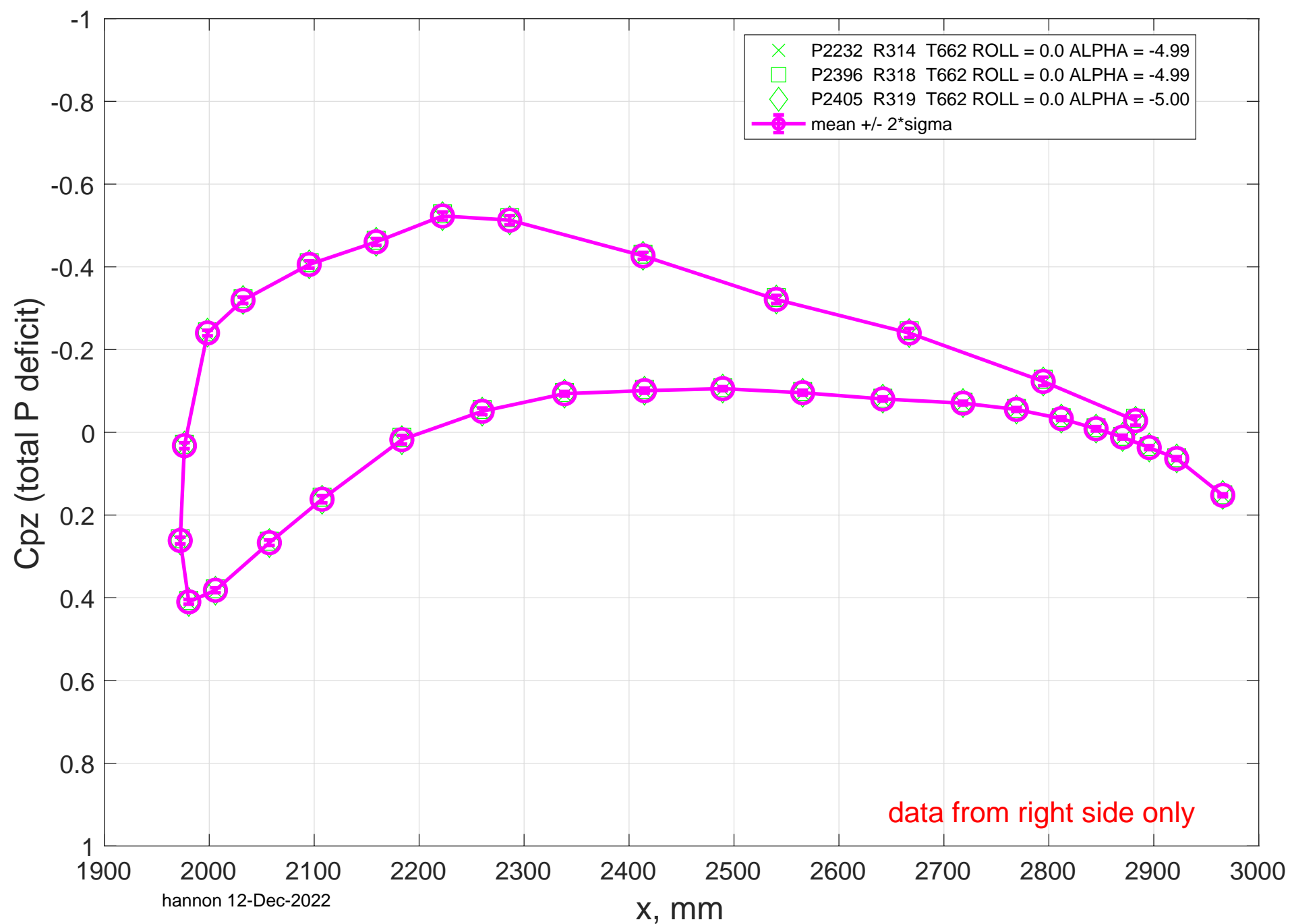
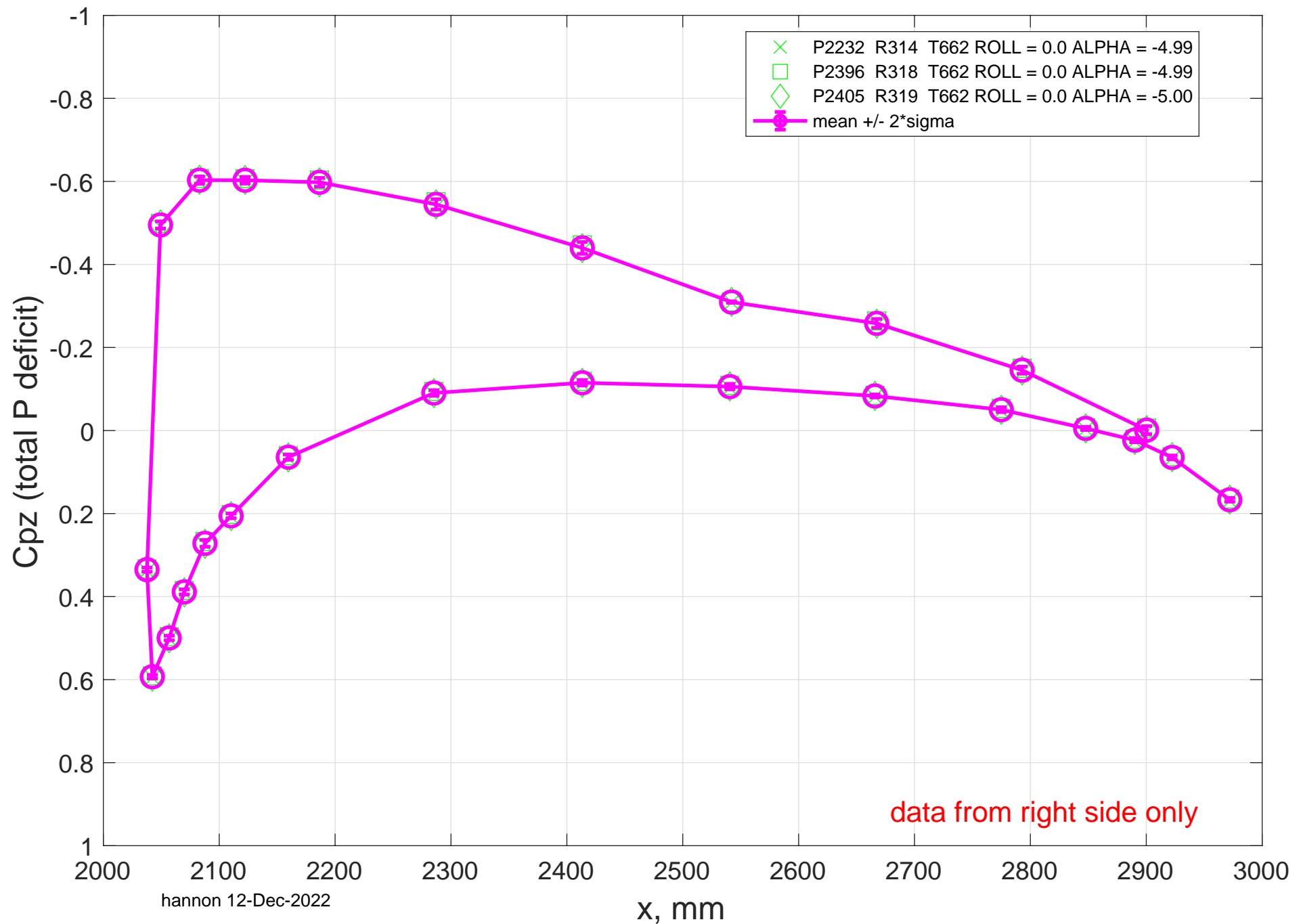


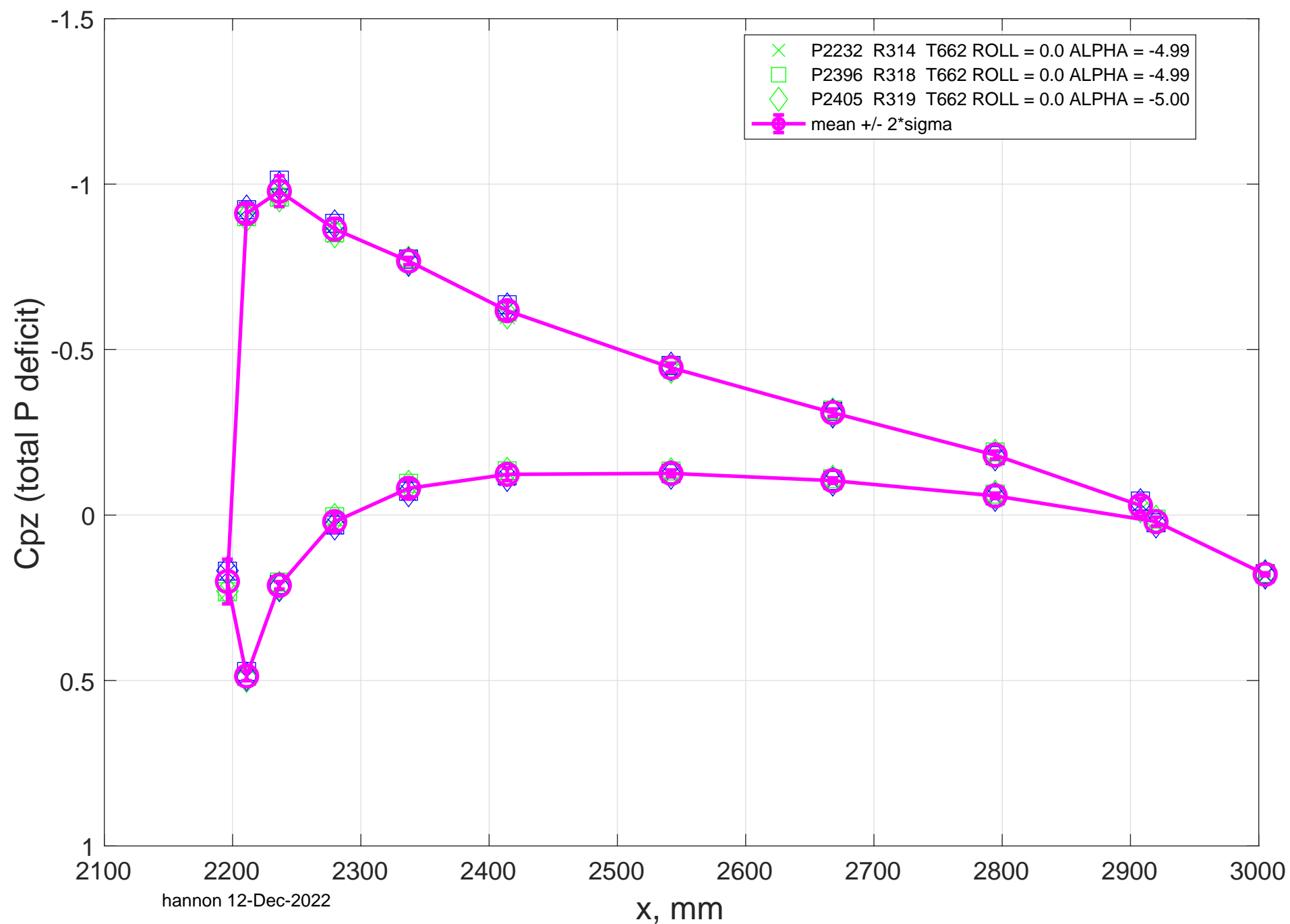
curvename = wing_y254 green: right, untripped; blue: left, untripped



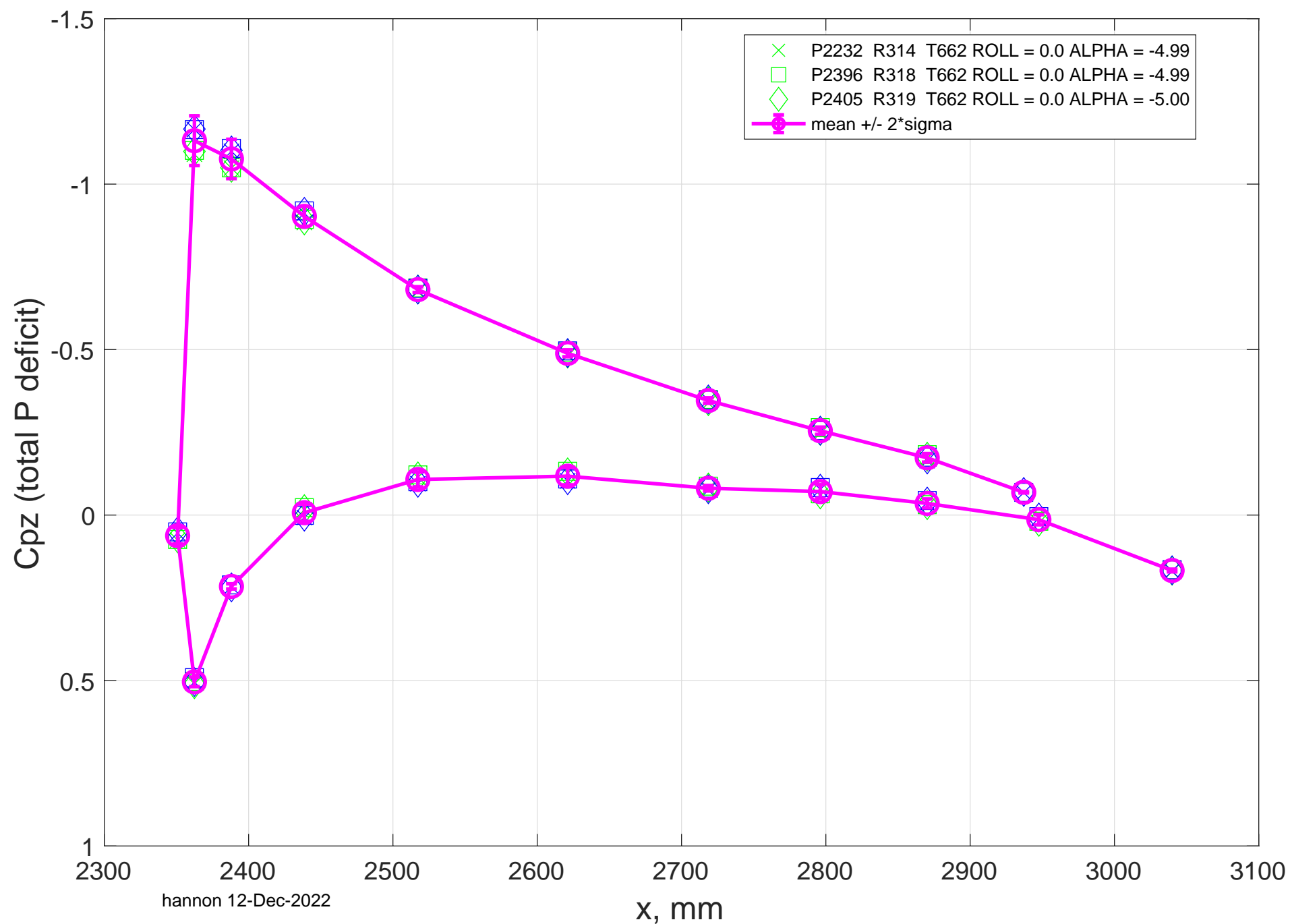
curvename = wing_y290 green: right, untripped; blue: left, untripped



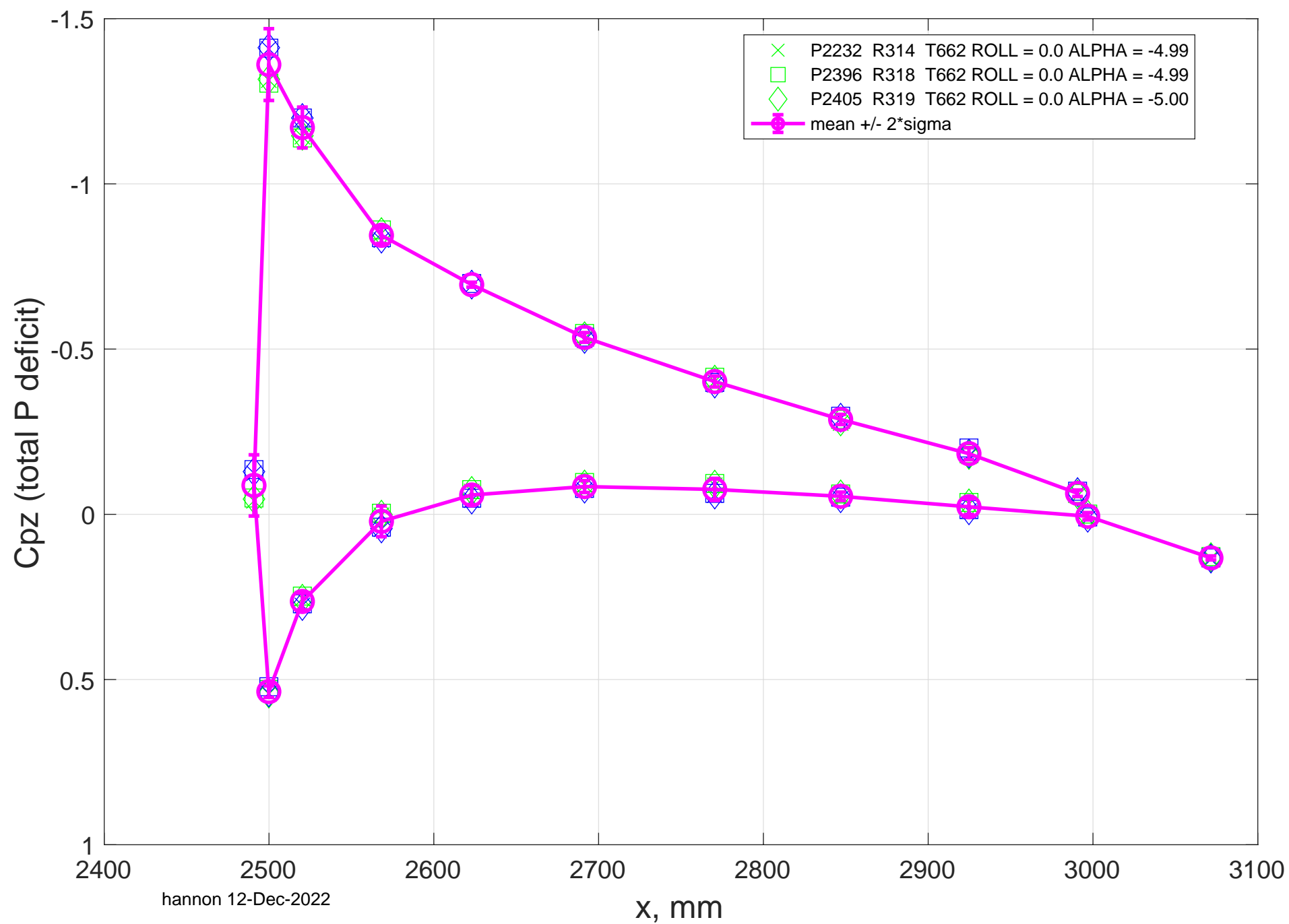
curvename = wing_y482 green: right, untripped; blue: left, untripped



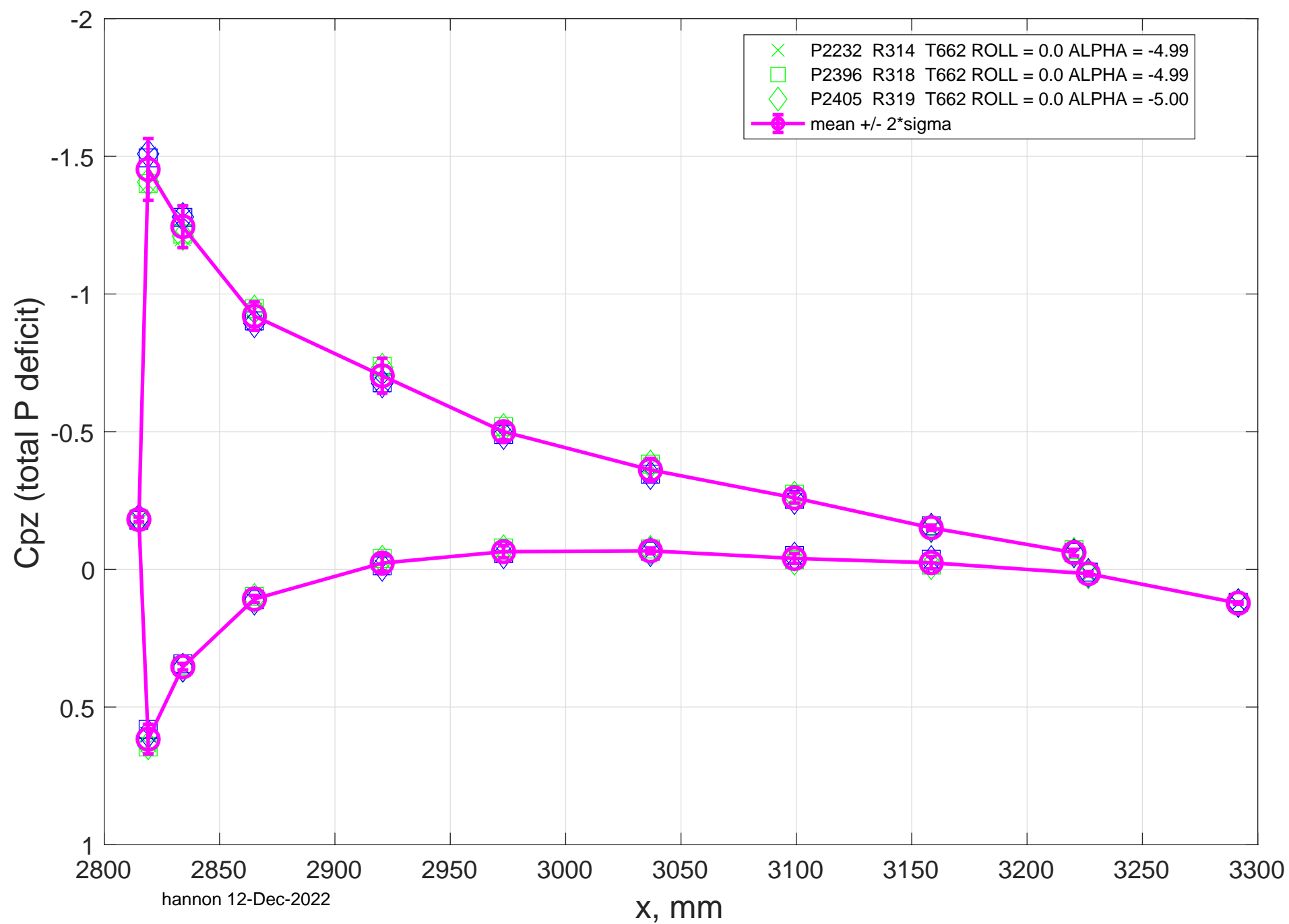
curvename = wing_y685 green: right, untripped; blue: left, untripped



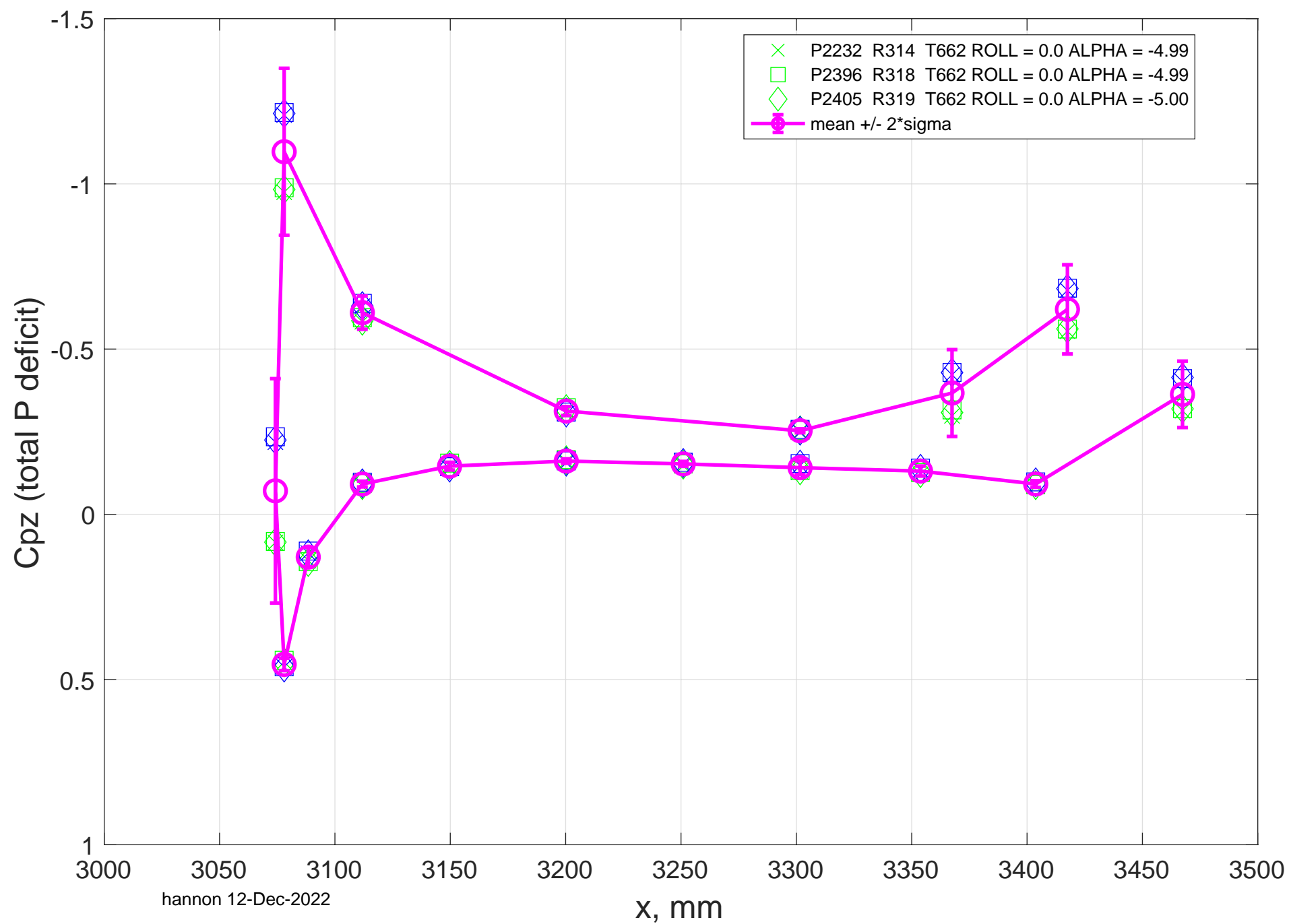
curvename = wing_y870 green: right, untripped; blue: left, untripped



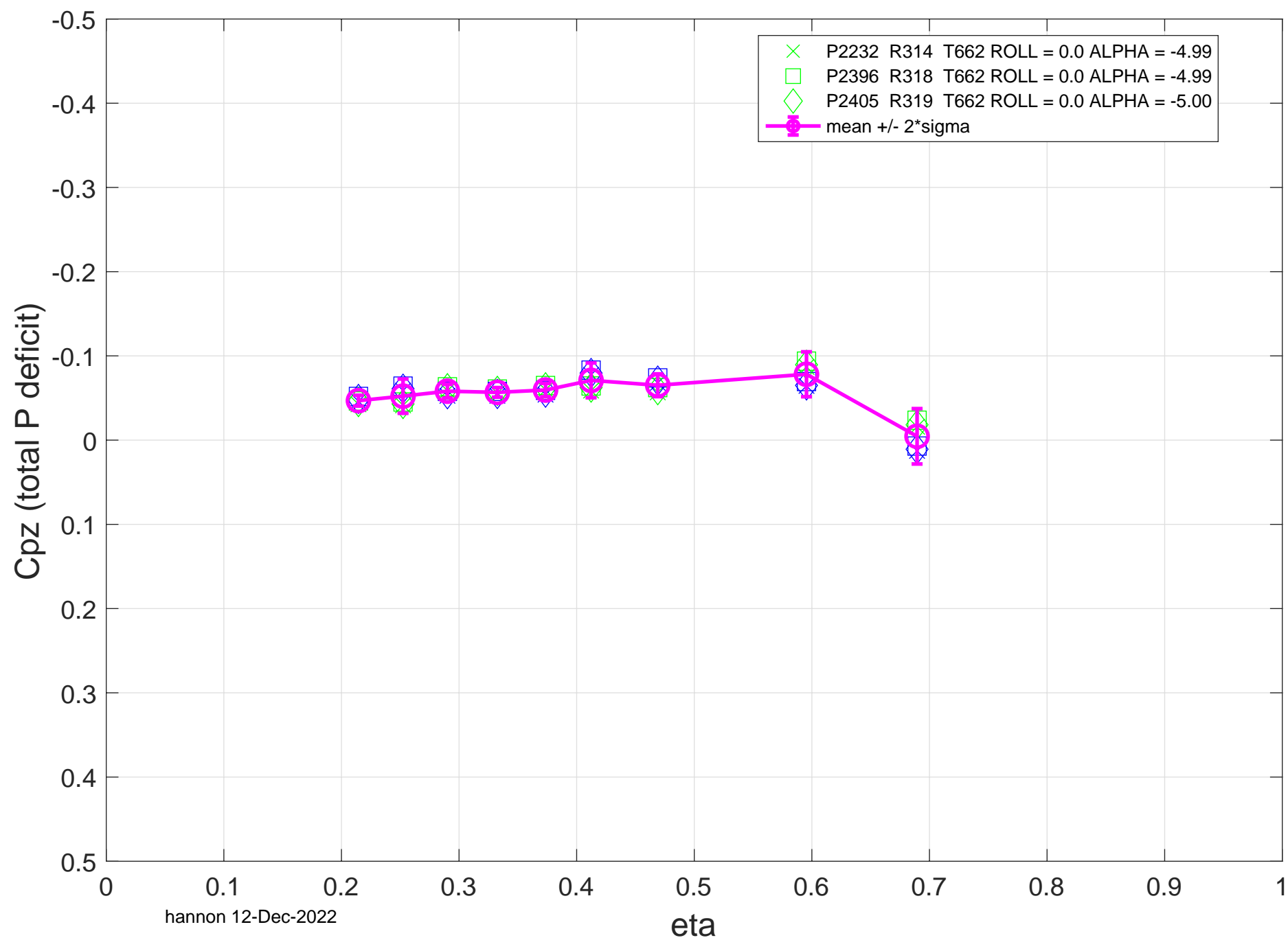
curvename = wing_y1295 green: right, untripped; blue: left, untripped



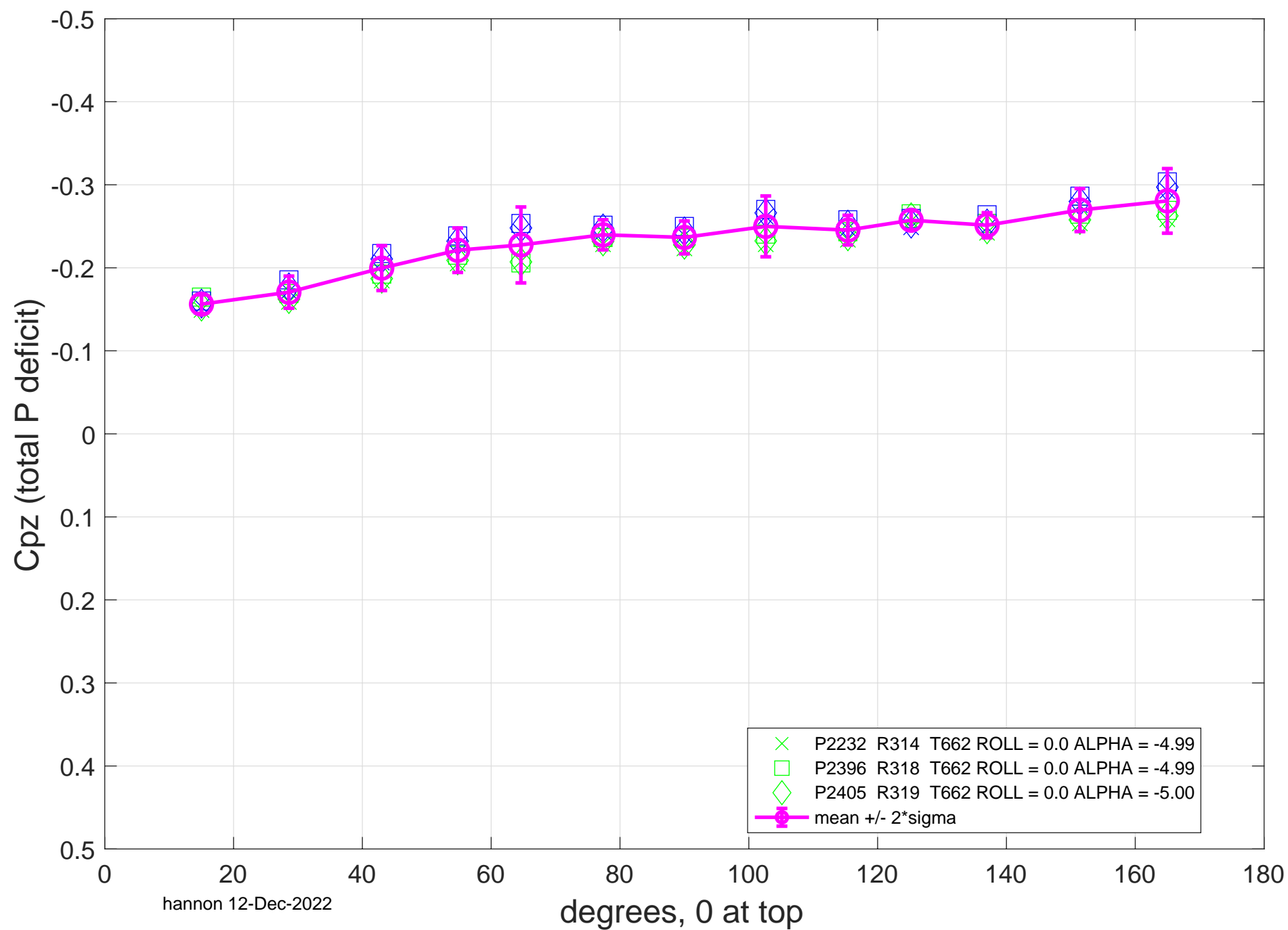
curvename = wing_y1635 green: right, untripped; blue: left, untripped



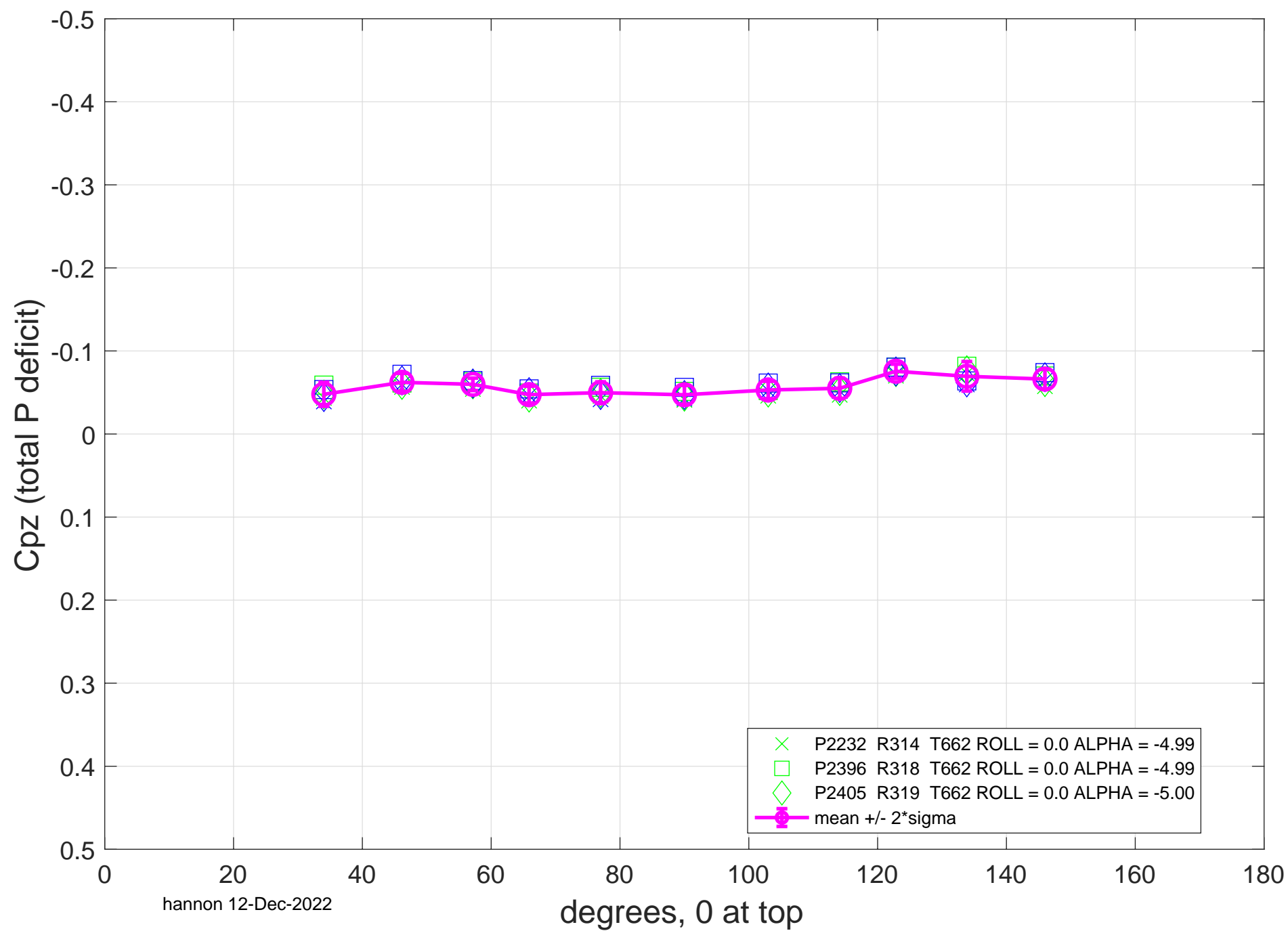
curvename = wing_x2794 green: right, untripped; blue: left, untripped



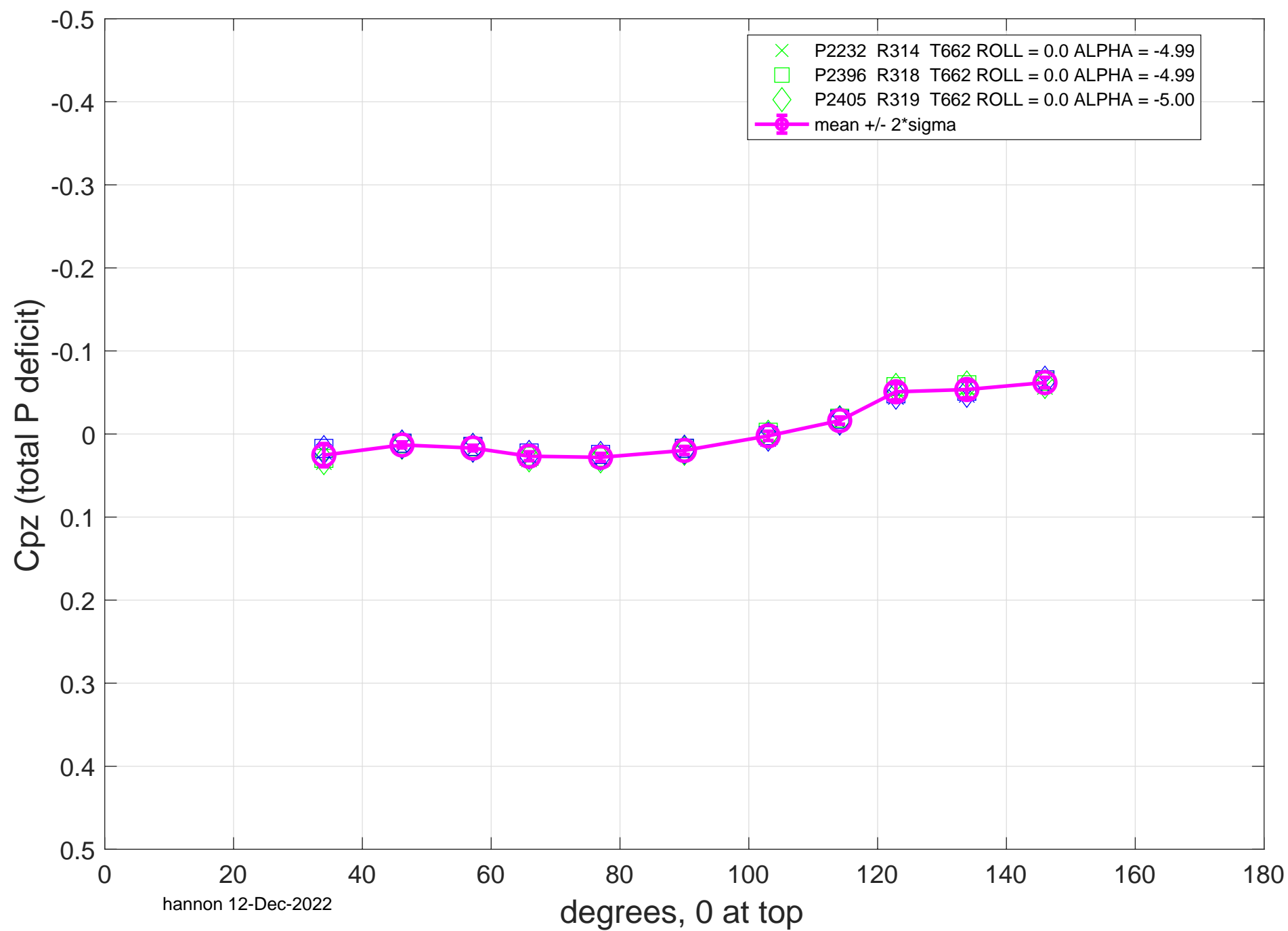
curvename = fuse_x508 green: right, untripped; blue: left, untripped



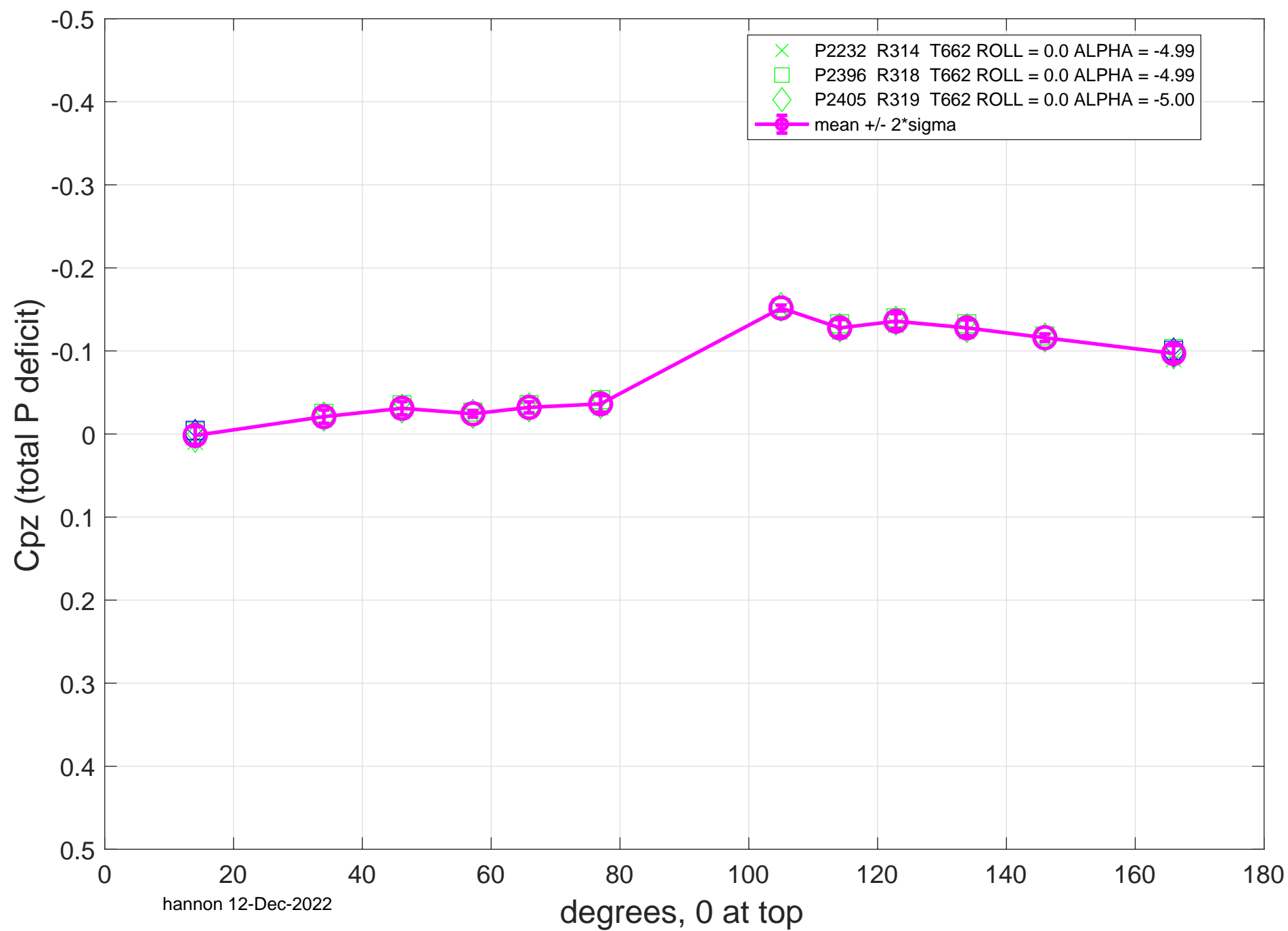
curvename = fuse_x1219 green: right, untripped; blue: left, untripped



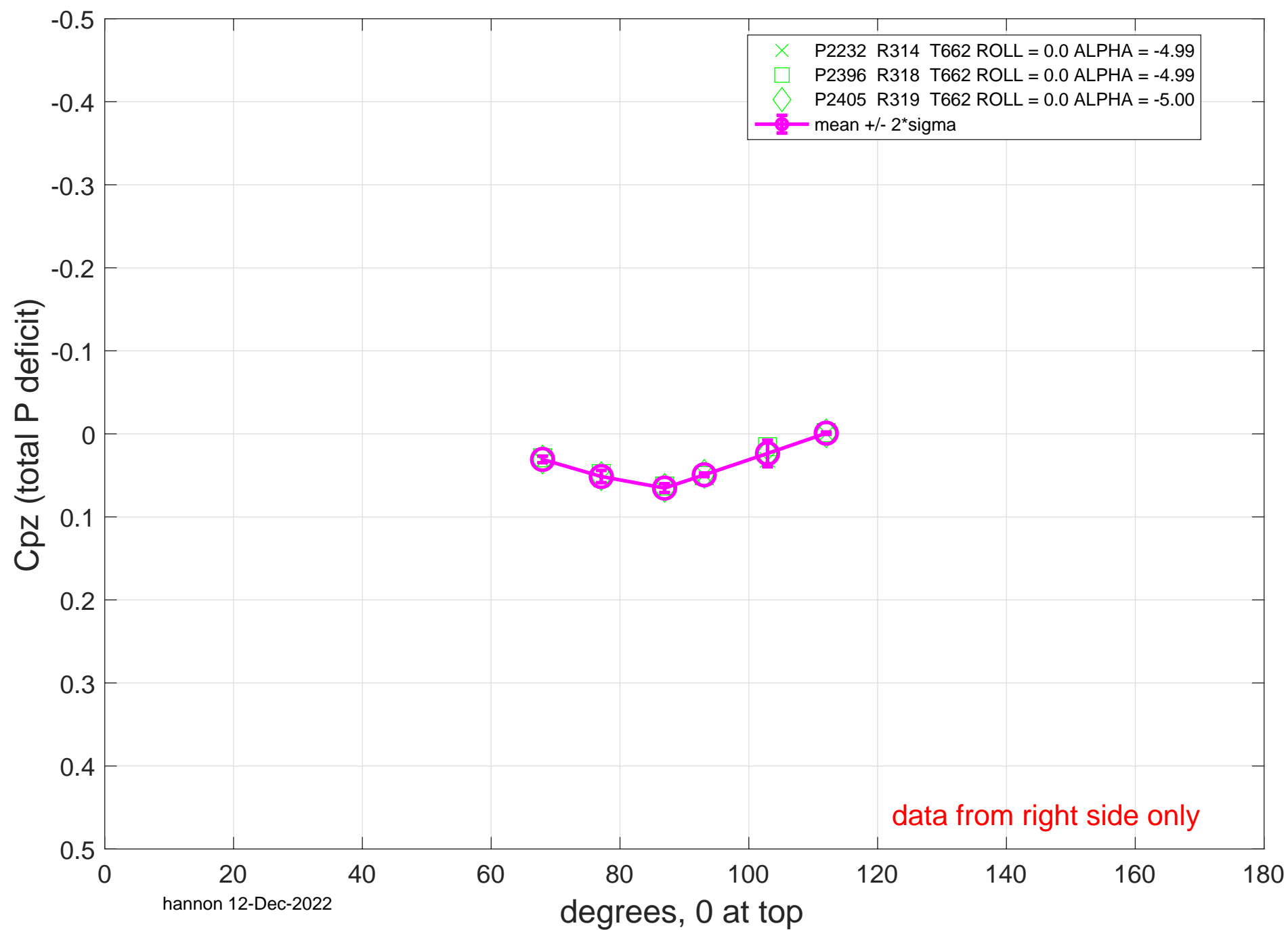
curvename = fuse_x1727 green: right, untripped; blue: left, untripped



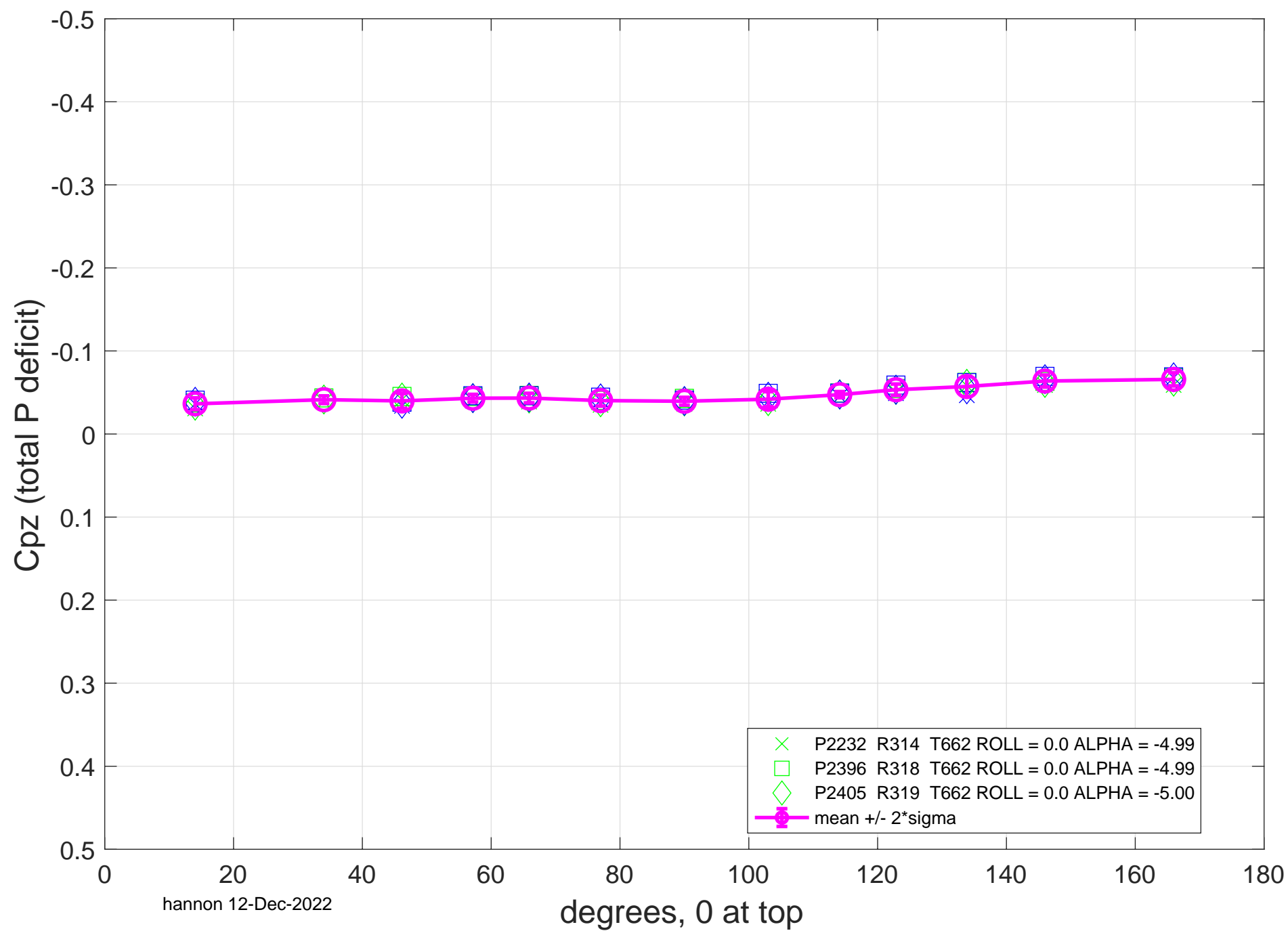
curvename = fuse_x2794 green: right, untripped; blue: left, untripped



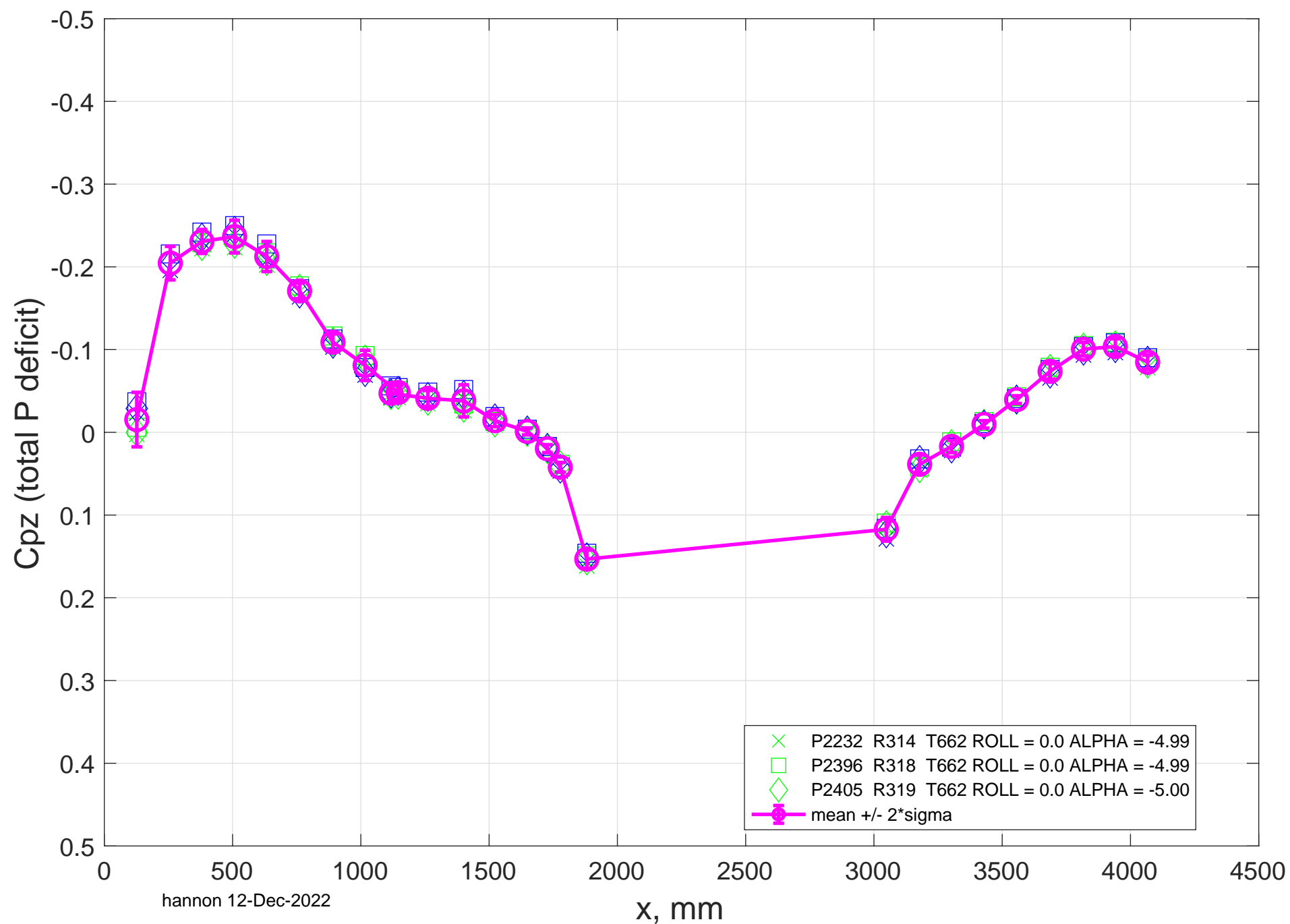
curvename = fuse_x2921 green: right, untripped; blue: left, untripped



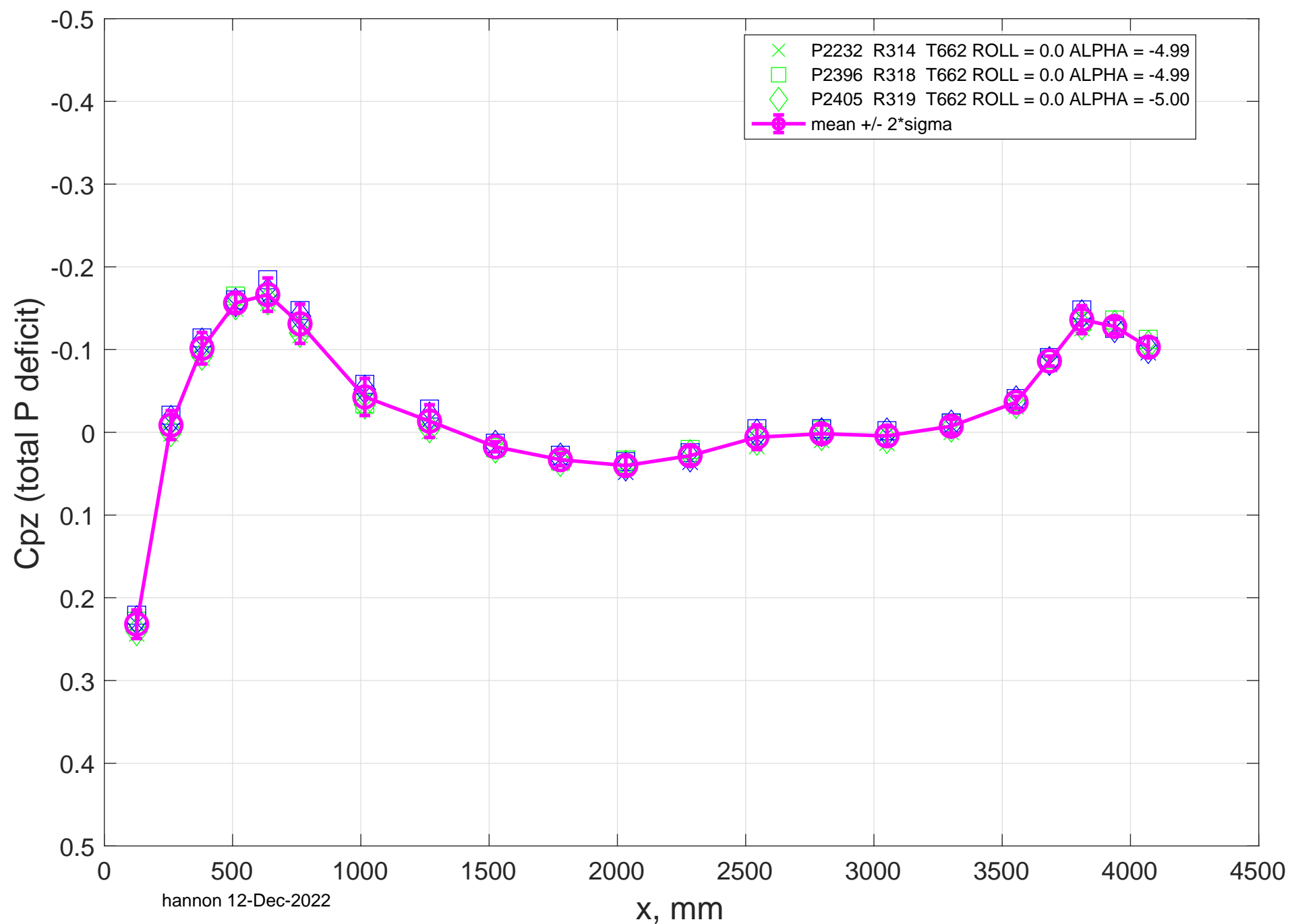
curvename = fuse_x3556 green: right, untripped; blue: left, untripped



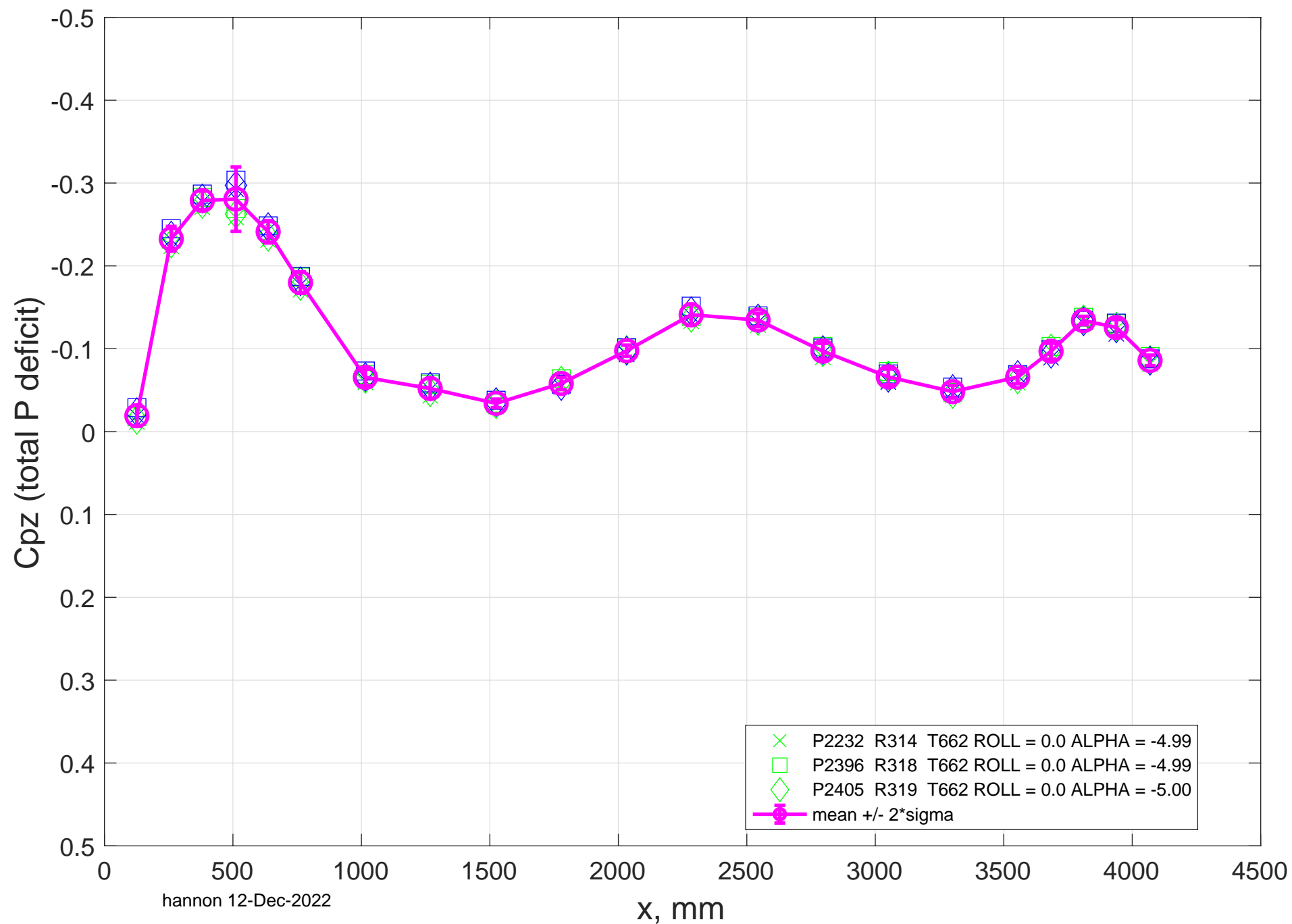
curvename = fuse_z0 green: right, untripped; blue: left, untripped



curvename = fuse_y76_zPOS green: right, untripped; blue: left, untripped



curvename = fuse_y76_zNEG green: right, untripped; blue: left, untripped



curvename = fuse_z95 green: right, untripped; blue: left, untripped

