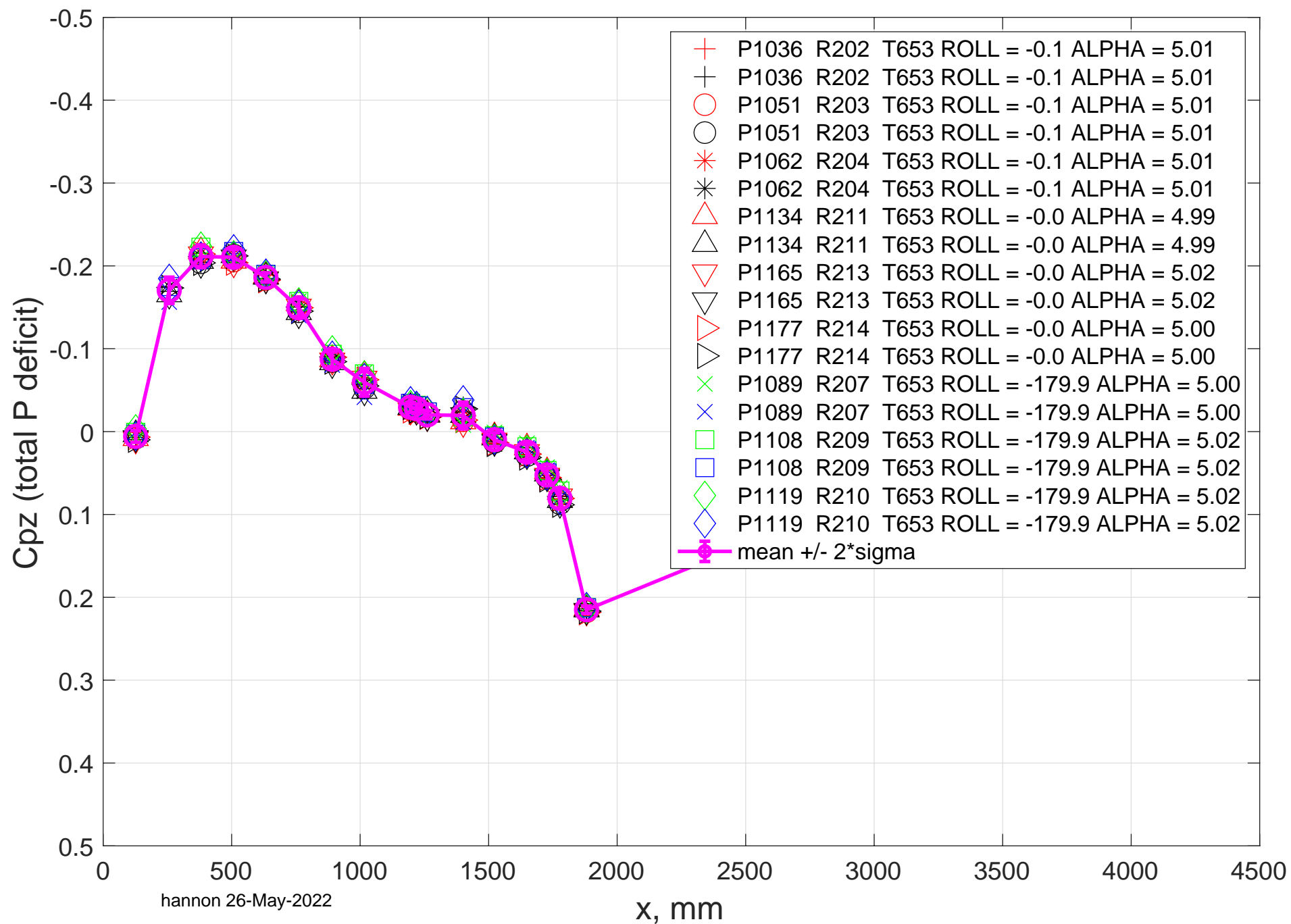
curvename = fuse\_x2921 red: right, upright; black: left, upright; green: right, invert



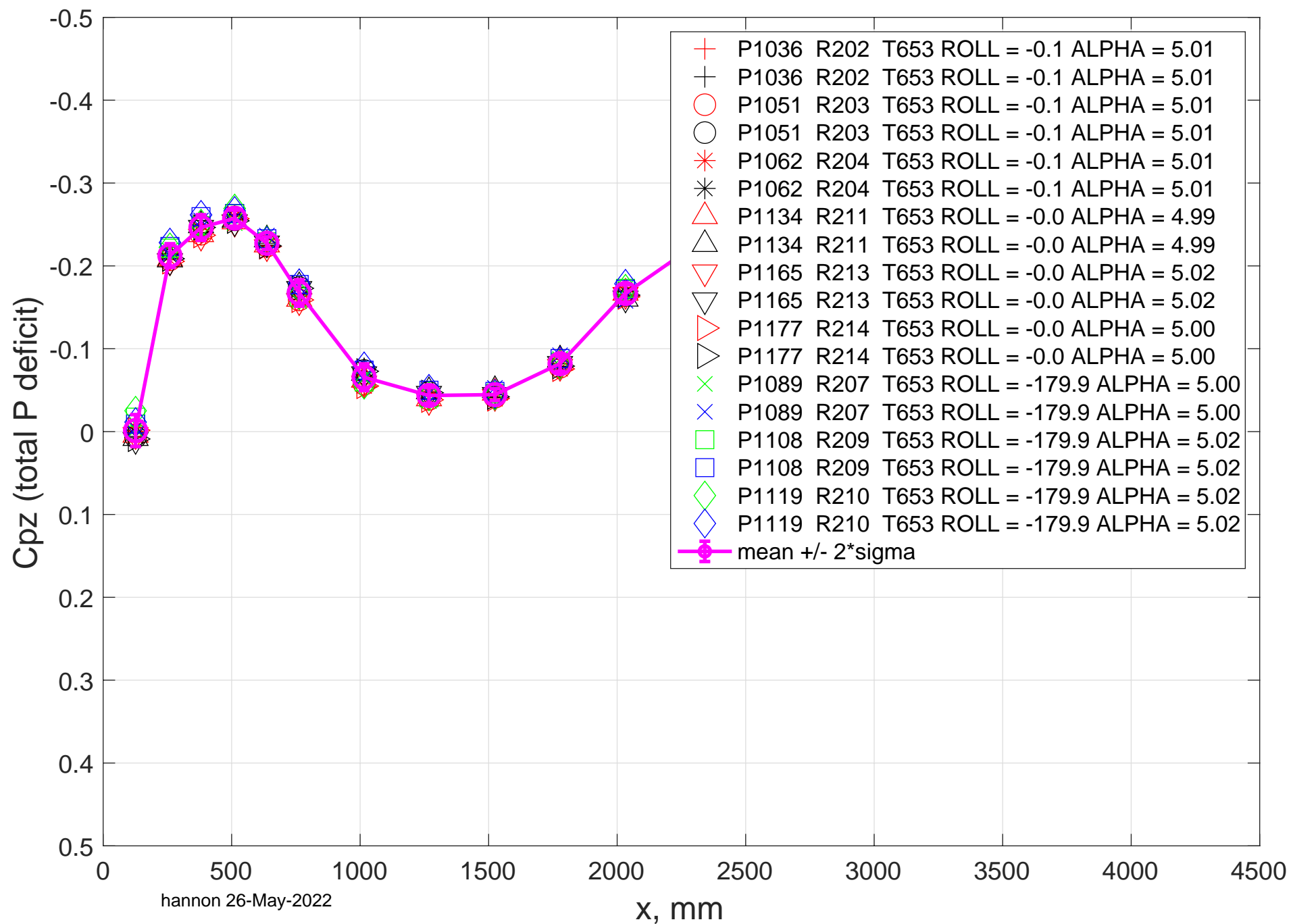
curvename = fuse\_x3556 red: right, upright; black: left, upright; green: right, invert



curvename = fuse\_z0    red: right, upright;    black: left, upright;    green: right, inverted;

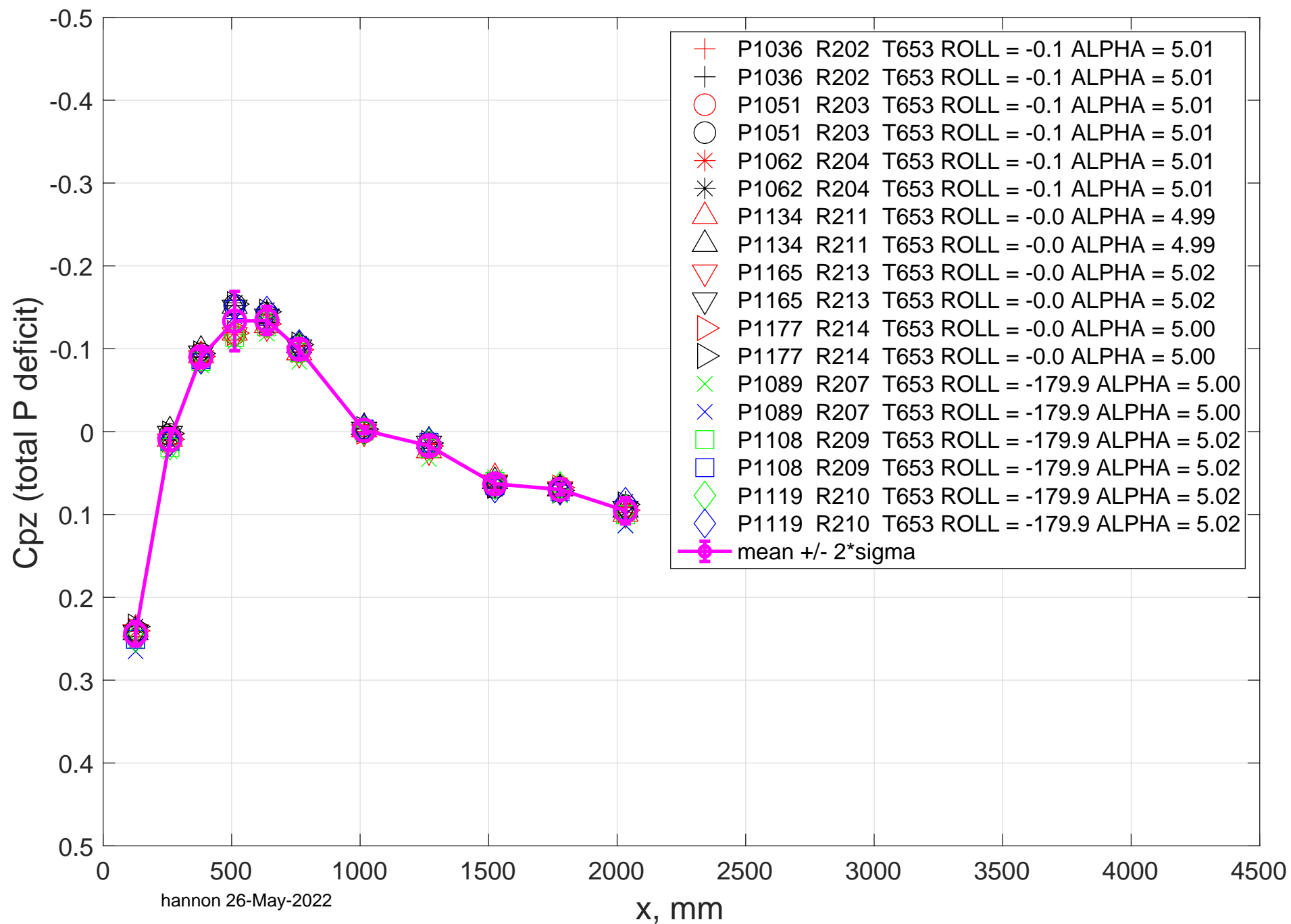


curvename = fuse\_y76\_zPOS red: right, upright; black: left, upright; green: right, in





curvename = fuse\_y76\_zNEG red: right, upright; black: left, upright; green: right, in



curvename = fuse\_z95    red: right, upright;    black: left, upright;    green: right, inverted

