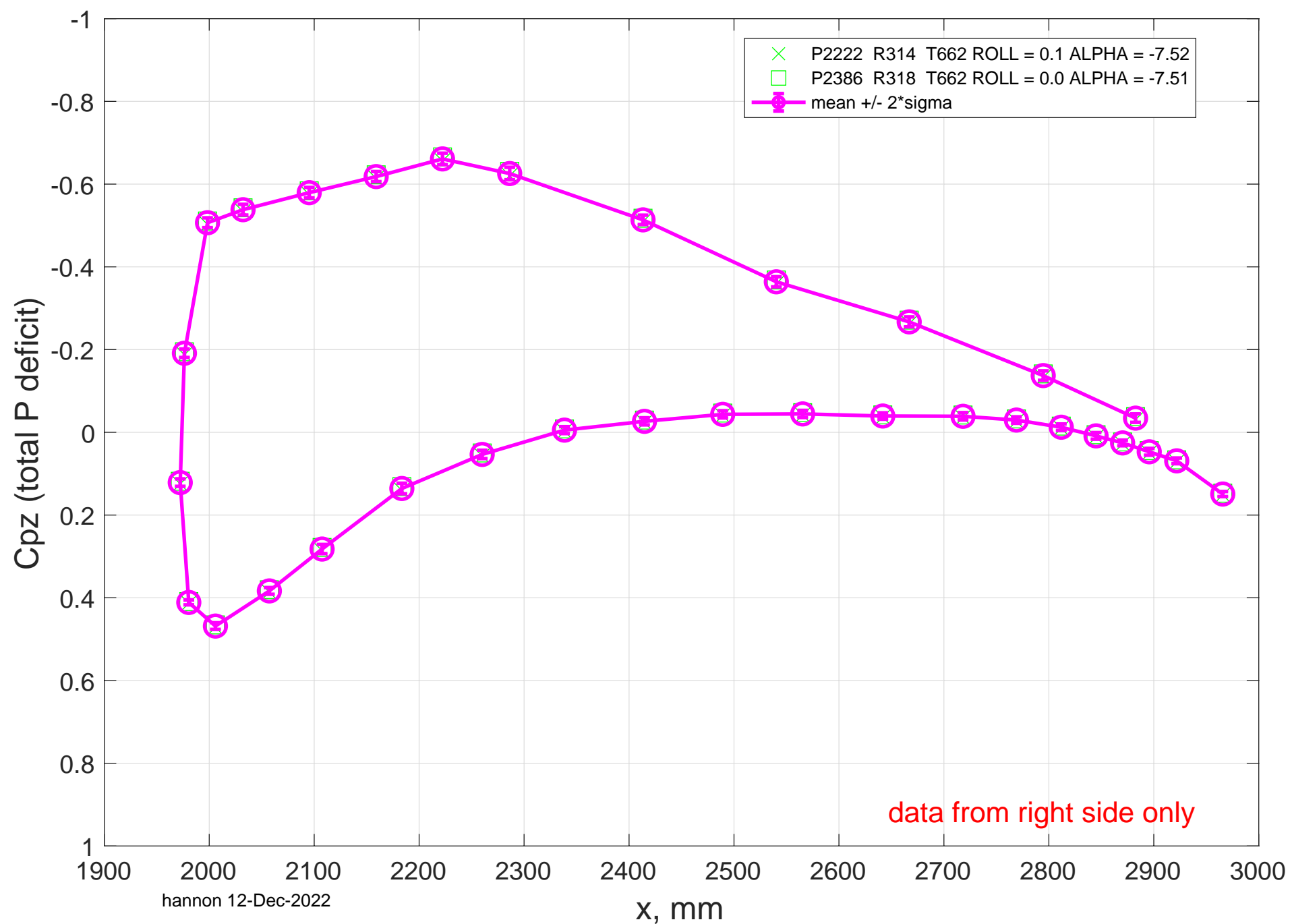
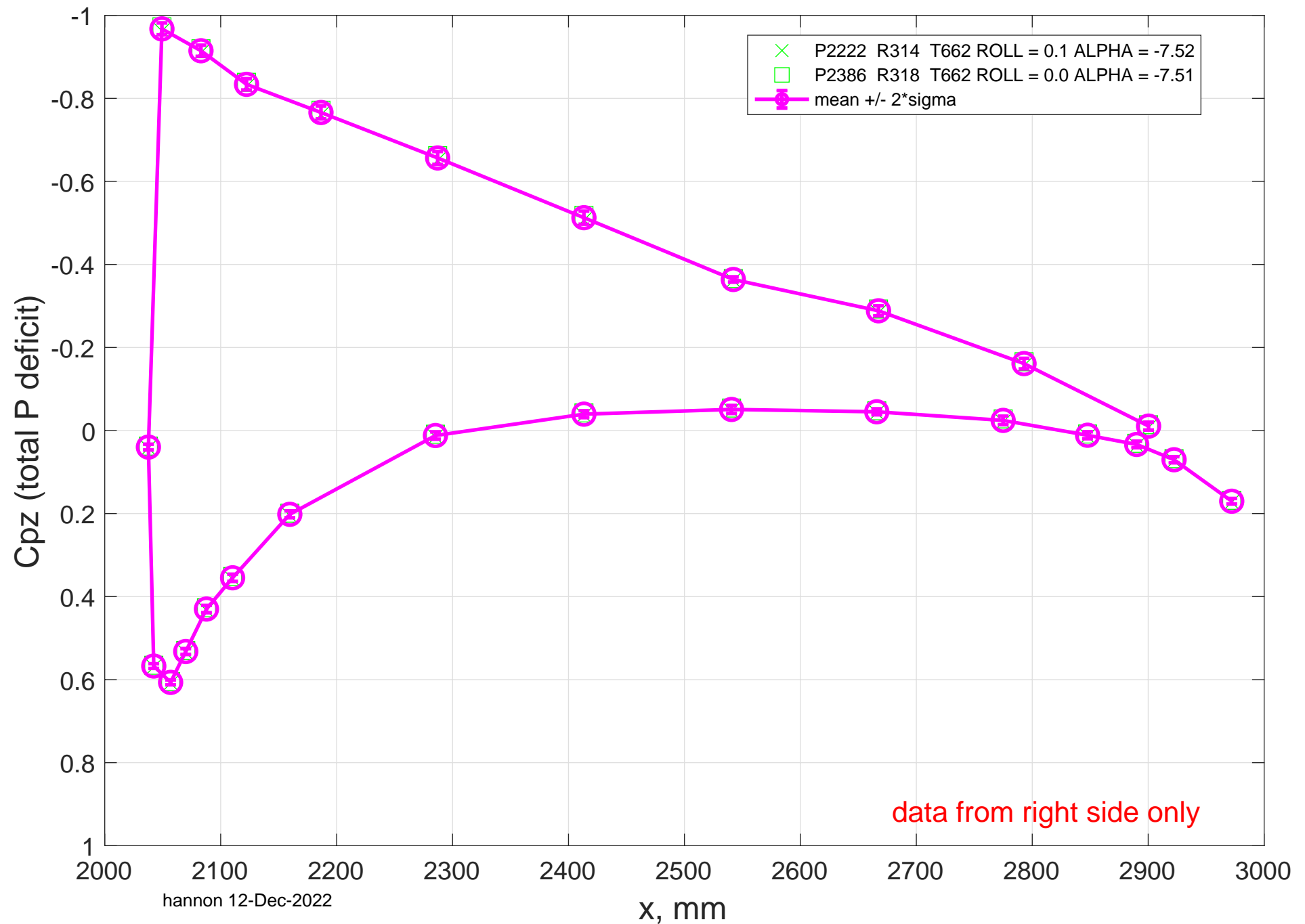


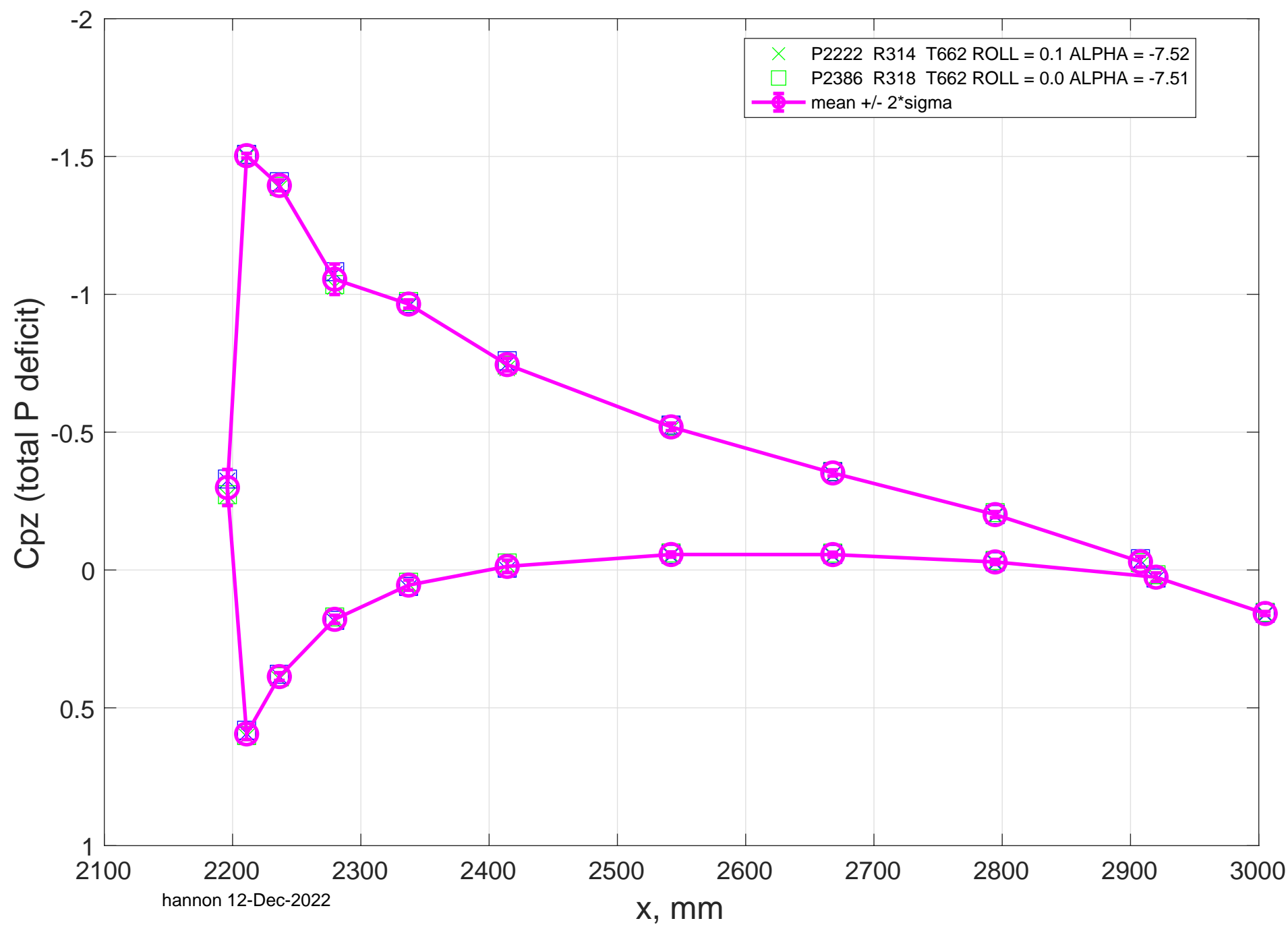
curvename = wing\_y254 green: right, untripped; blue: left, untripped



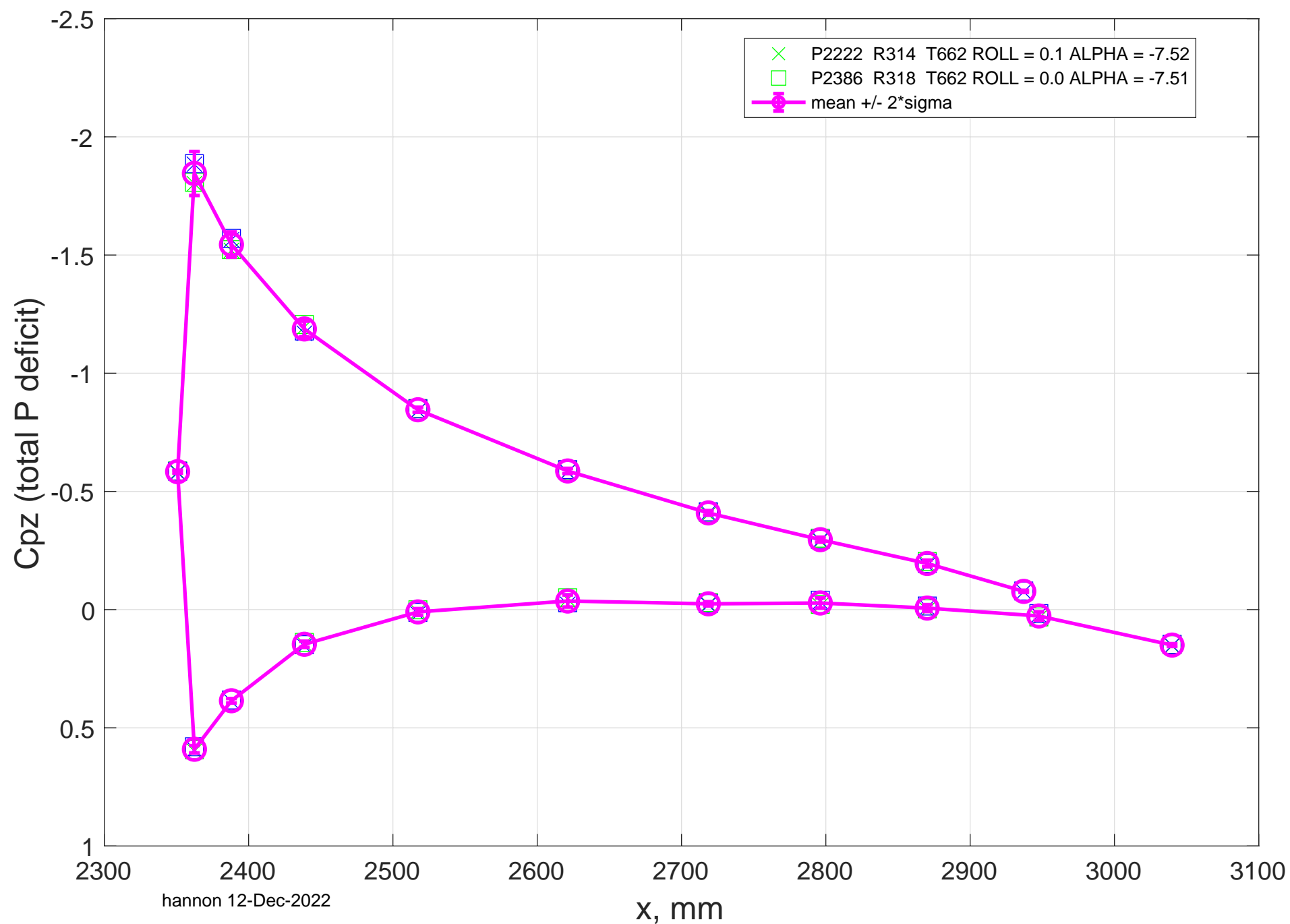
curvename = wing\_y290 green: right, untripped; blue: left, untripped



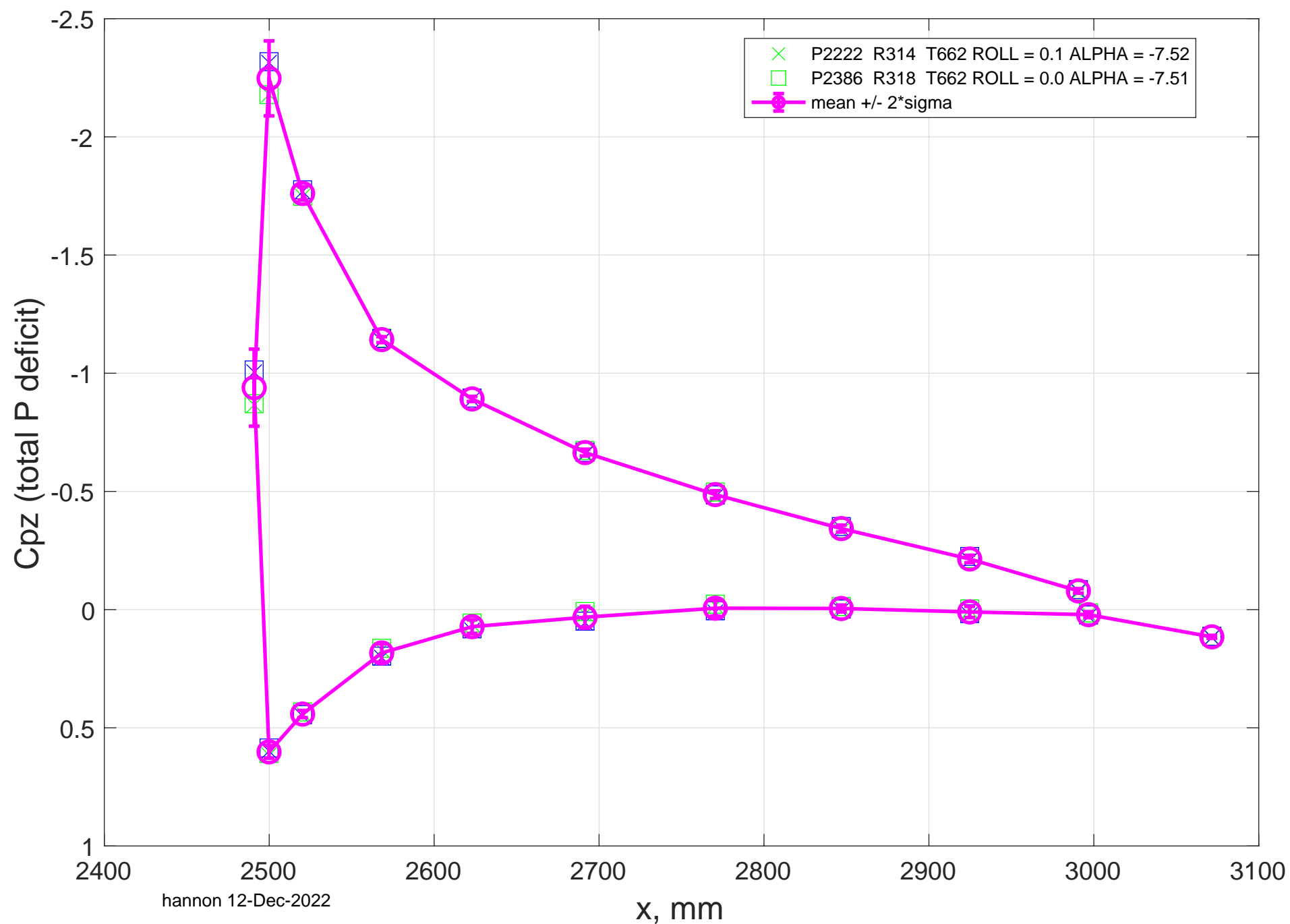
curvename = wing\_y482 green: right, untripped; blue: left, untripped



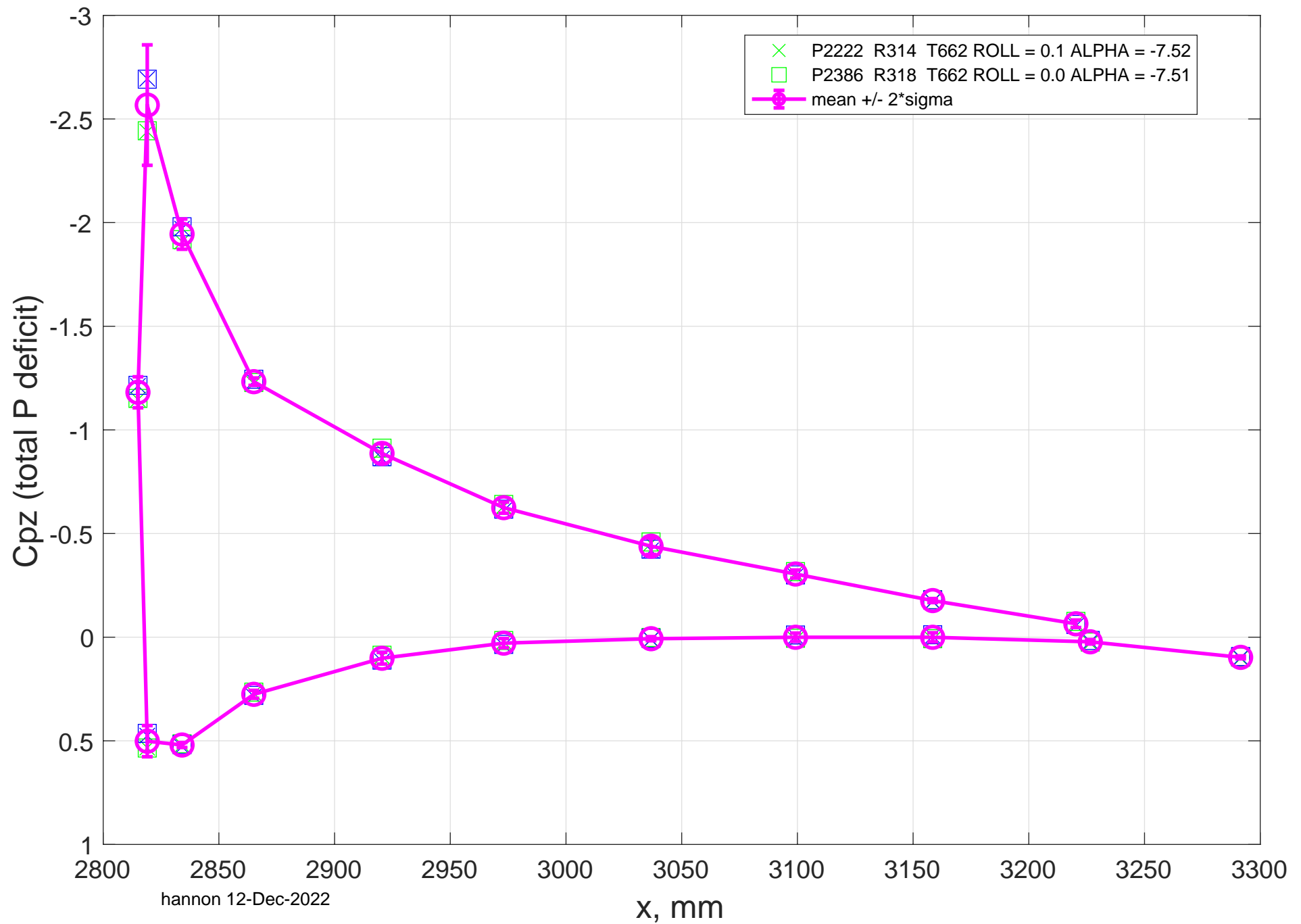
curvename = wing\_y685 green: right, untripped; blue: left, untripped



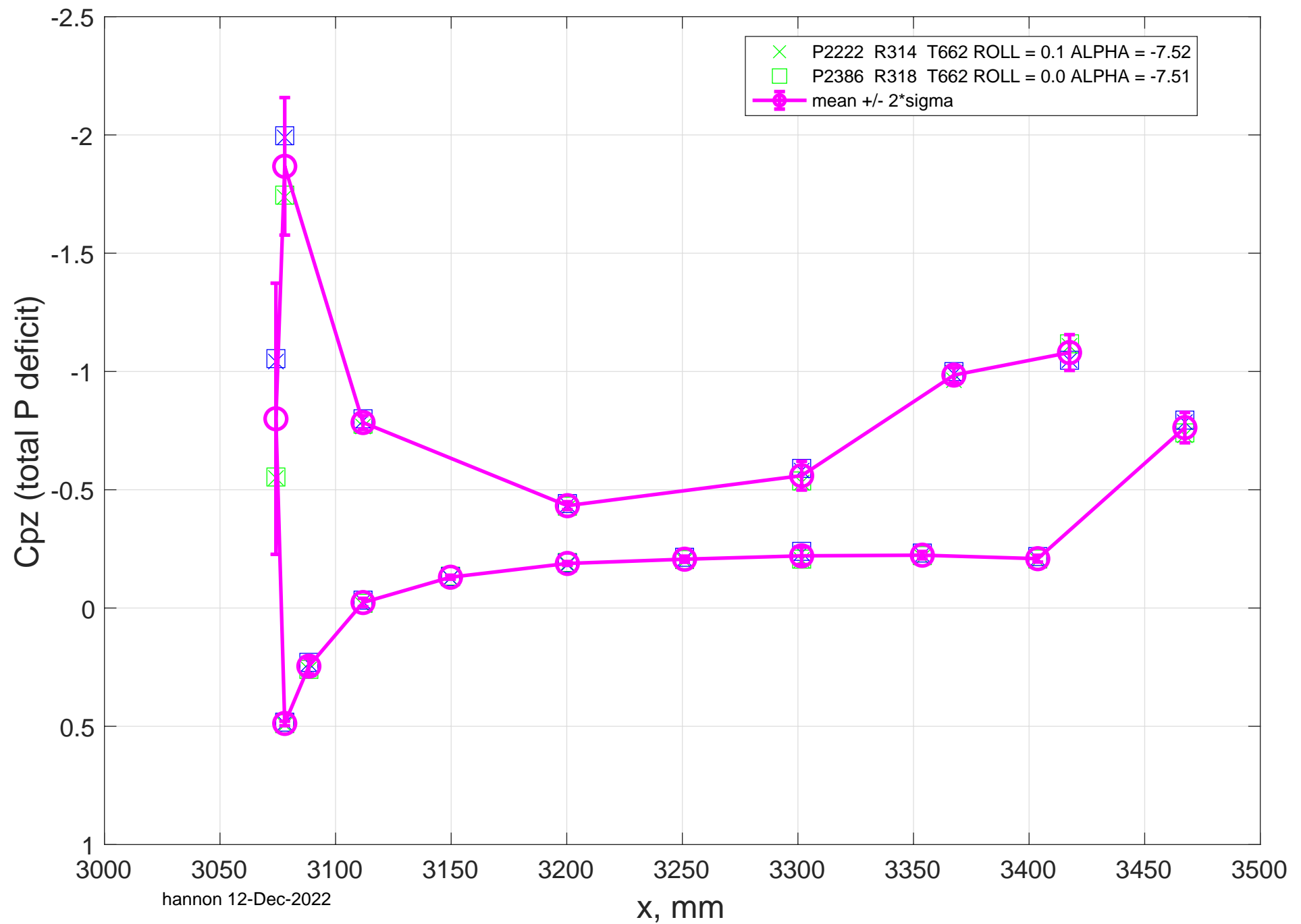
curvename = wing\_y870 green: right, untripped; blue: left, untripped



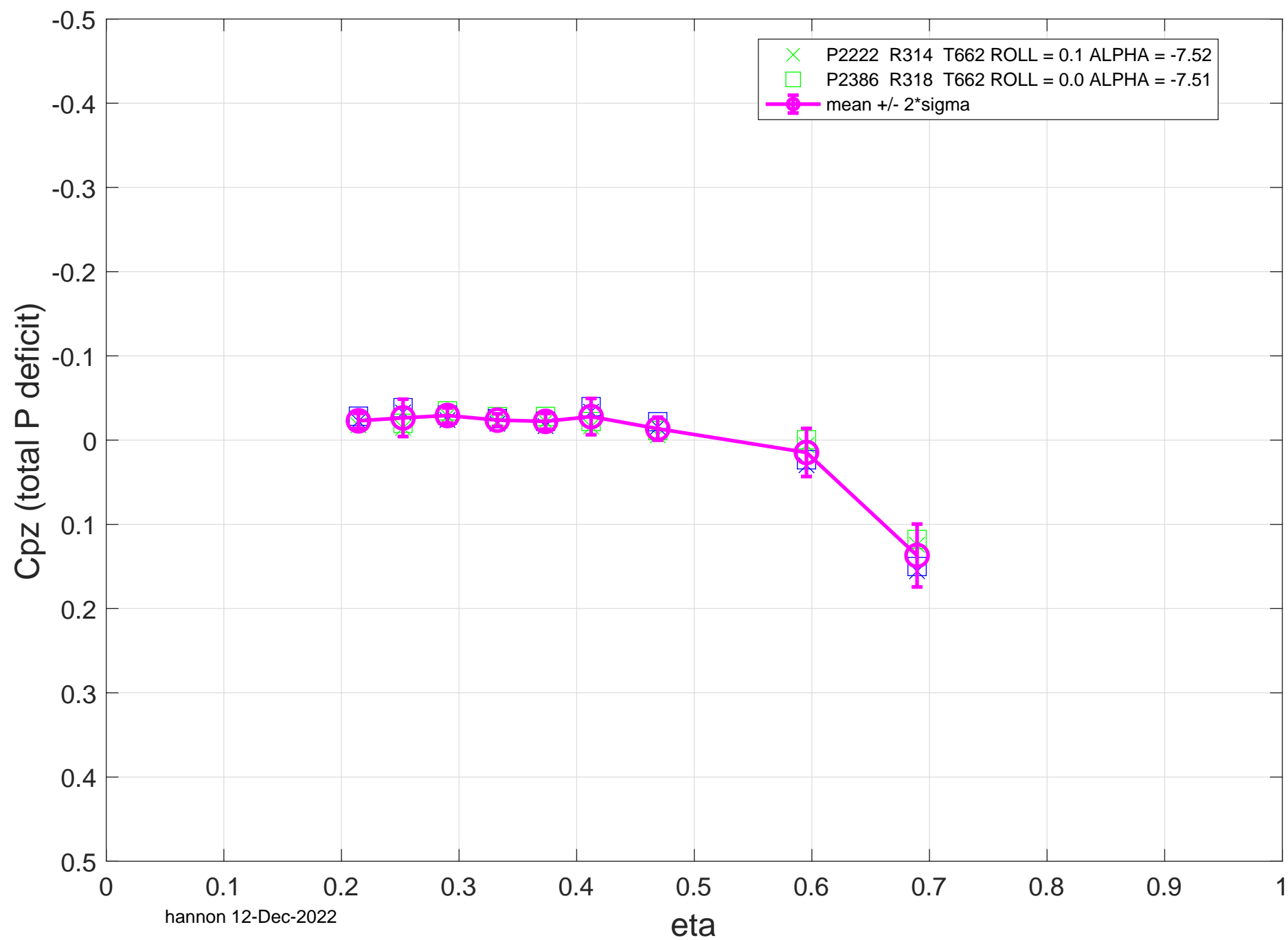
curvename = wing\_y1295 green: right, untripped; blue: left, untripped



curvename = wing\_y1635 green: right, untripped; blue: left, untripped

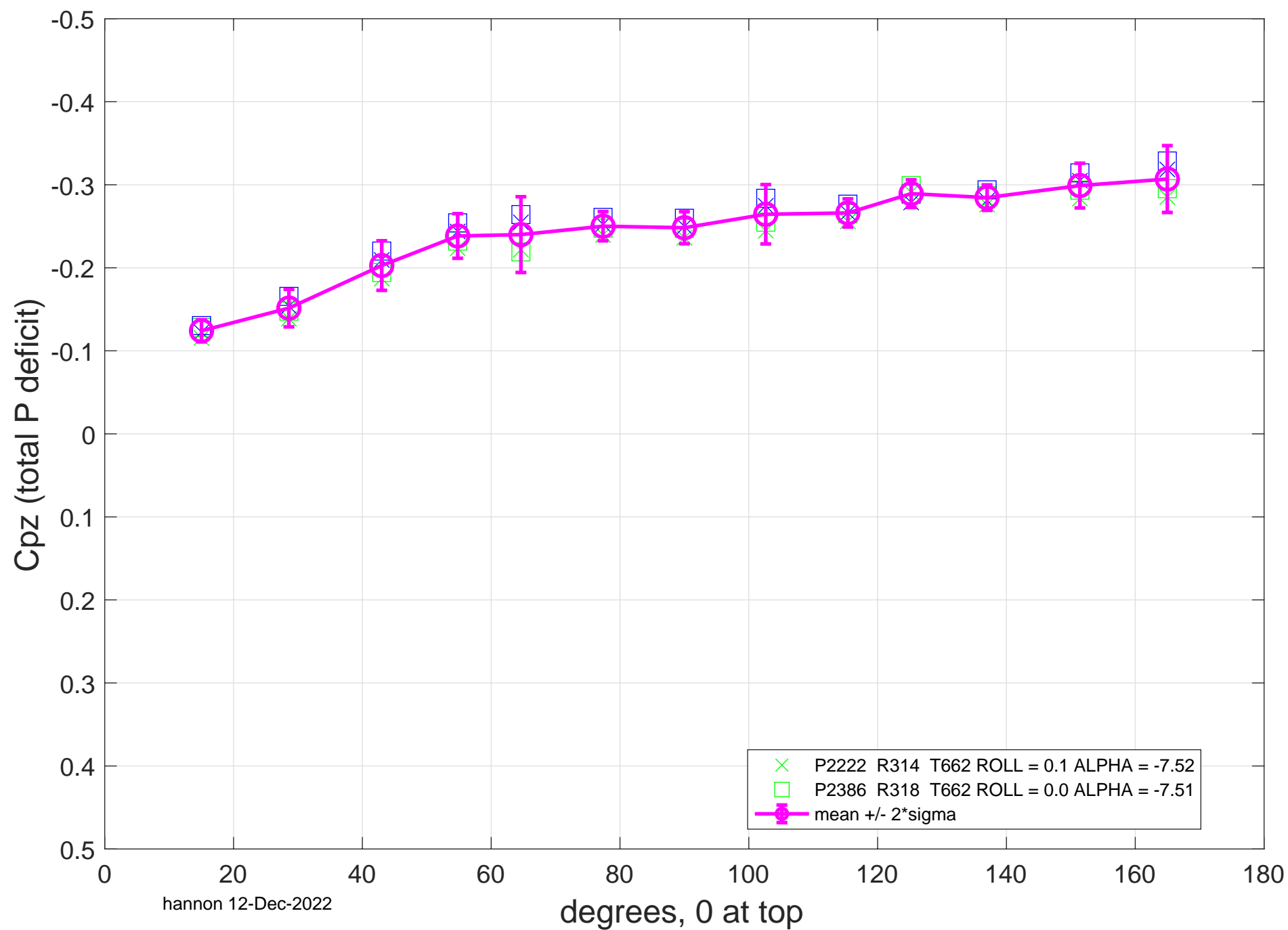


curvename = wing\_x2794 green: right, untripped; blue: left, untripped

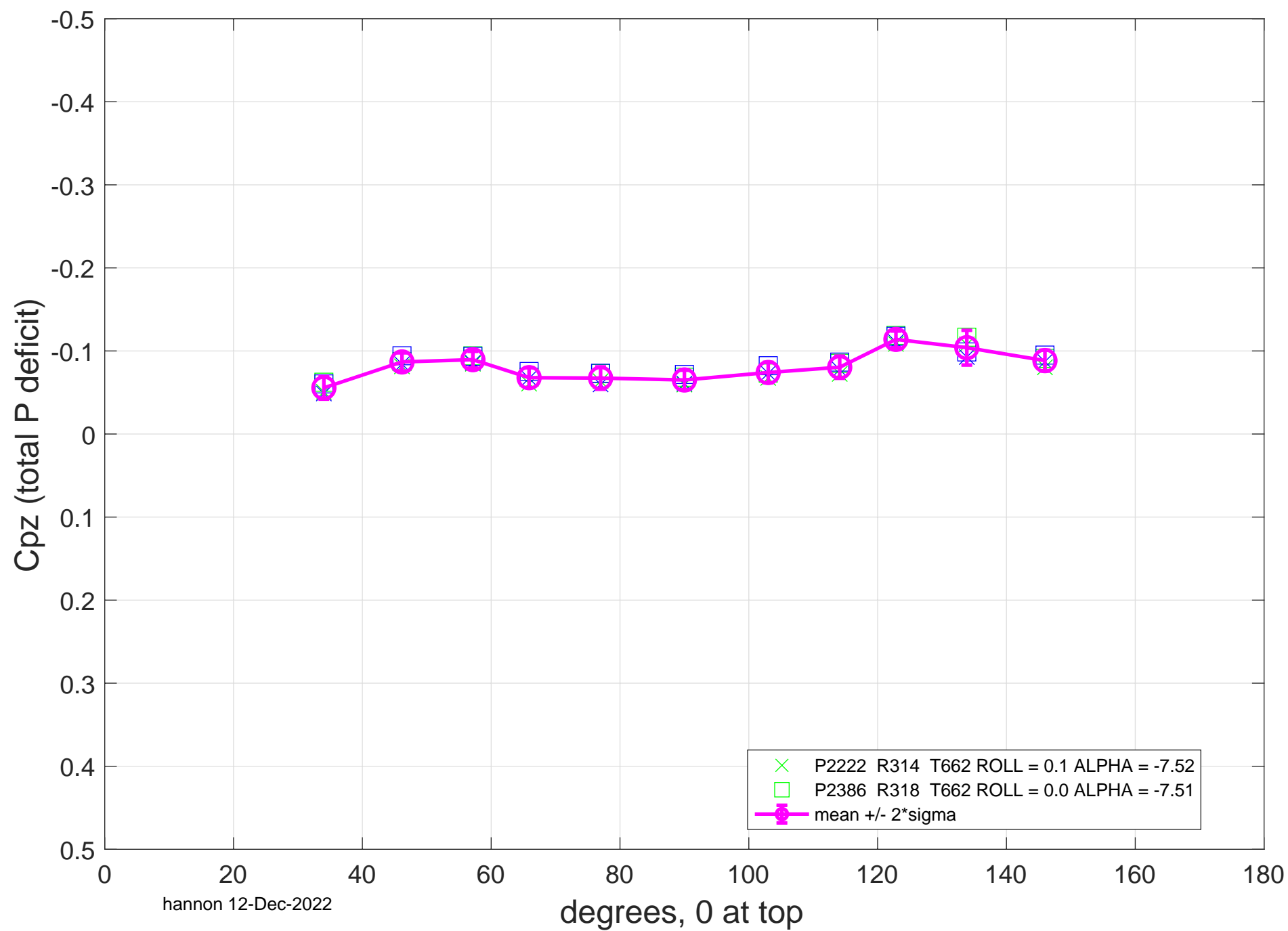




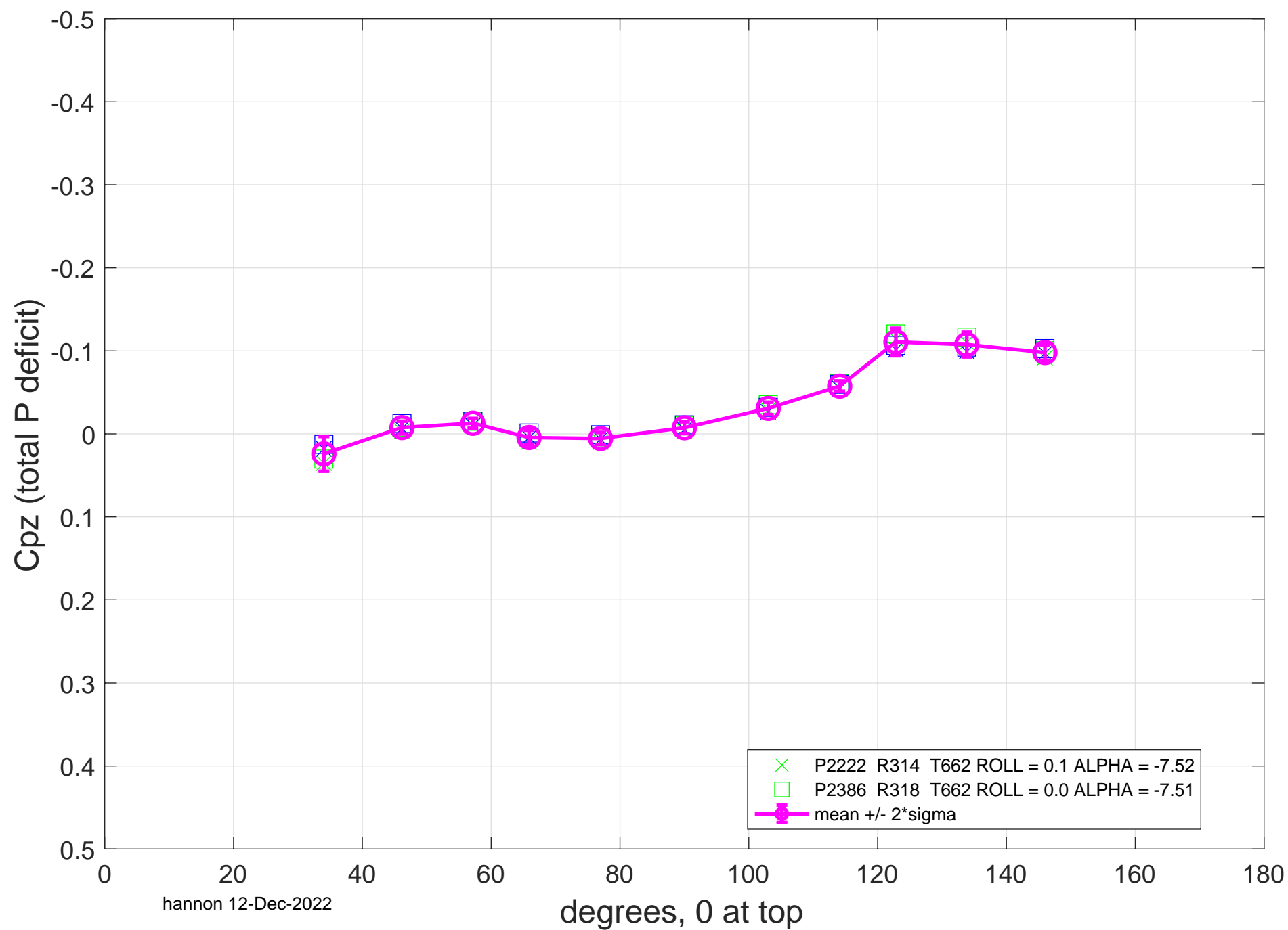
curvename = fuse\_x508 green: right, untripped; blue: left, untripped



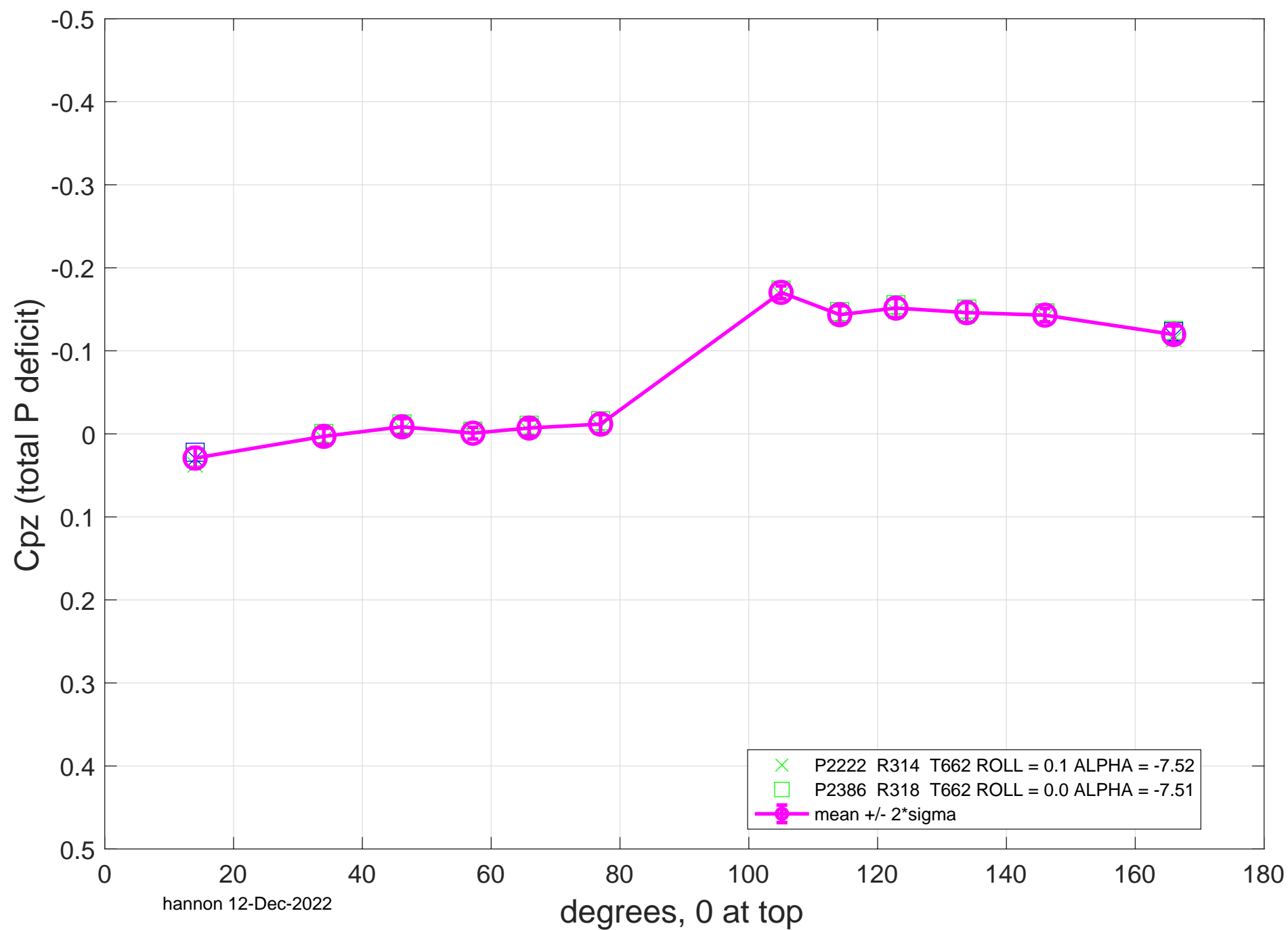
curvename = fuse\_x1219 green: right, untripped; blue: left, untripped



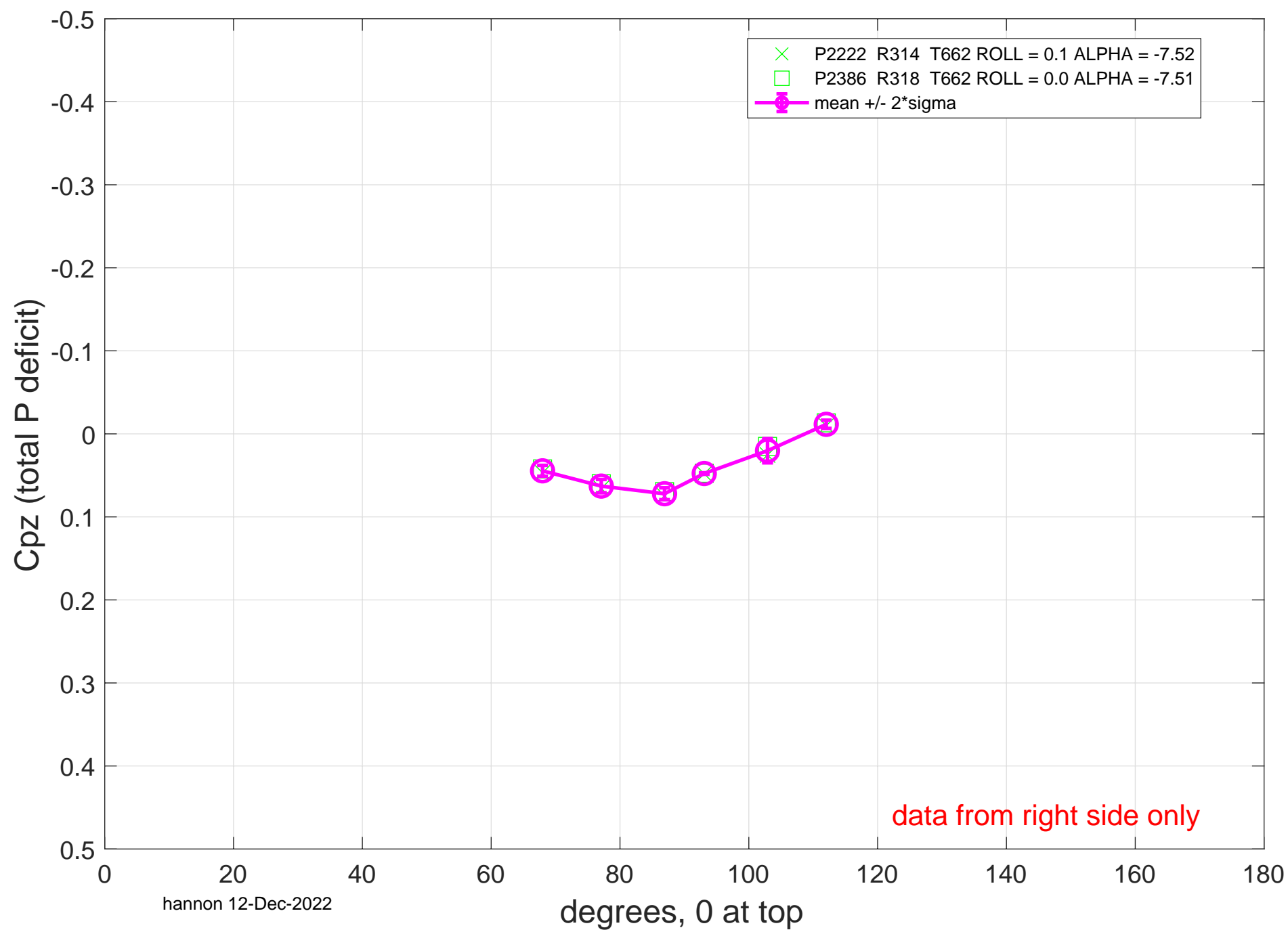
curvename = fuse\_x1727 green: right, untripped; blue: left, untripped



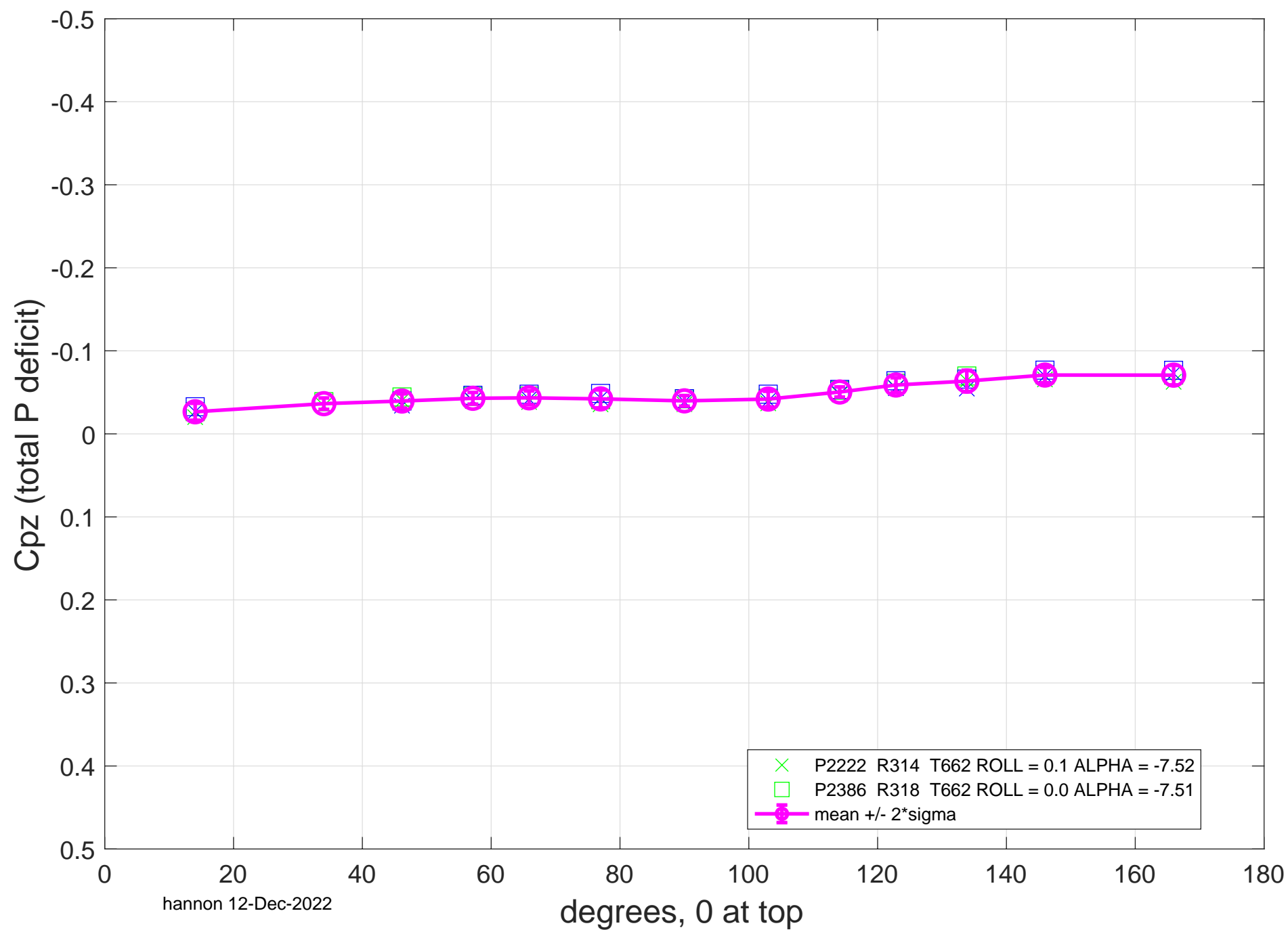
curvename = fuse\_x2794 green: right, untripped; blue: left, untripped



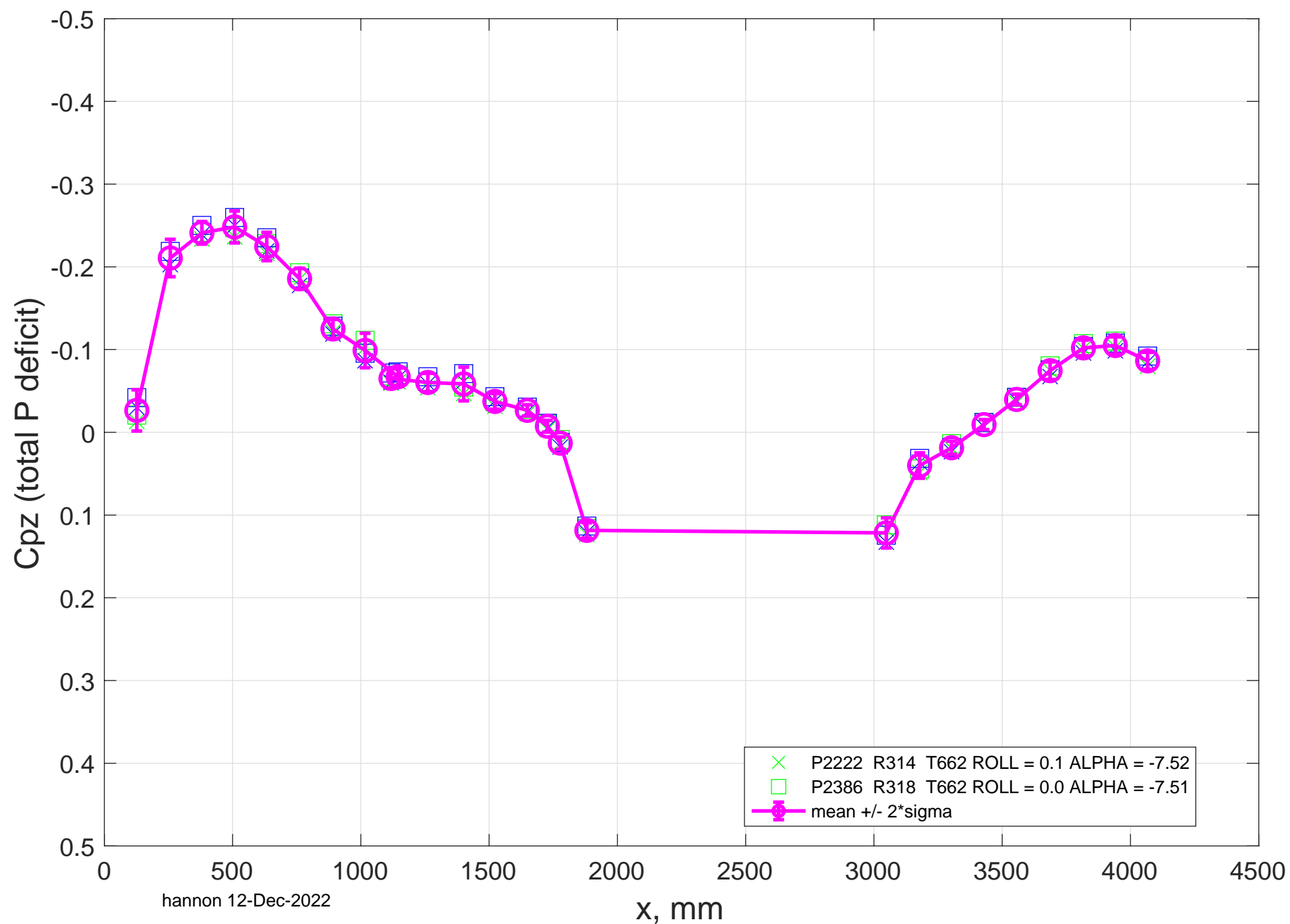
curvename = fuse\_x2921 green: right, untripped; blue: left, untripped



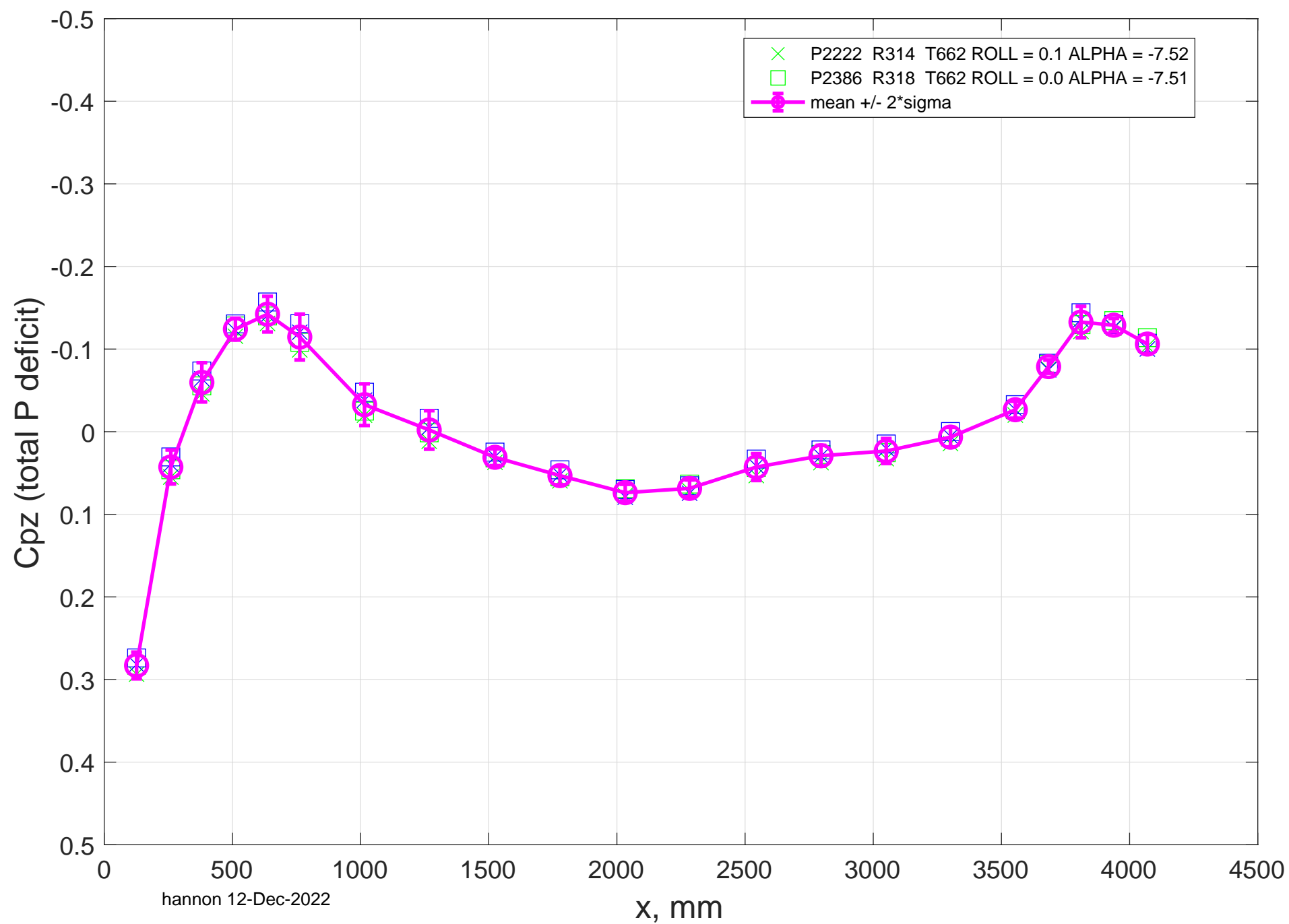
curvename = fuse\_x3556 green: right, untripped; blue: left, untripped



curvename = fuse\_z0 green: right, untripped; blue: left, untripped

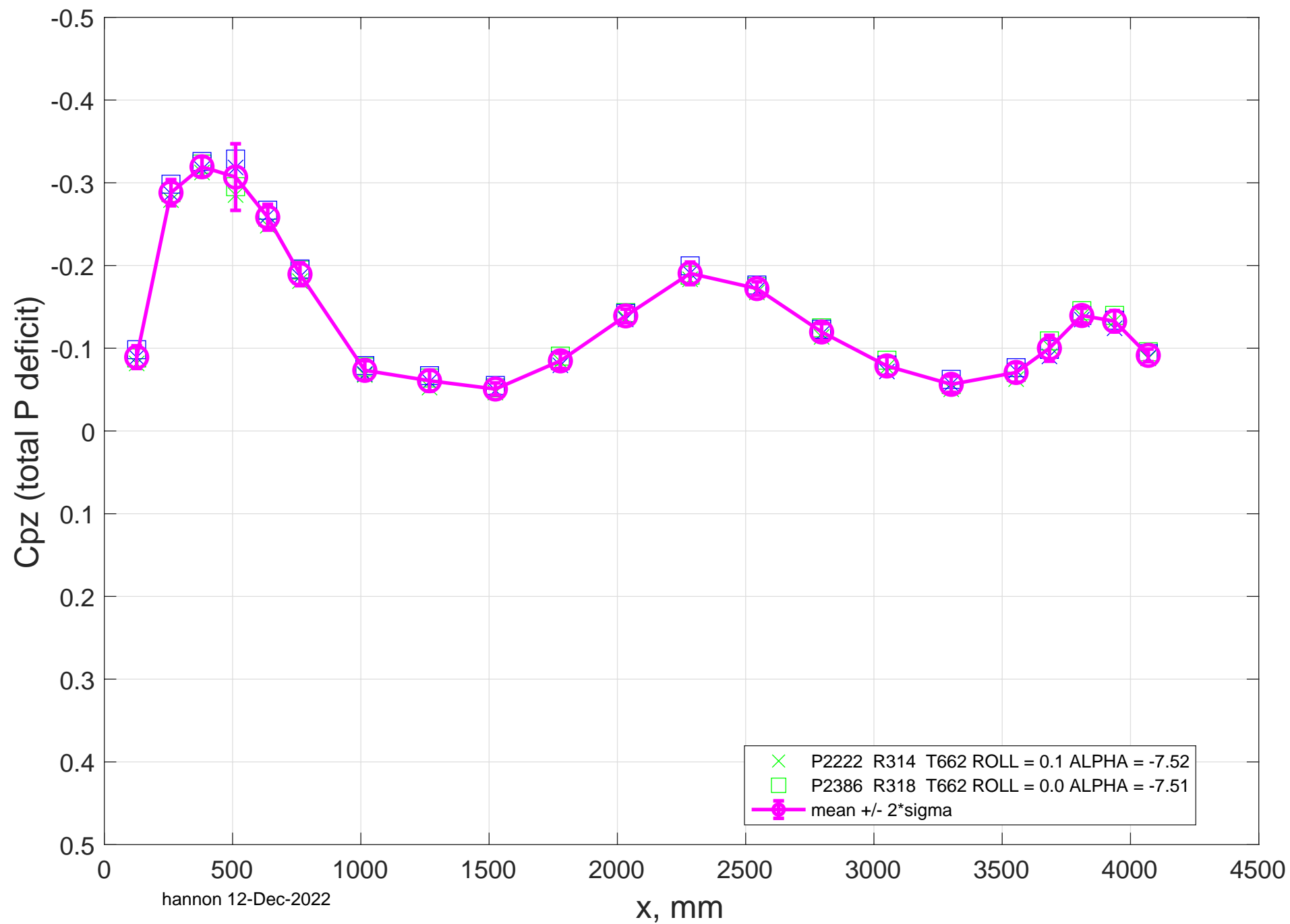


curvename = fuse\_y76\_zPOS green: right, untripped; blue: left, untripped





curvename = fuse\_y76\_zNEG green: right, untripped; blue: left, untripped



curvename = fuse\_z95 green: right, untripped; blue: left, untripped

