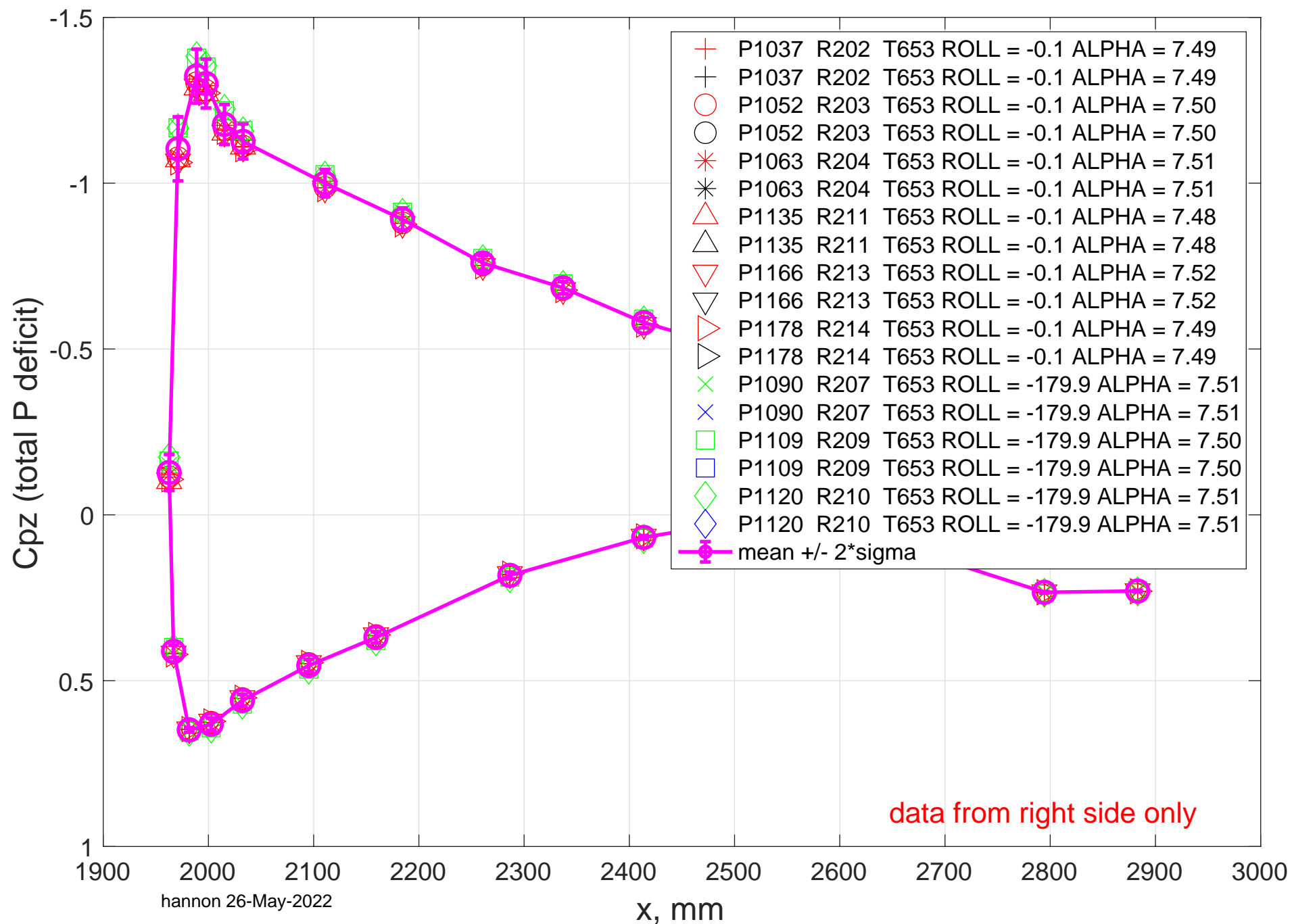
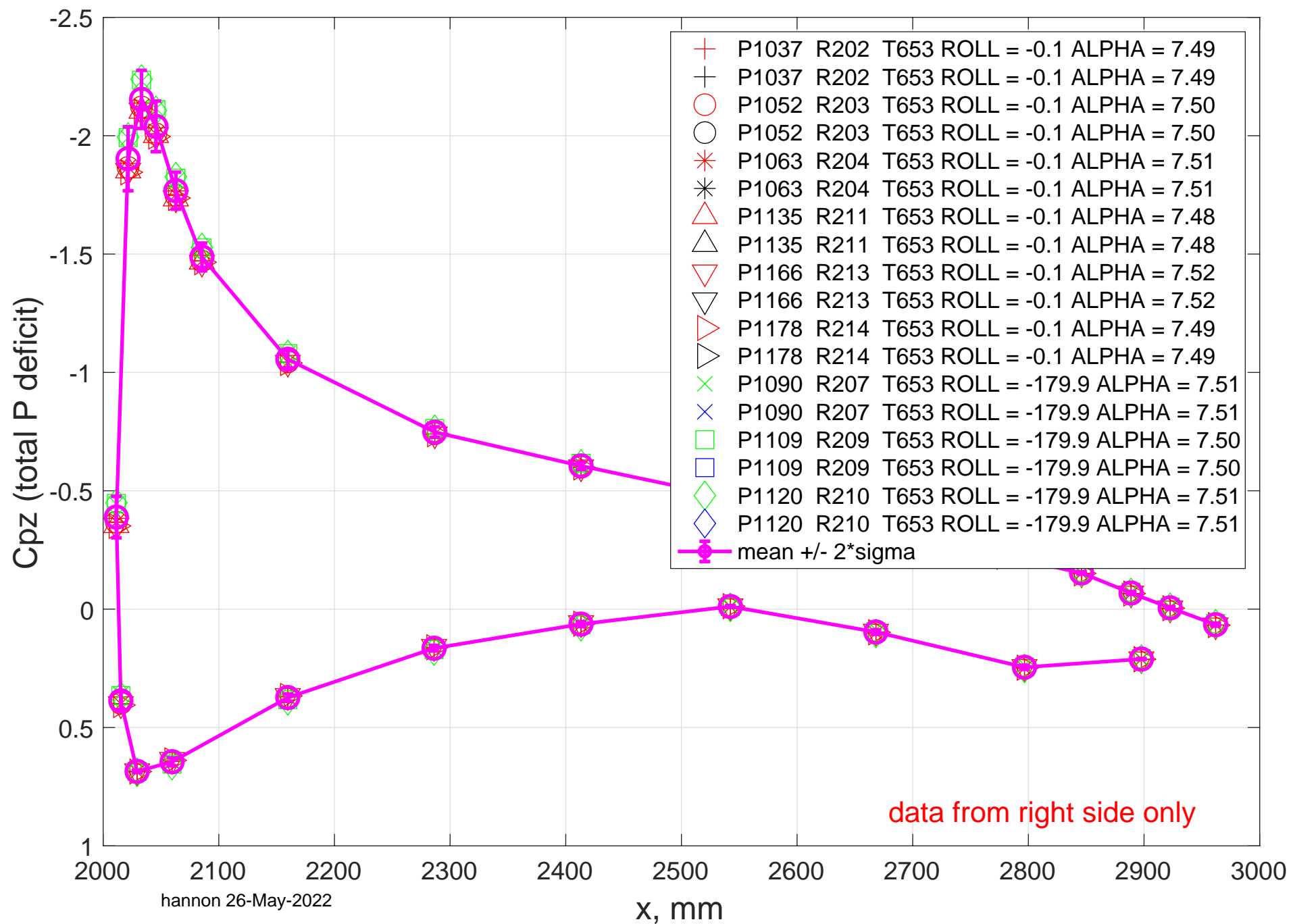


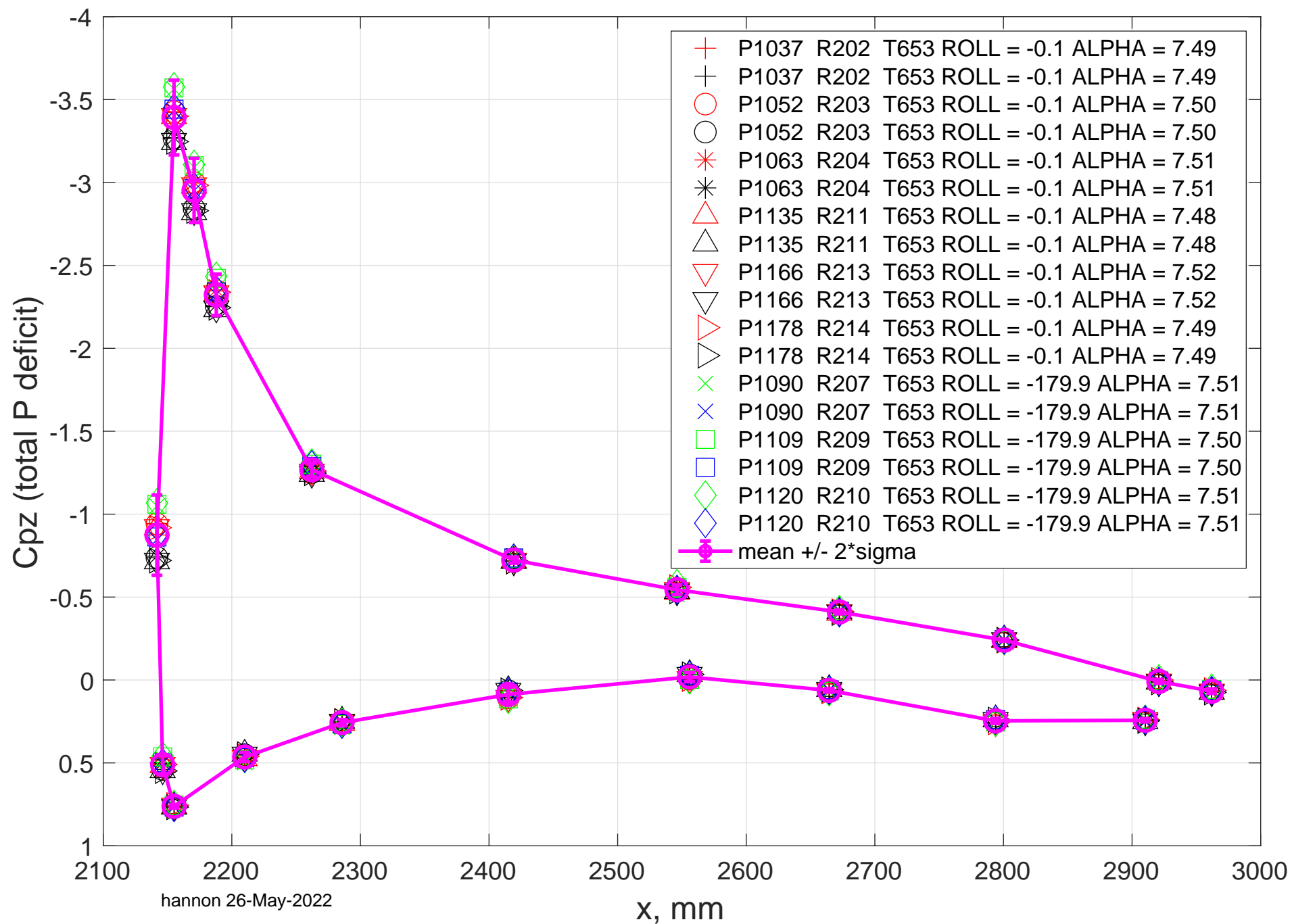
curvename = wing_y254 red: right, upright; black: left, upright; green: right, inverted



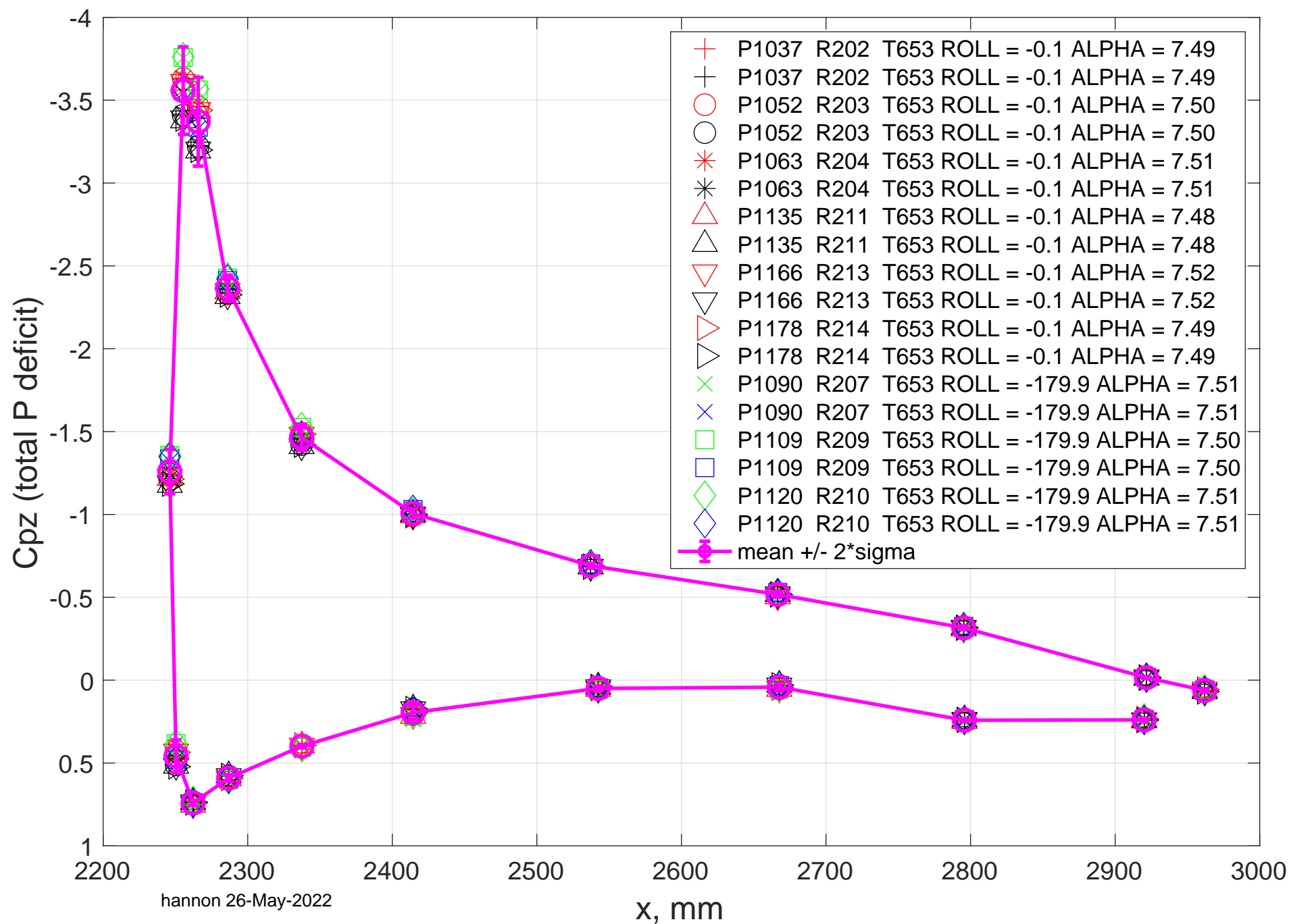
curvename = wing_y290 red: right, upright; black: left, upright; green: right, inverted



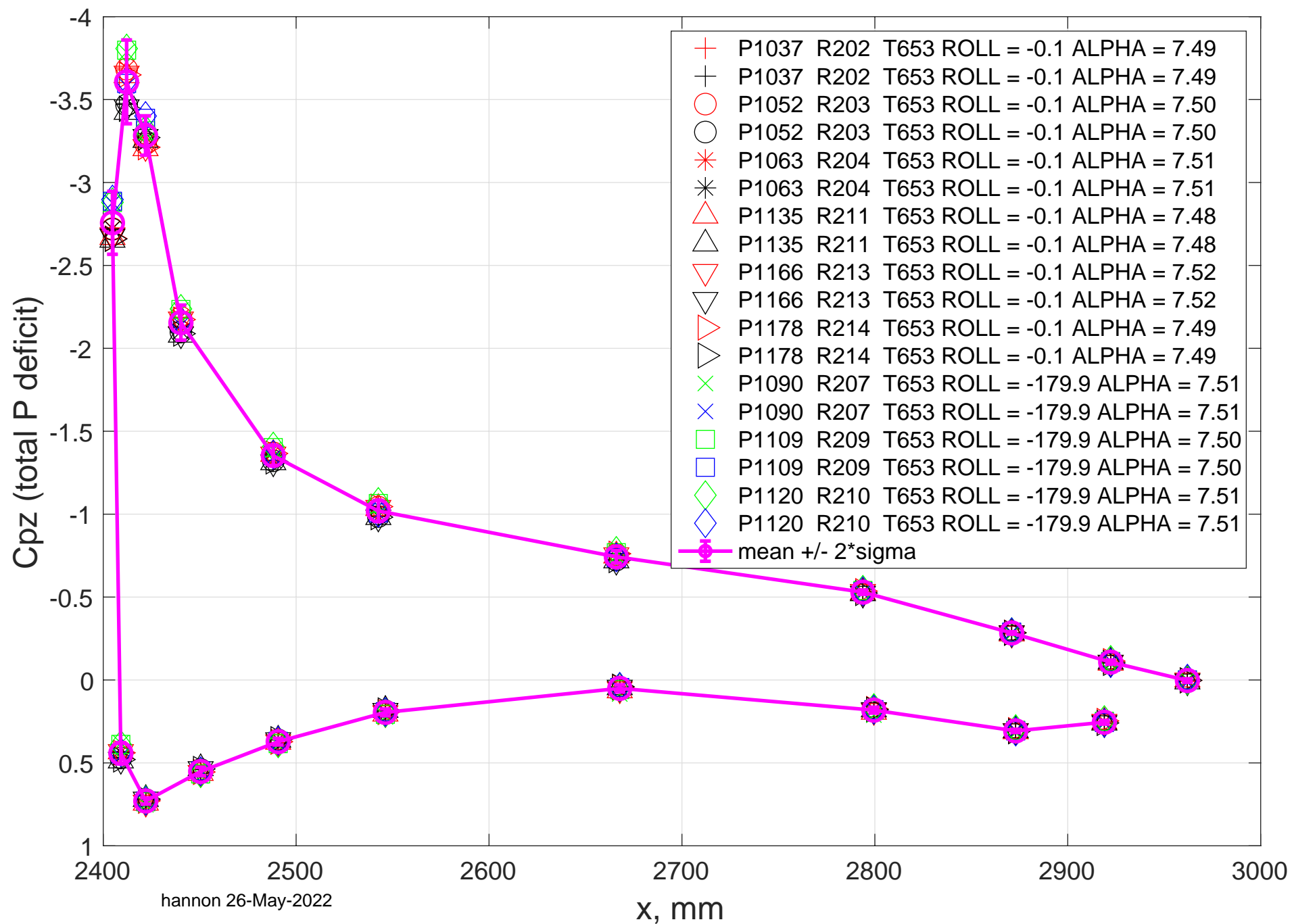
curvename = wing_y482 red: right, upright; black: left, upright; green: right, inverted



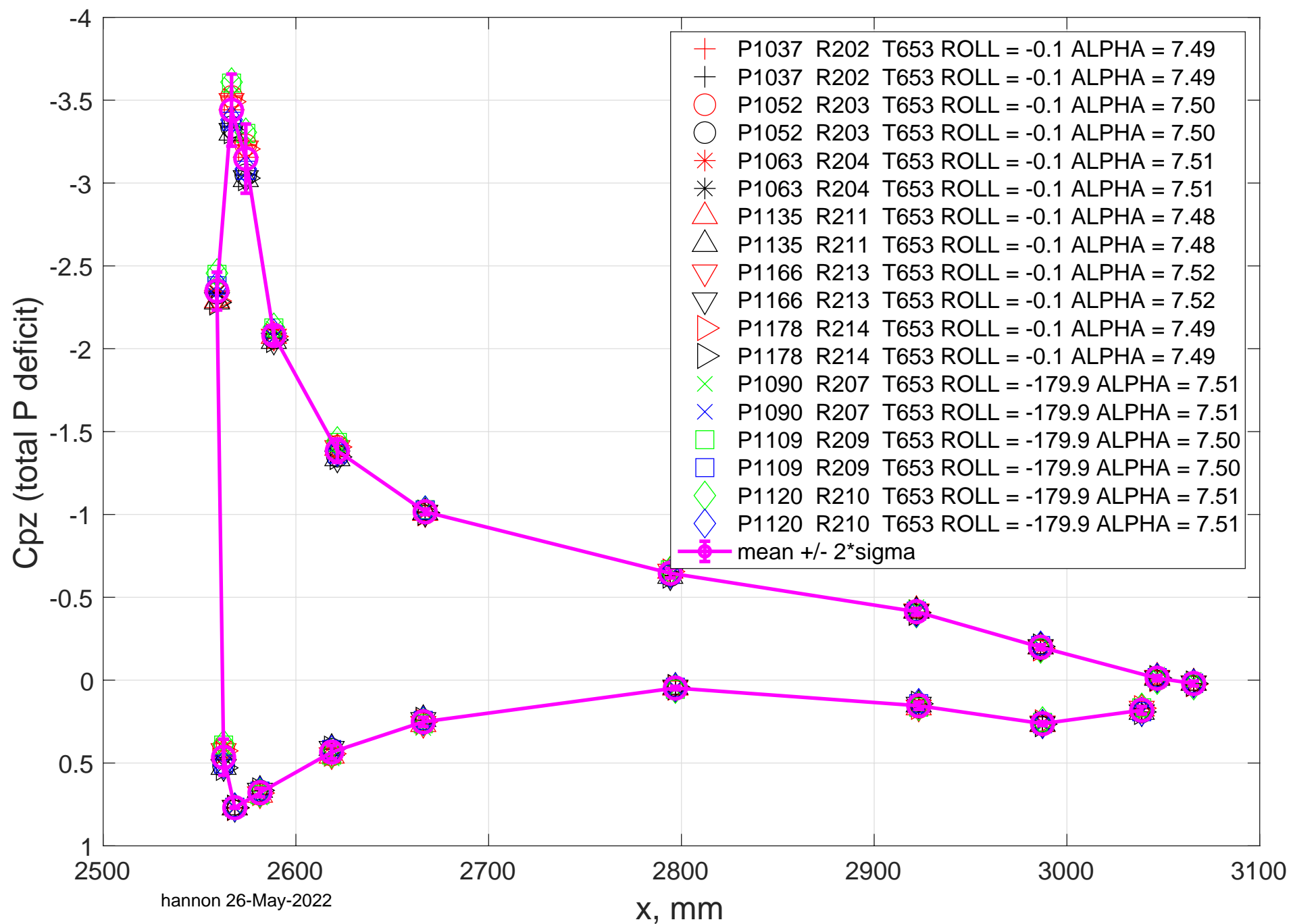
curvename = wing_y685 red: right, upright; black: left, upright; green: right, inverted



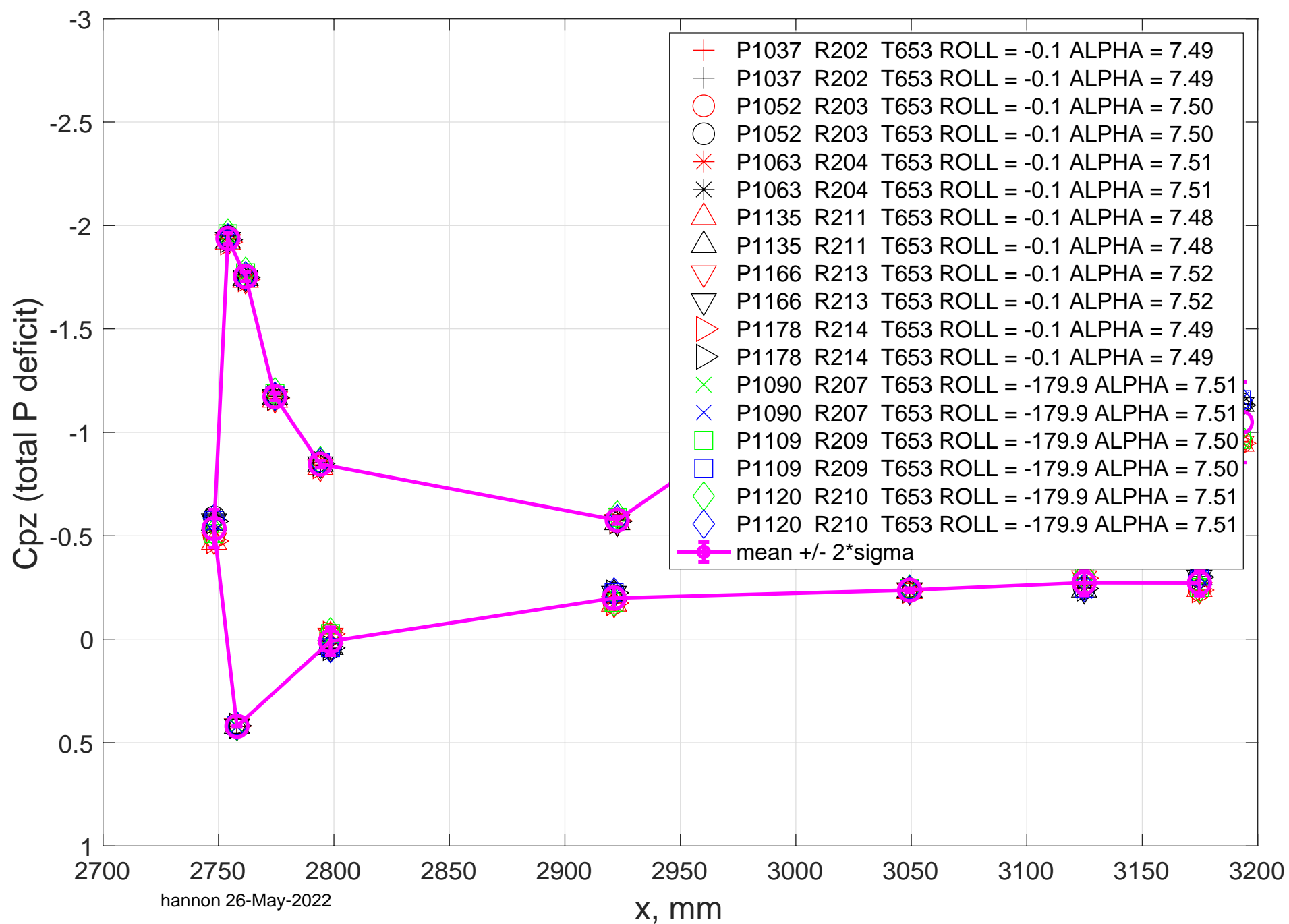
curvename = wing_y994 red: right, upright; black: left, upright; green: right, inverted



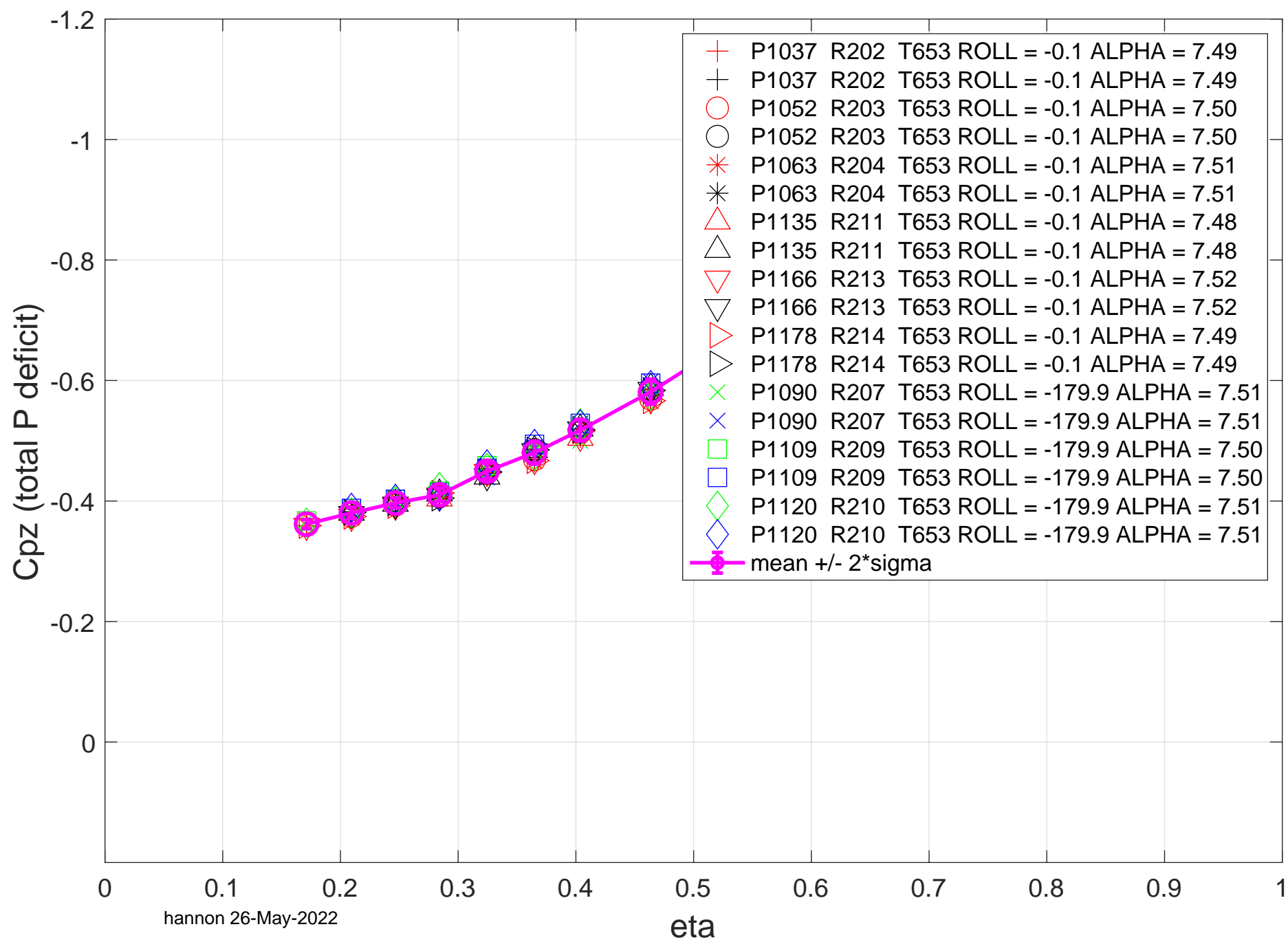
curvename = wing_y1295 red: right, upright; black: left, upright; green: right, invert



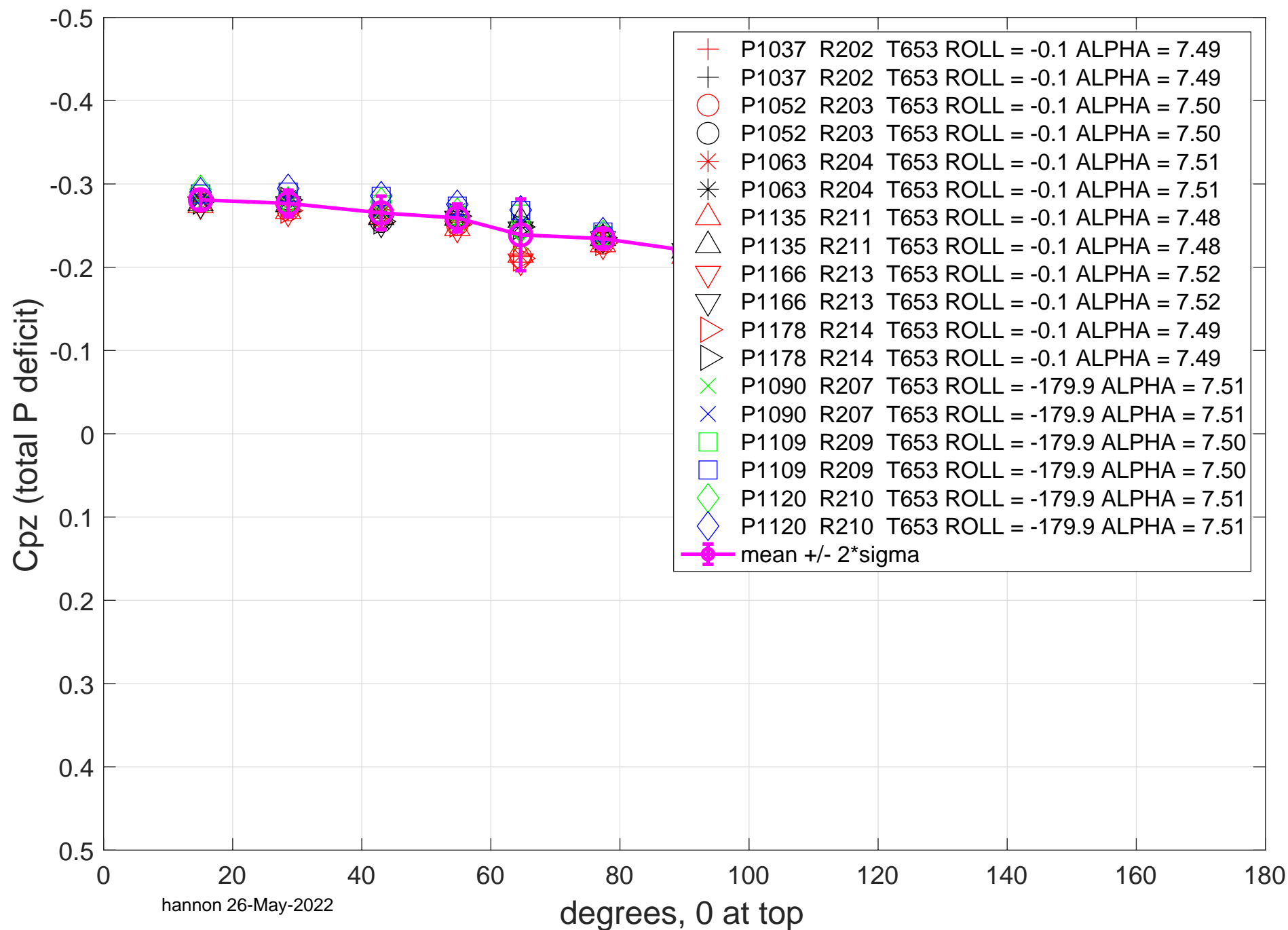
curvename = wing_y1663 red: right, upright; black: left, upright; green: right, invert



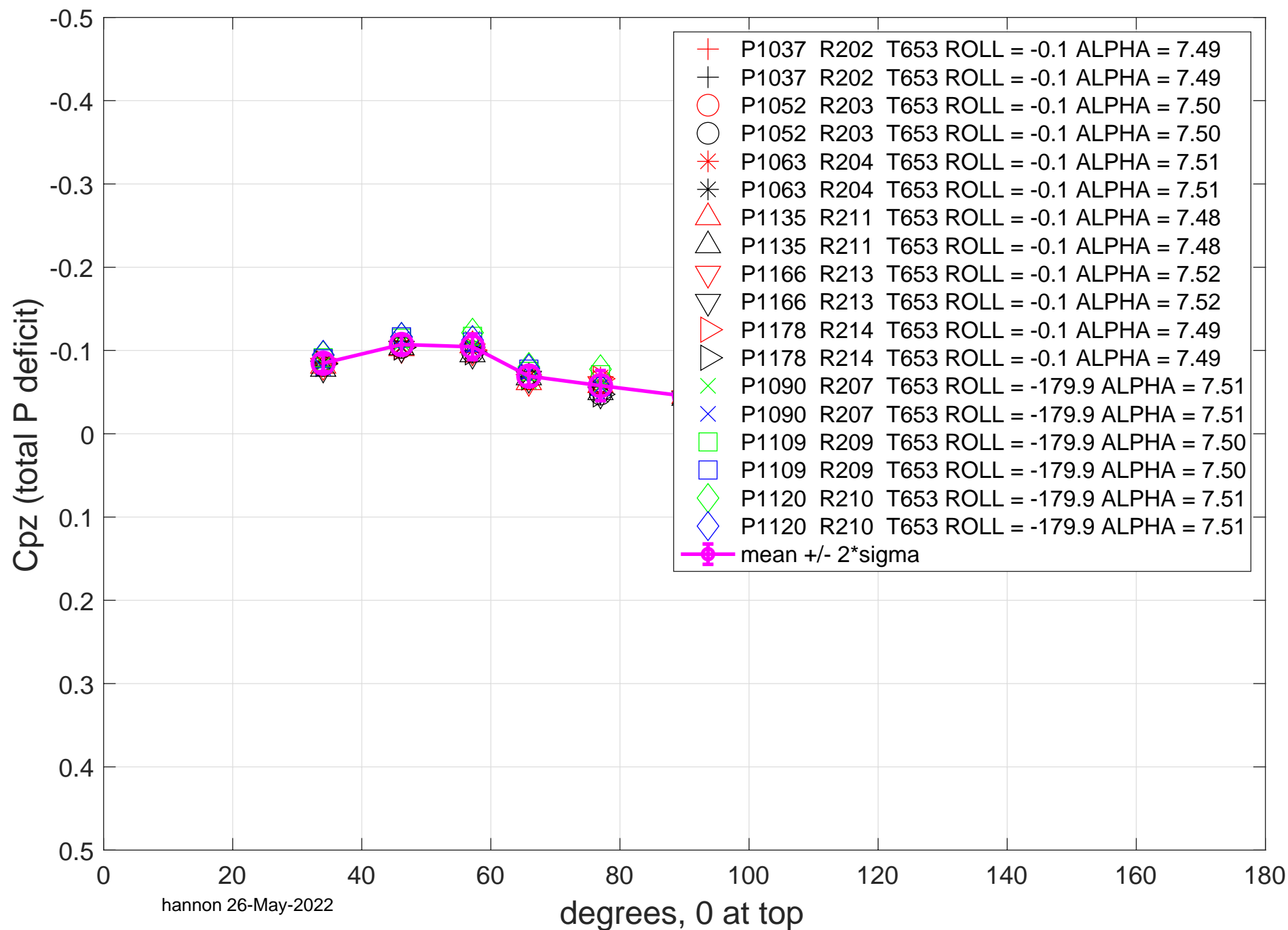
curvename = wing_x2667 red: right, upright; black: left, upright; green: right, invert



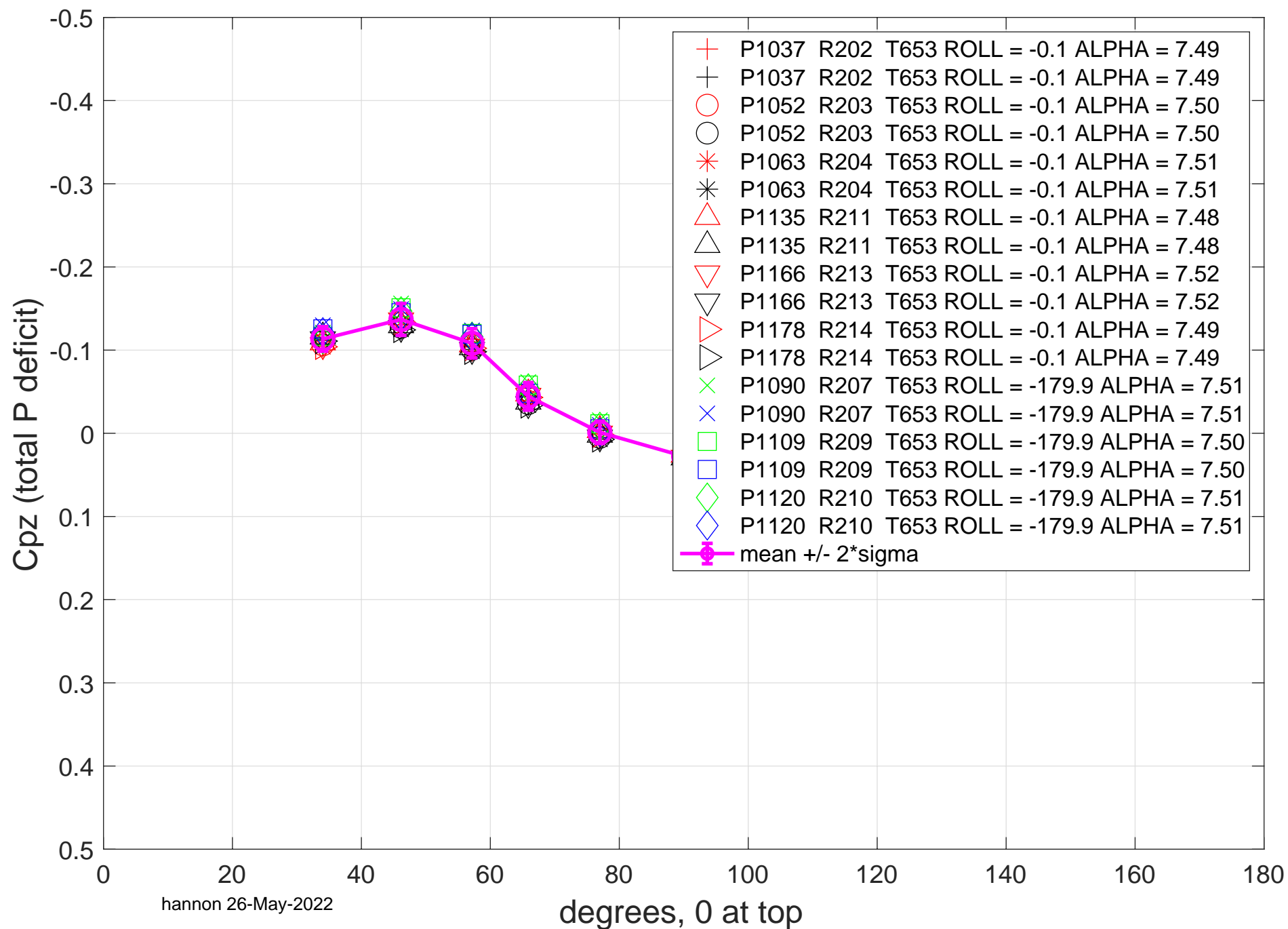
curvename = fuse_x508 red: right, upright; black: left, upright; green: right, inverted



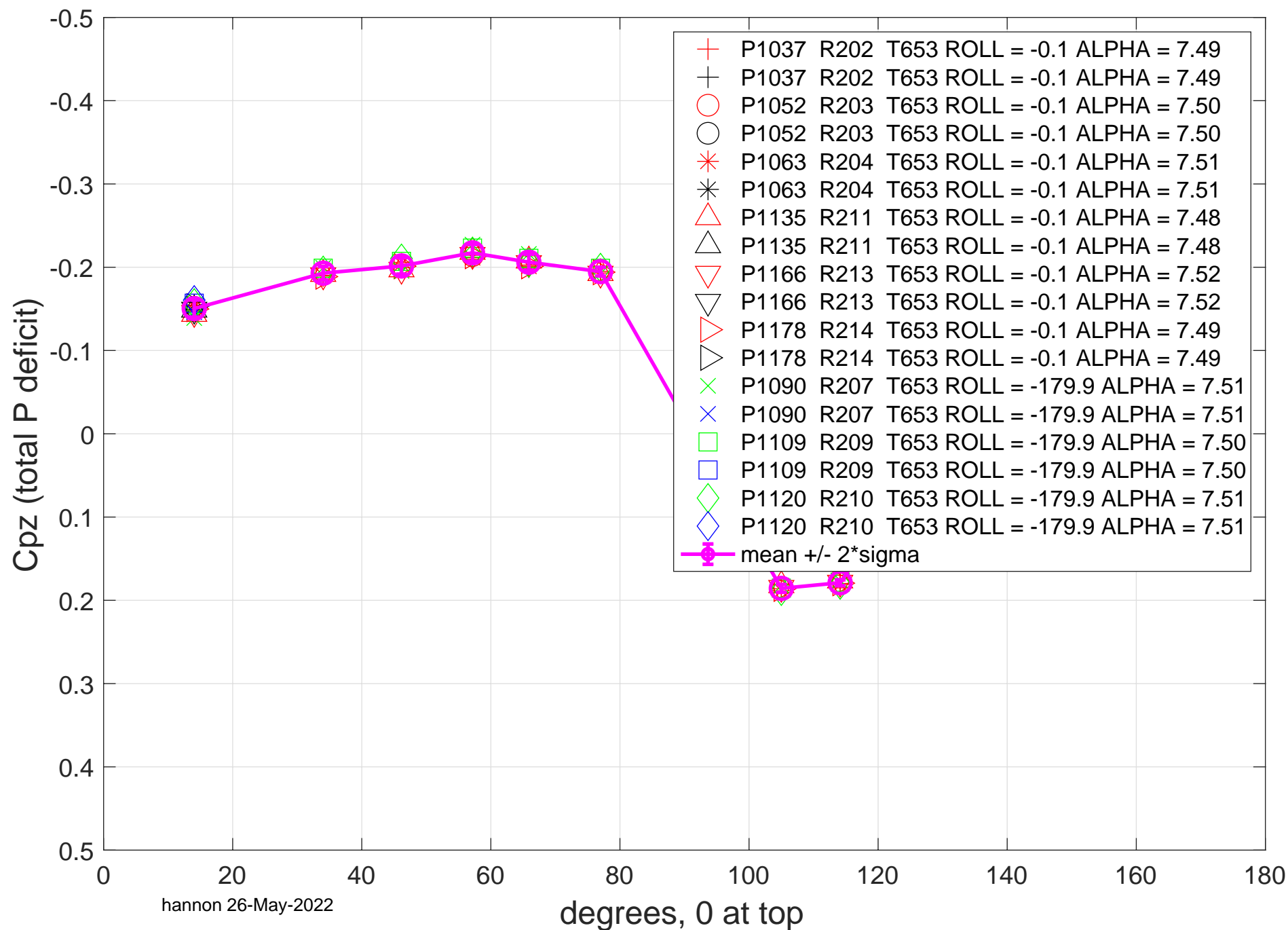
curvename = fuse_x1219 red: right, upright; black: left, upright; green: right, invert



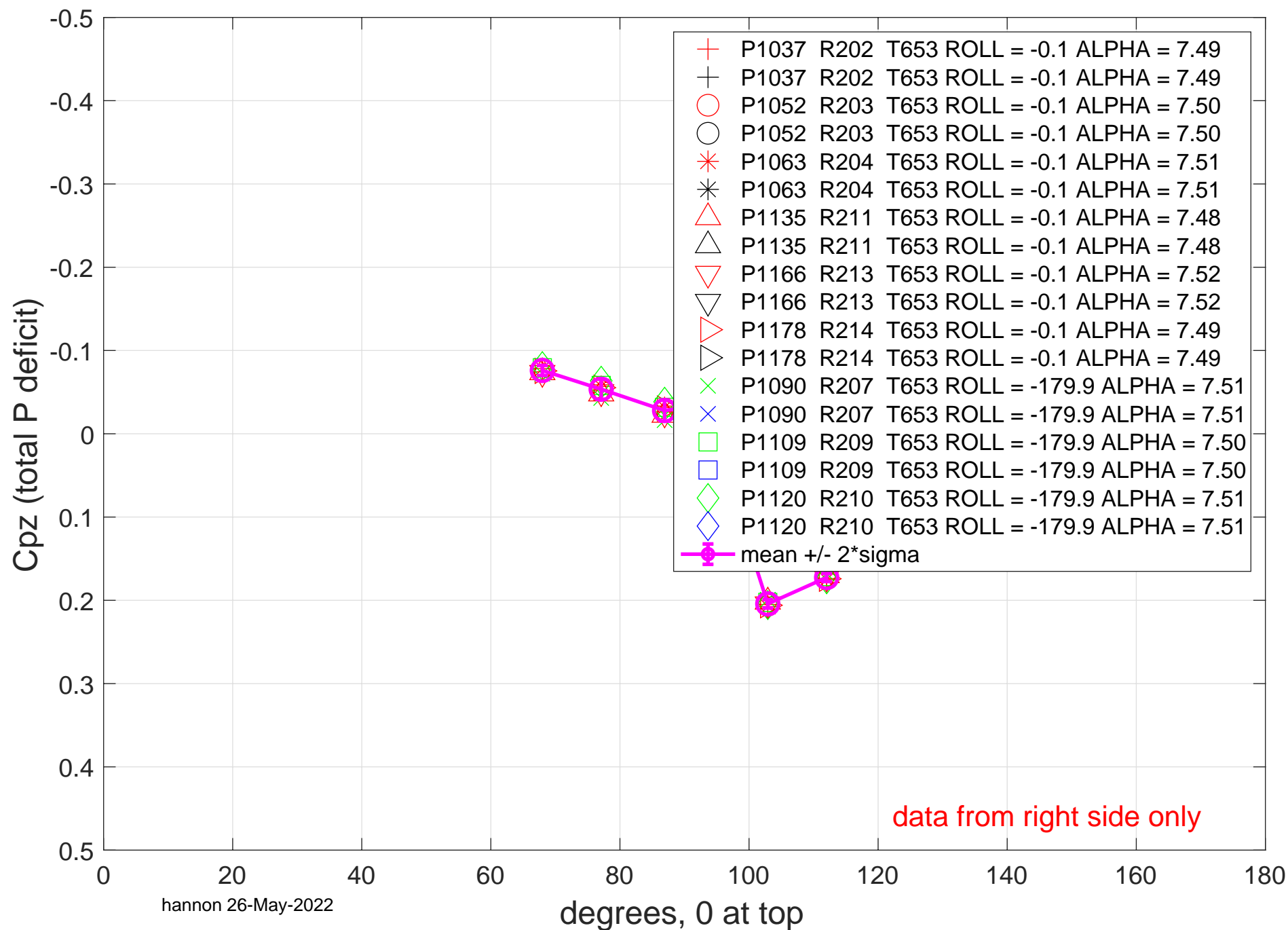
curvename = fuse_x1727 red: right, upright; black: left, upright; green: right, invert



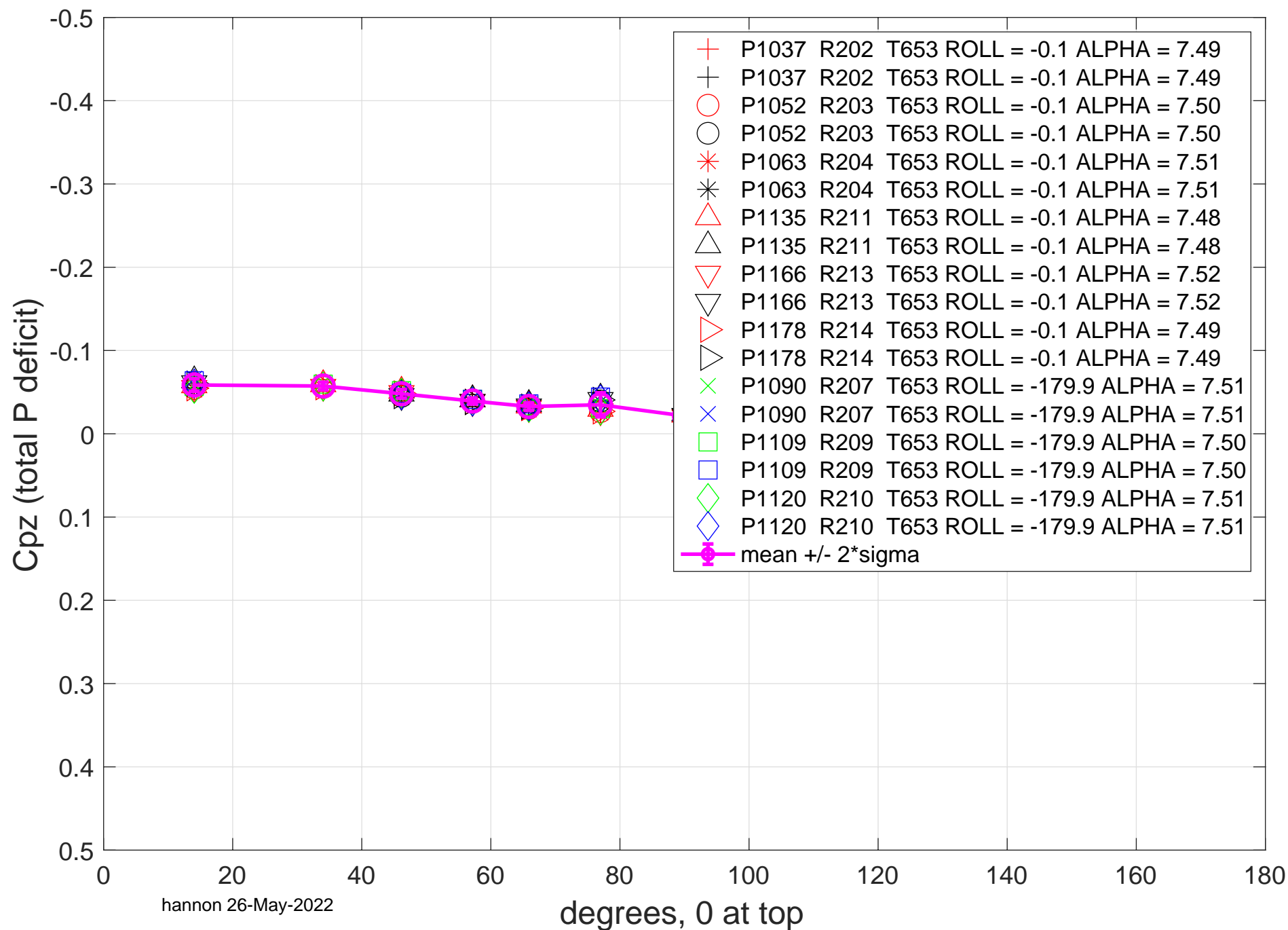
curvename = fuse_x2794 red: right, upright; black: left, upright; green: right, invert



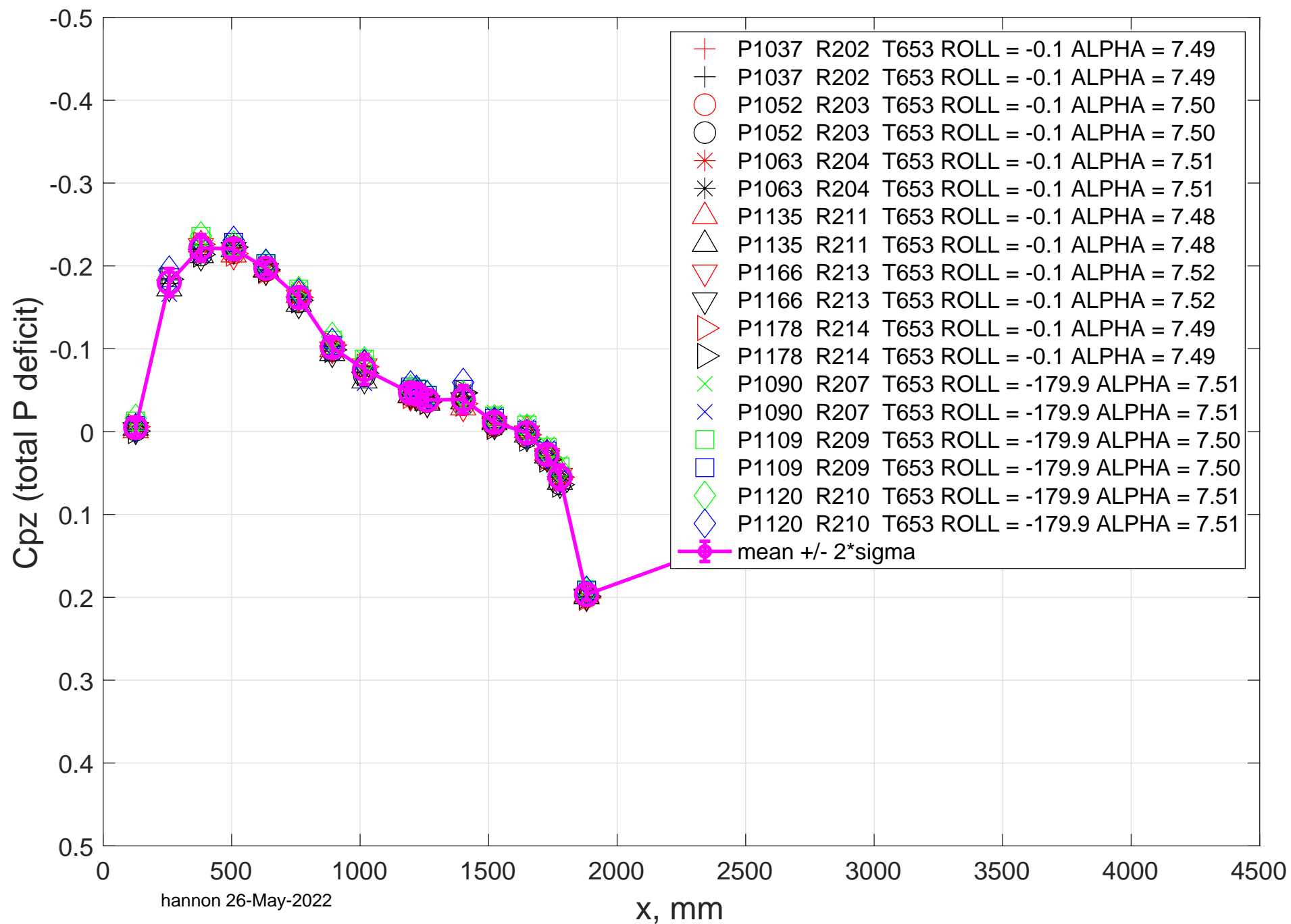
curvename = fuse_x2921 red: right, upright; black: left, upright; green: right, invert



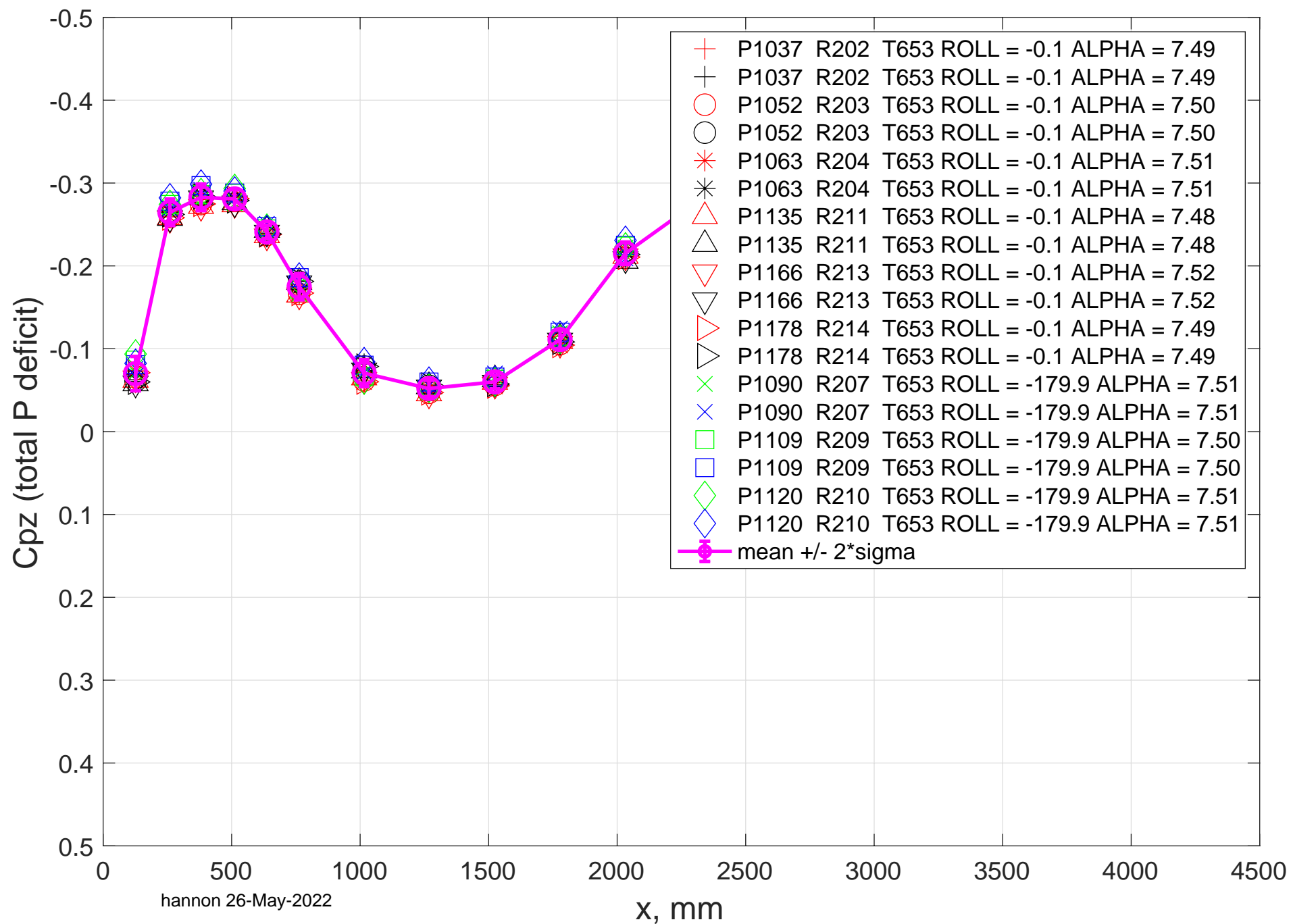
curvename = fuse_x3556 red: right, upright; black: left, upright; green: right, invert



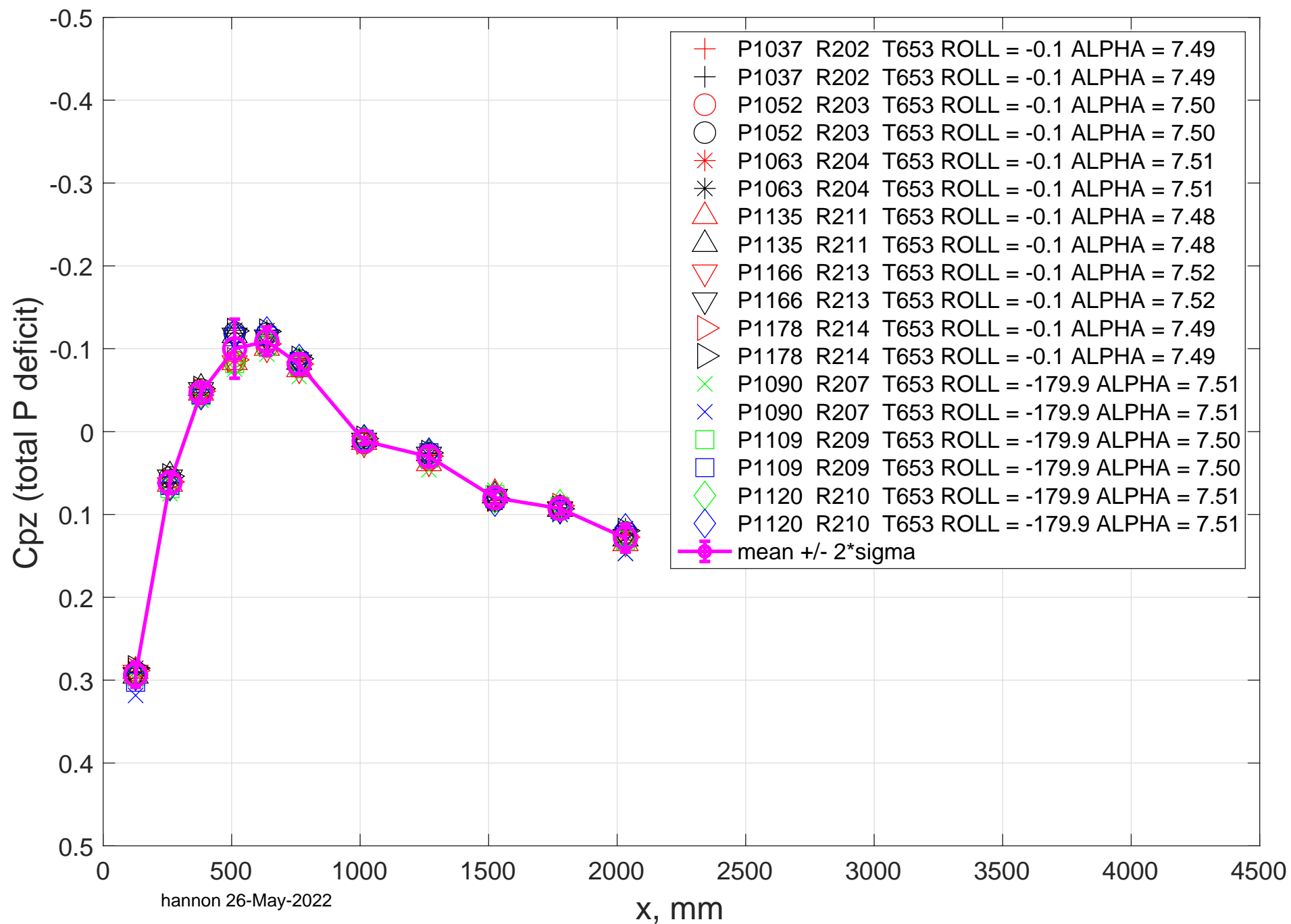
curvename = fuse_z0 red: right, upright; black: left, upright; green: right, inverted;



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

