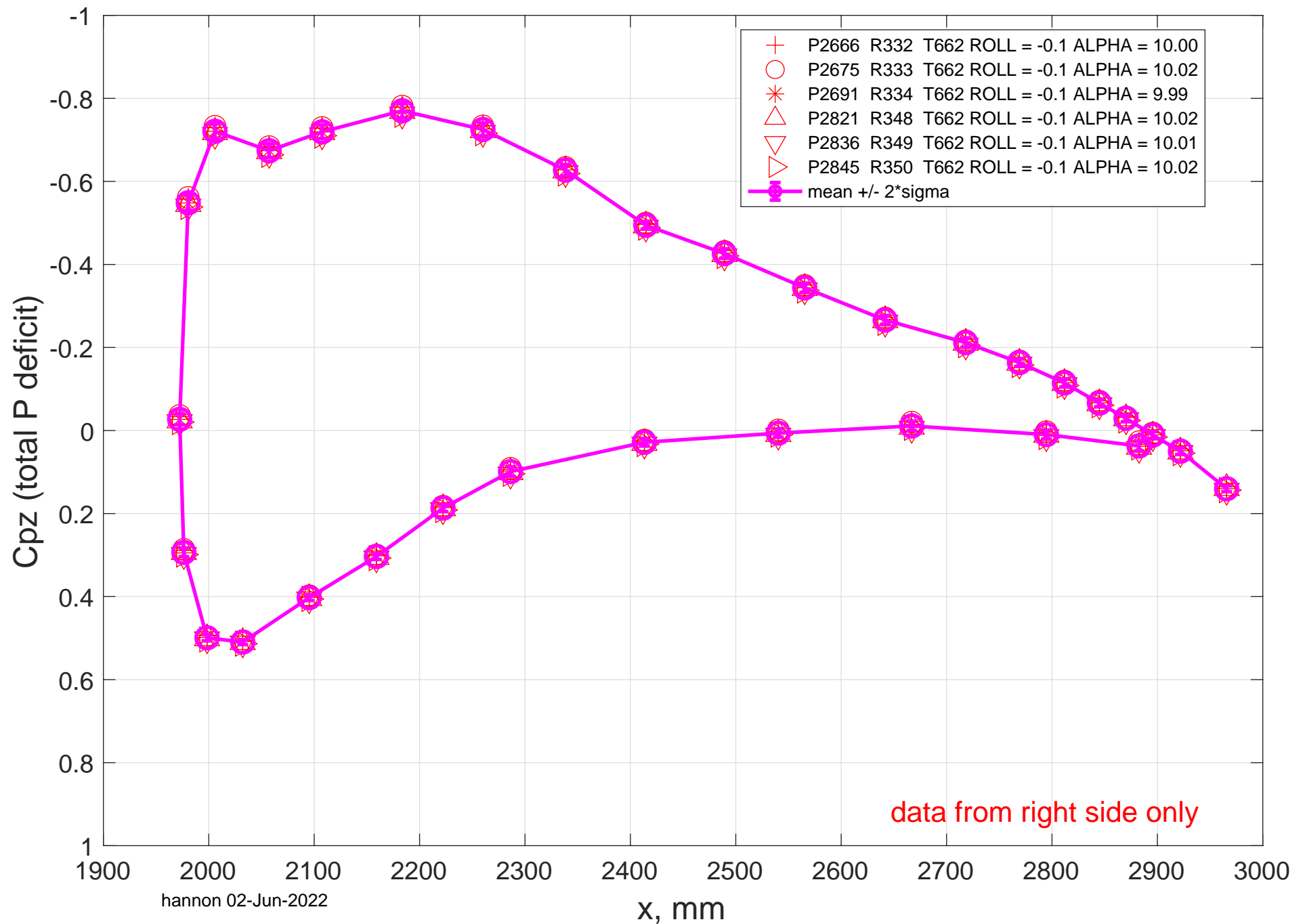
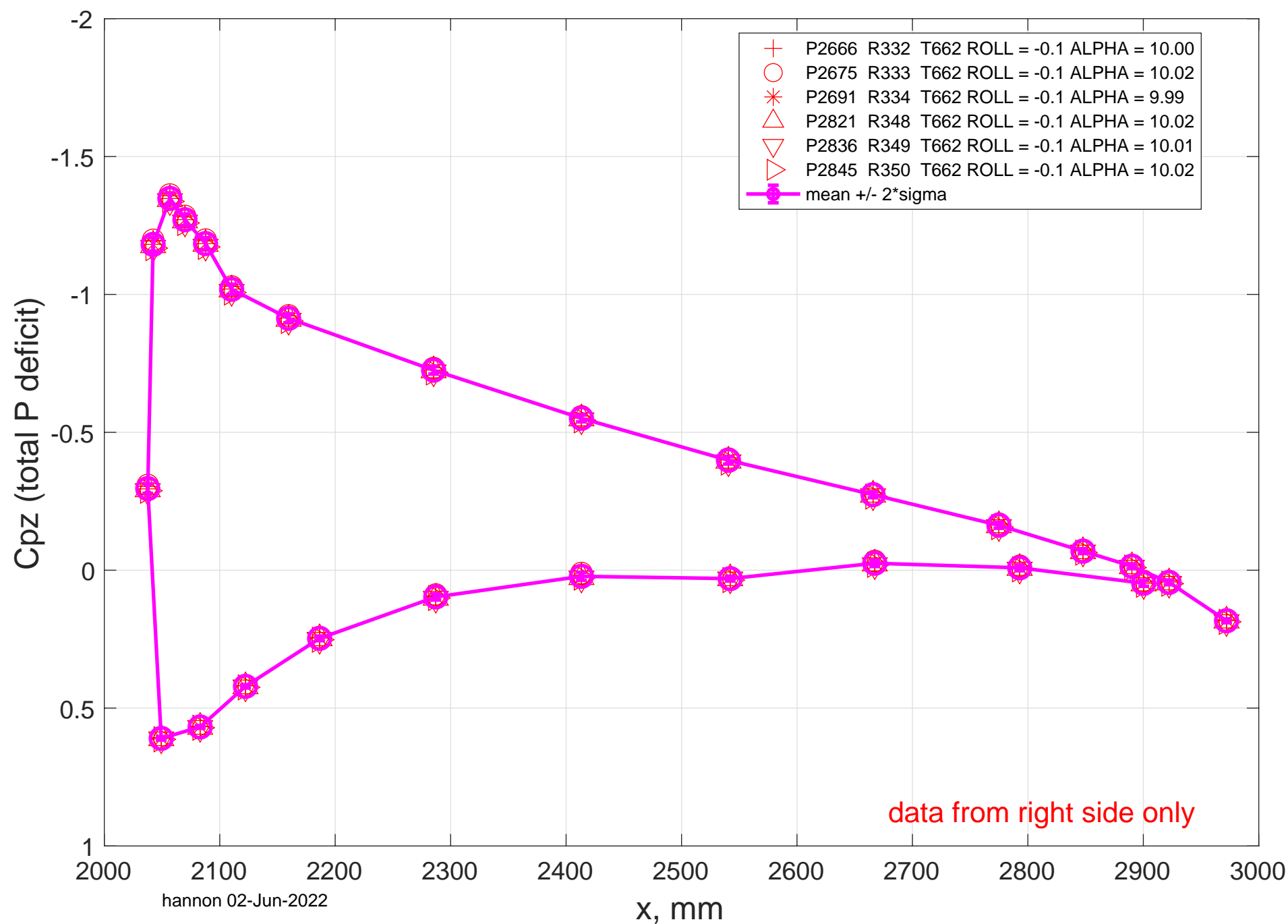


curvename = wing\_y254 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



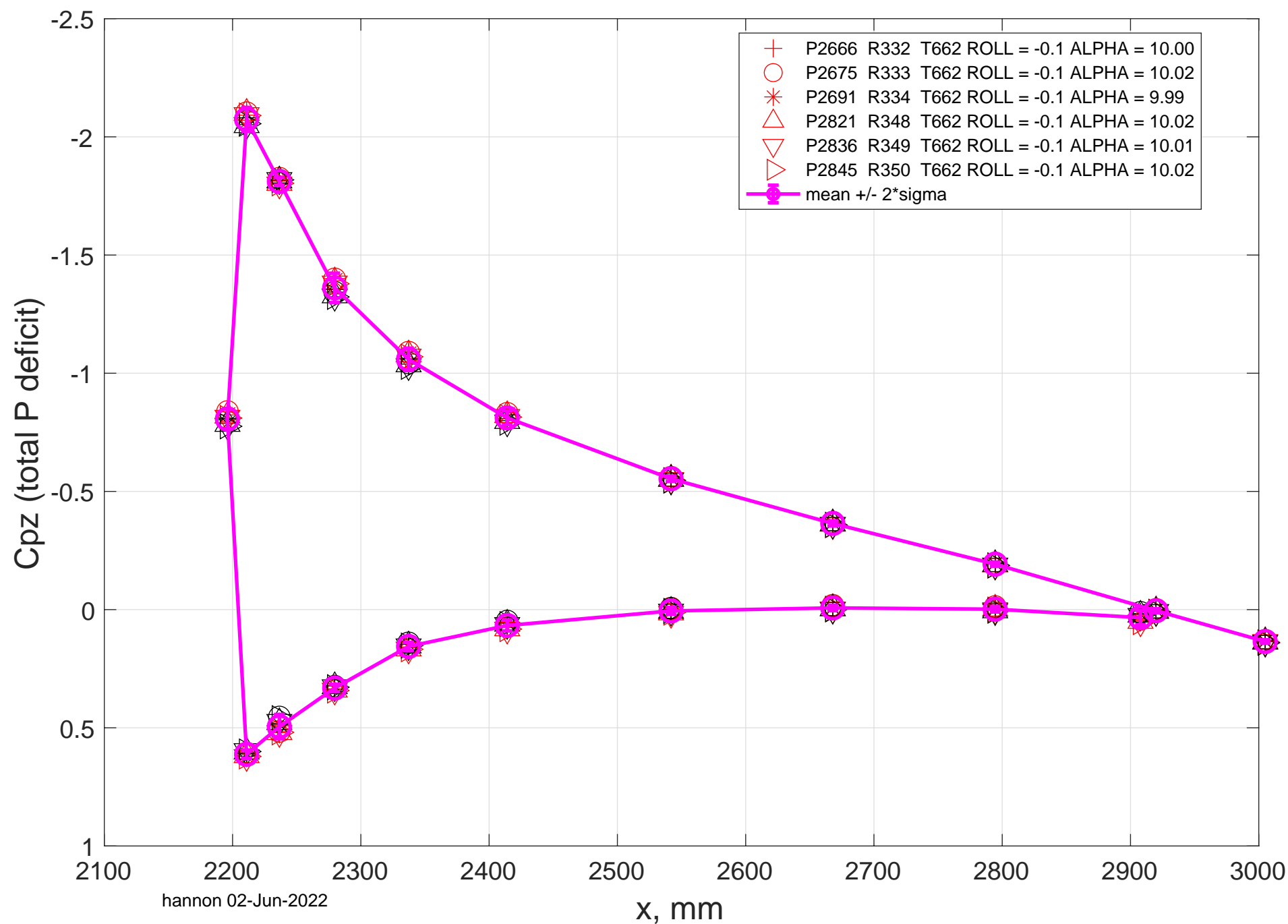


curvename = wing\_y290 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



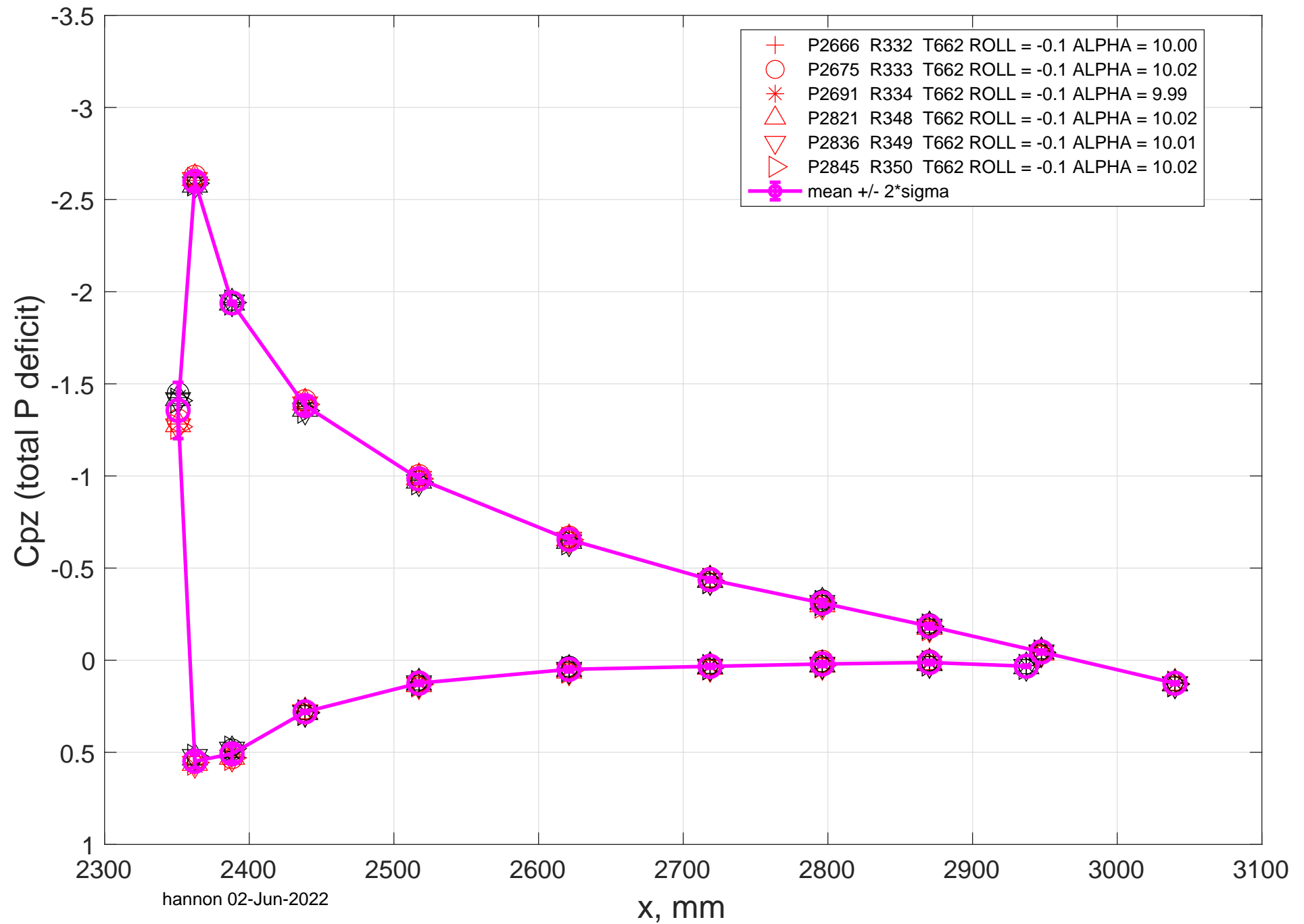


curvename = wing\_y482 red: right, upright; black: left, upright; green: right, inverted; blue: left invert





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



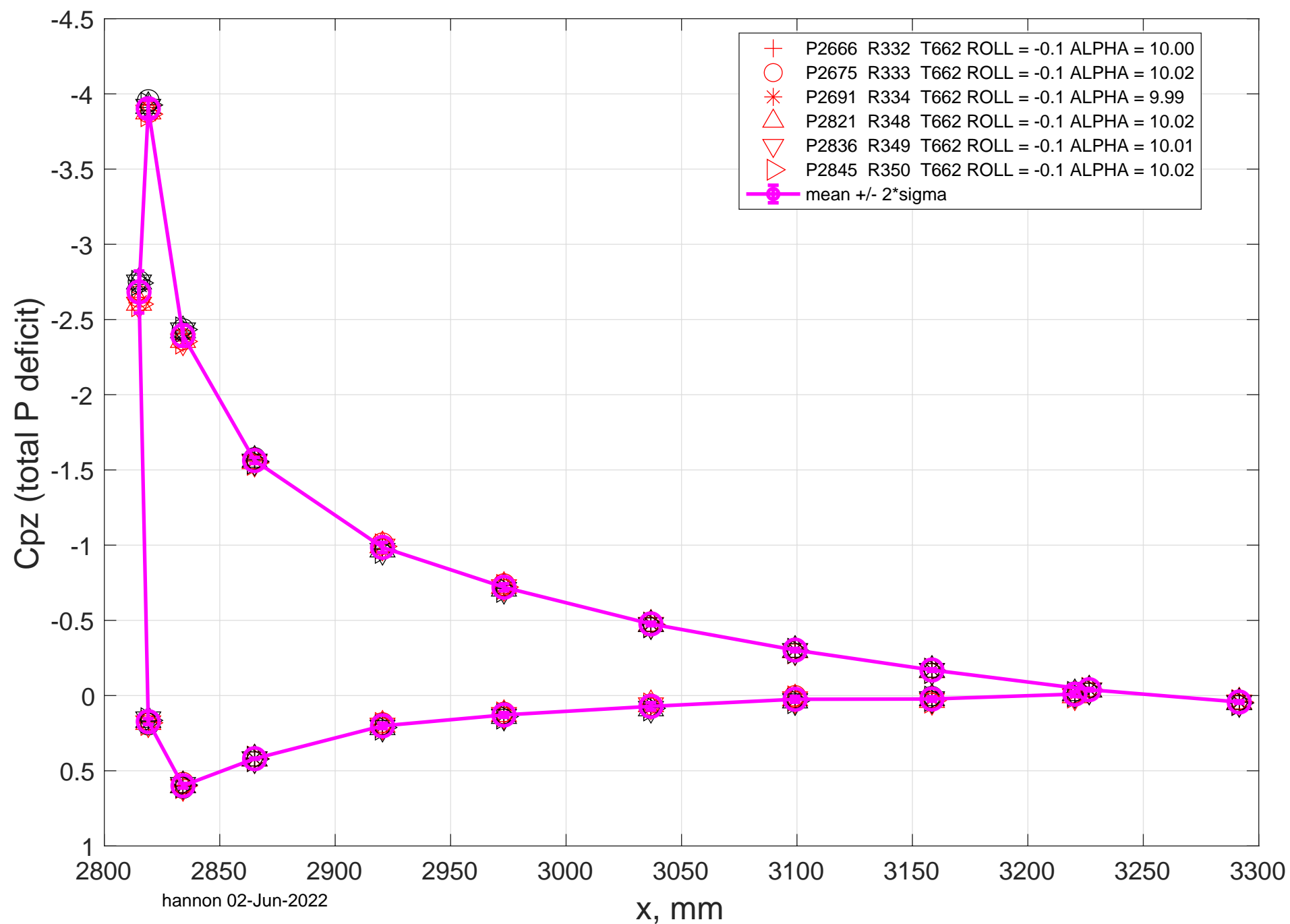


curvename = wing\_y870 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



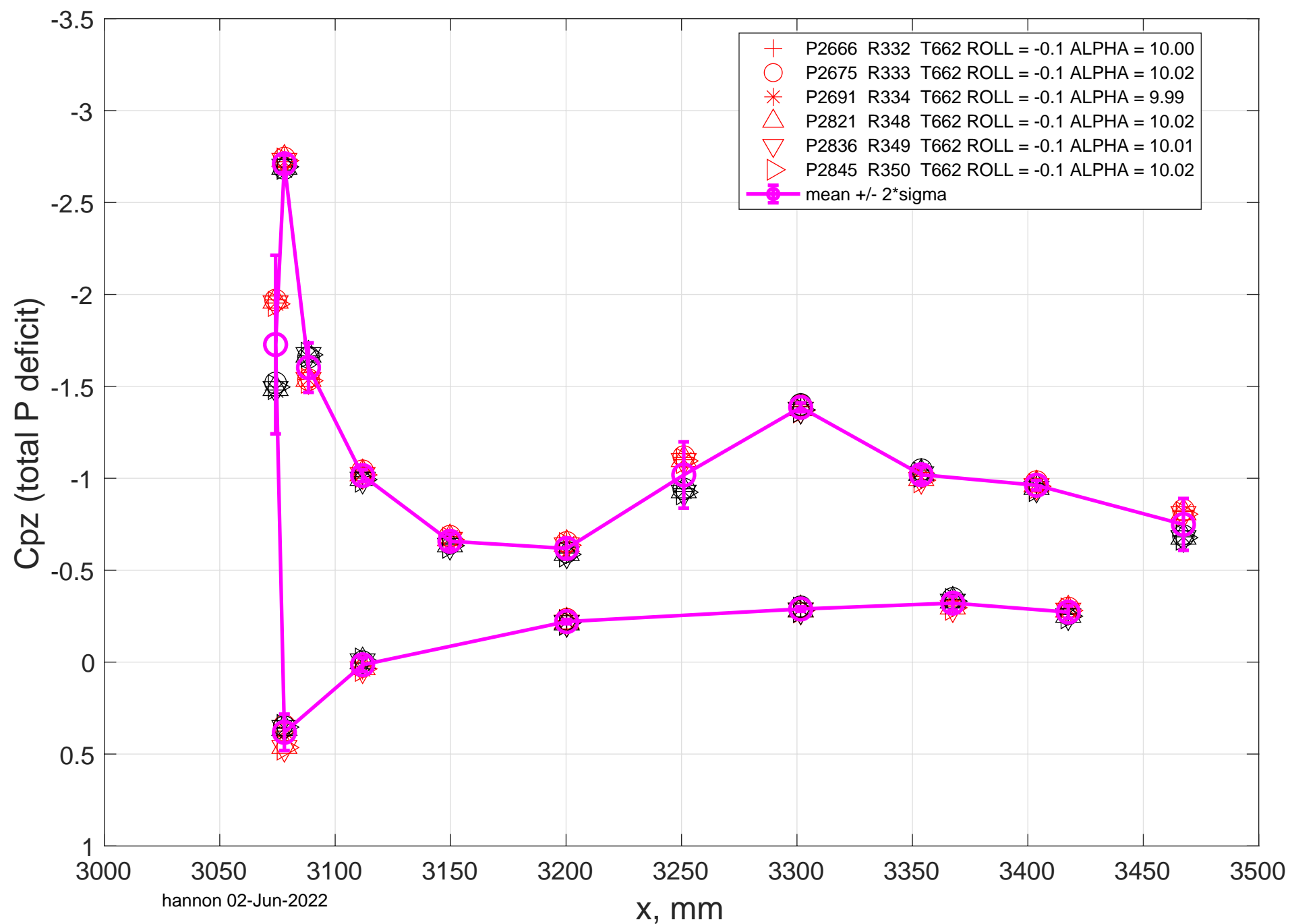


curvename = wing\_y1295 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



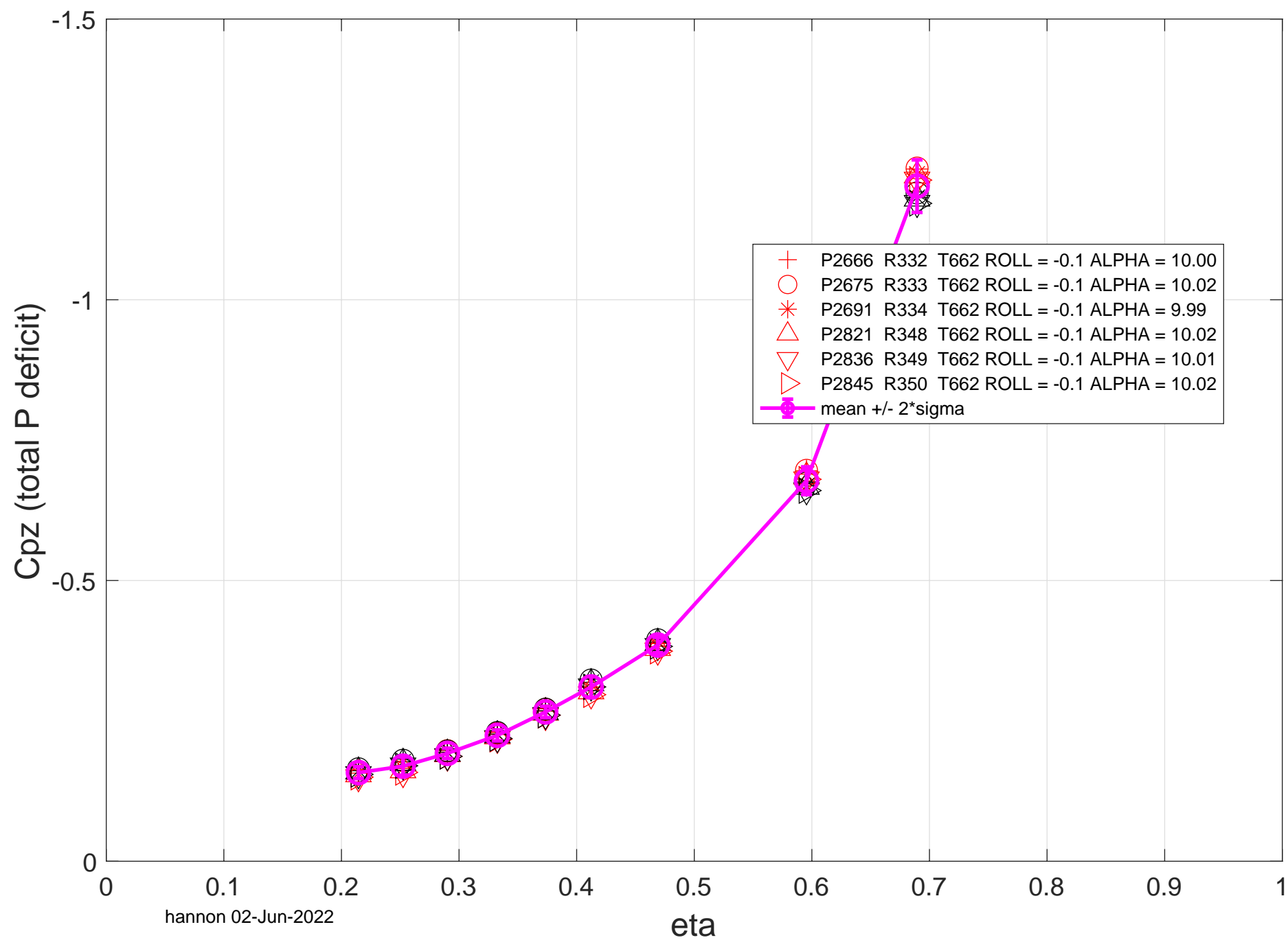


curvename = wing\_y1635    red: right, upright;    black: left, upright;    green: right, inverted;    blue: left invert



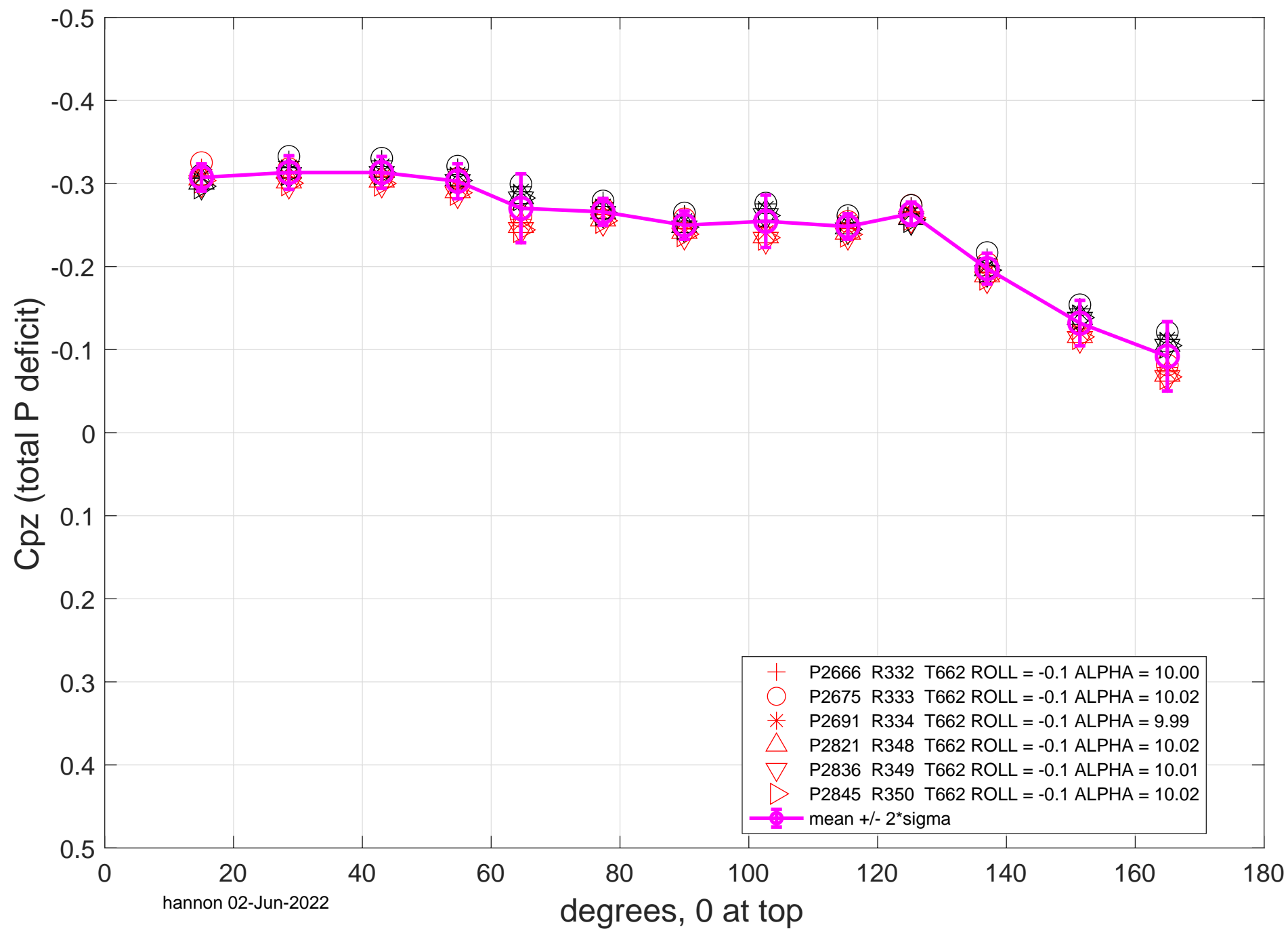


curvename = wing\_x2794   red: right, upright;   black: left, upright;   green: right, inverted;   blue: left invert



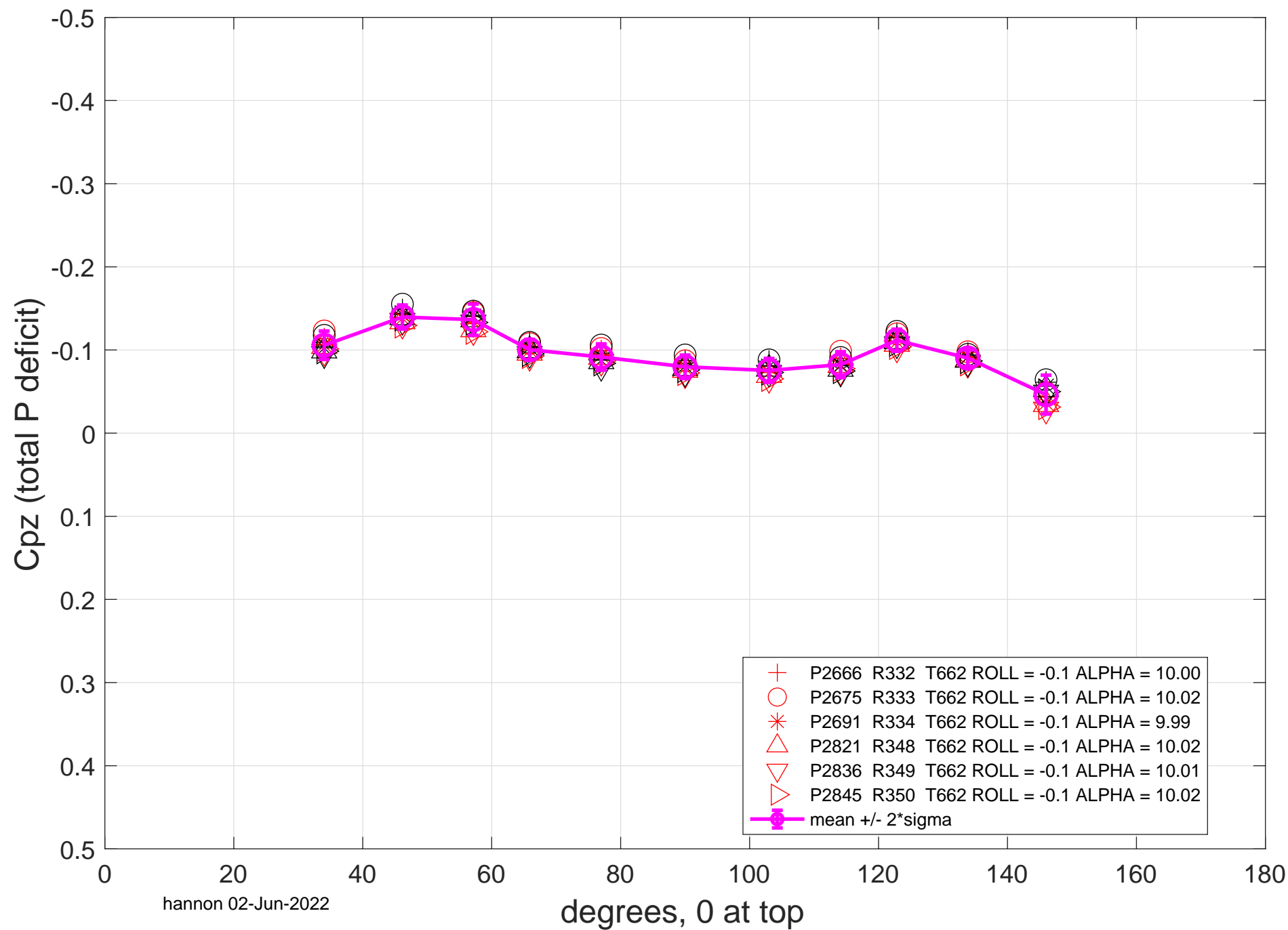


curvename = fuse\_x508   red: right, upright;   black: left, upright;   green: right, inverted;   blue: left invert



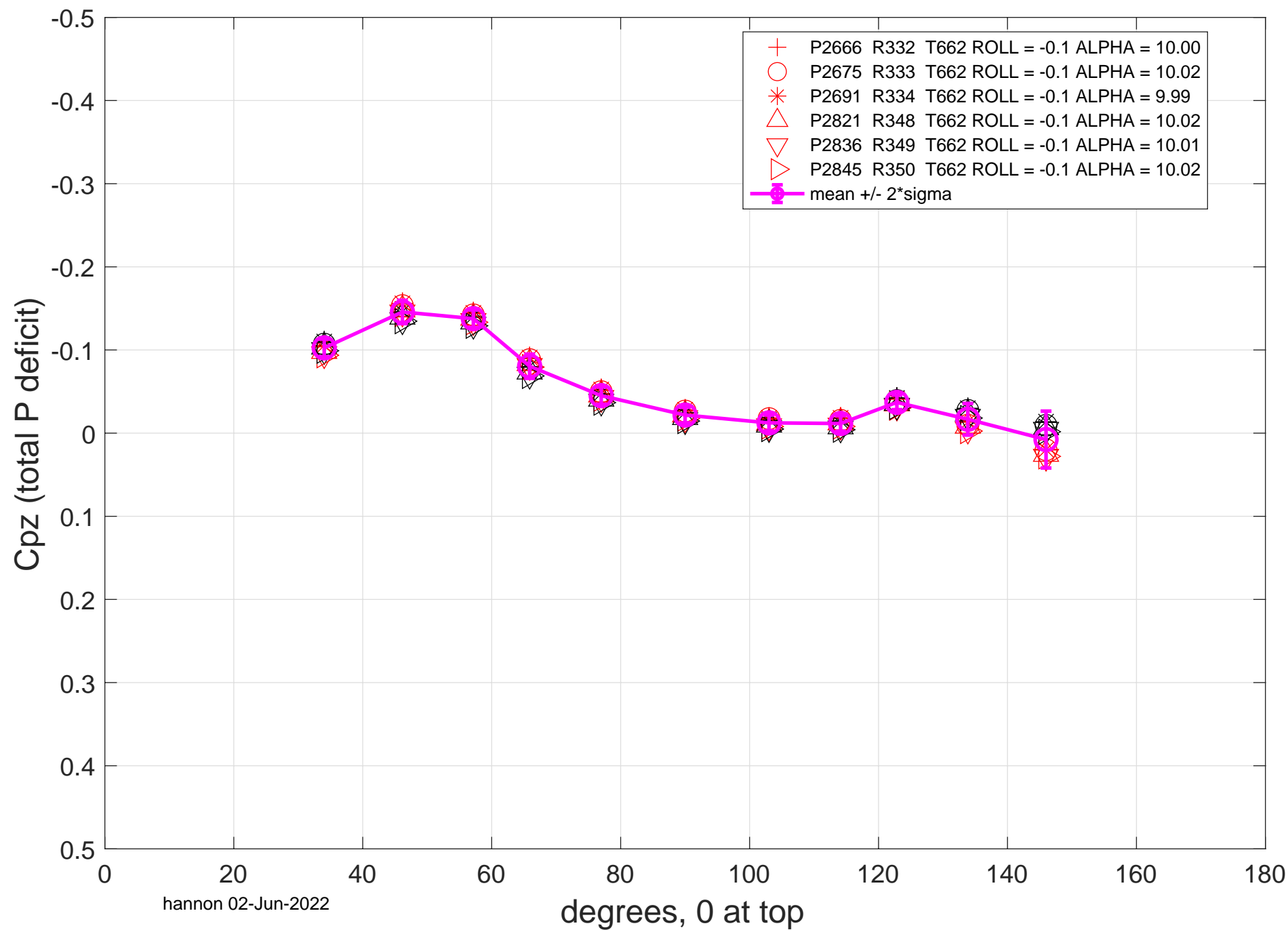


curvename = fuse\_x1219   red: right, upright;   black: left, upright;   green: right, inverted;   blue: left invert



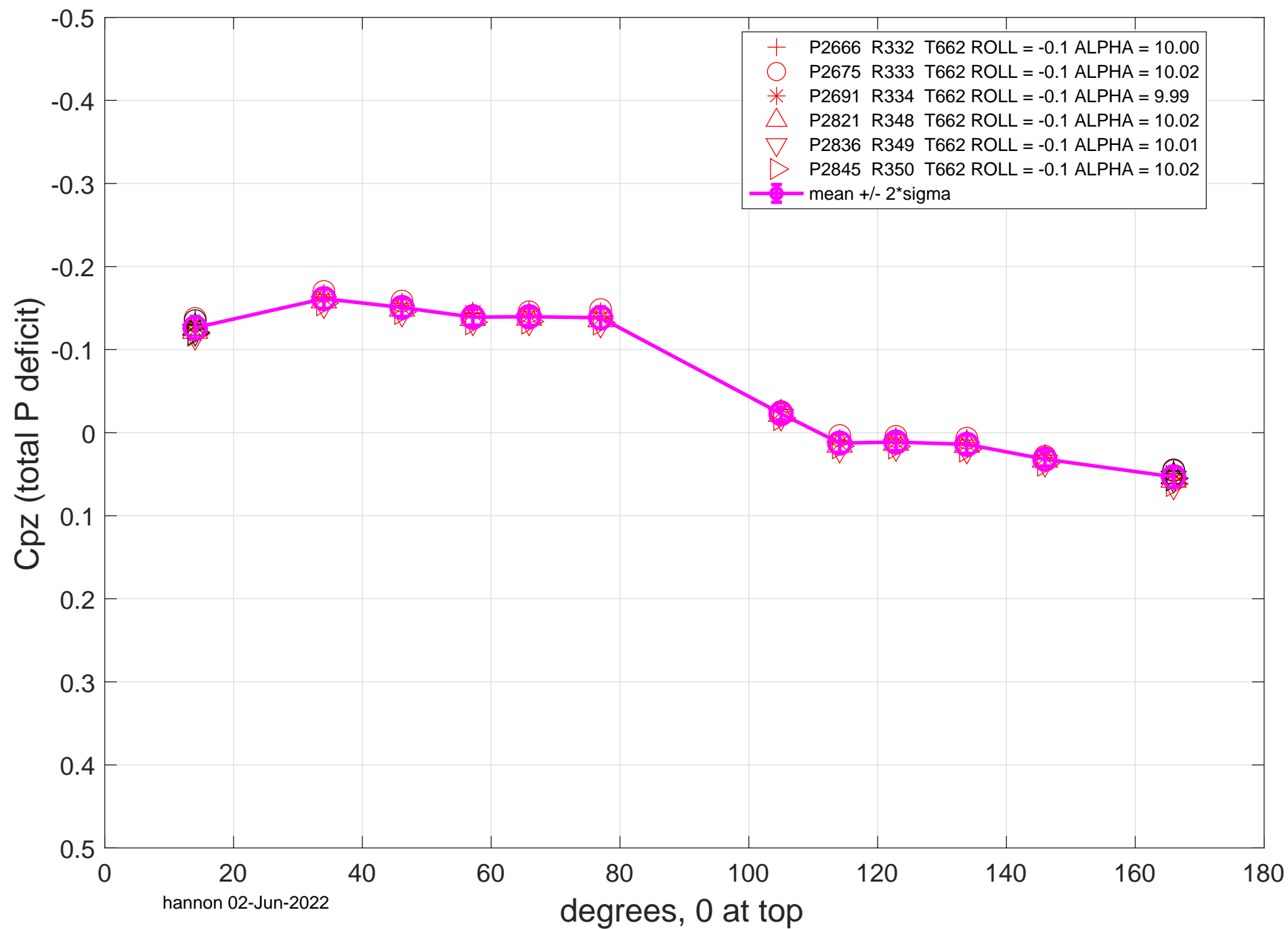


curvename = fuse\_x1727    red: right, upright;    black: left, upright;    green: right, inverted;    blue: left invert



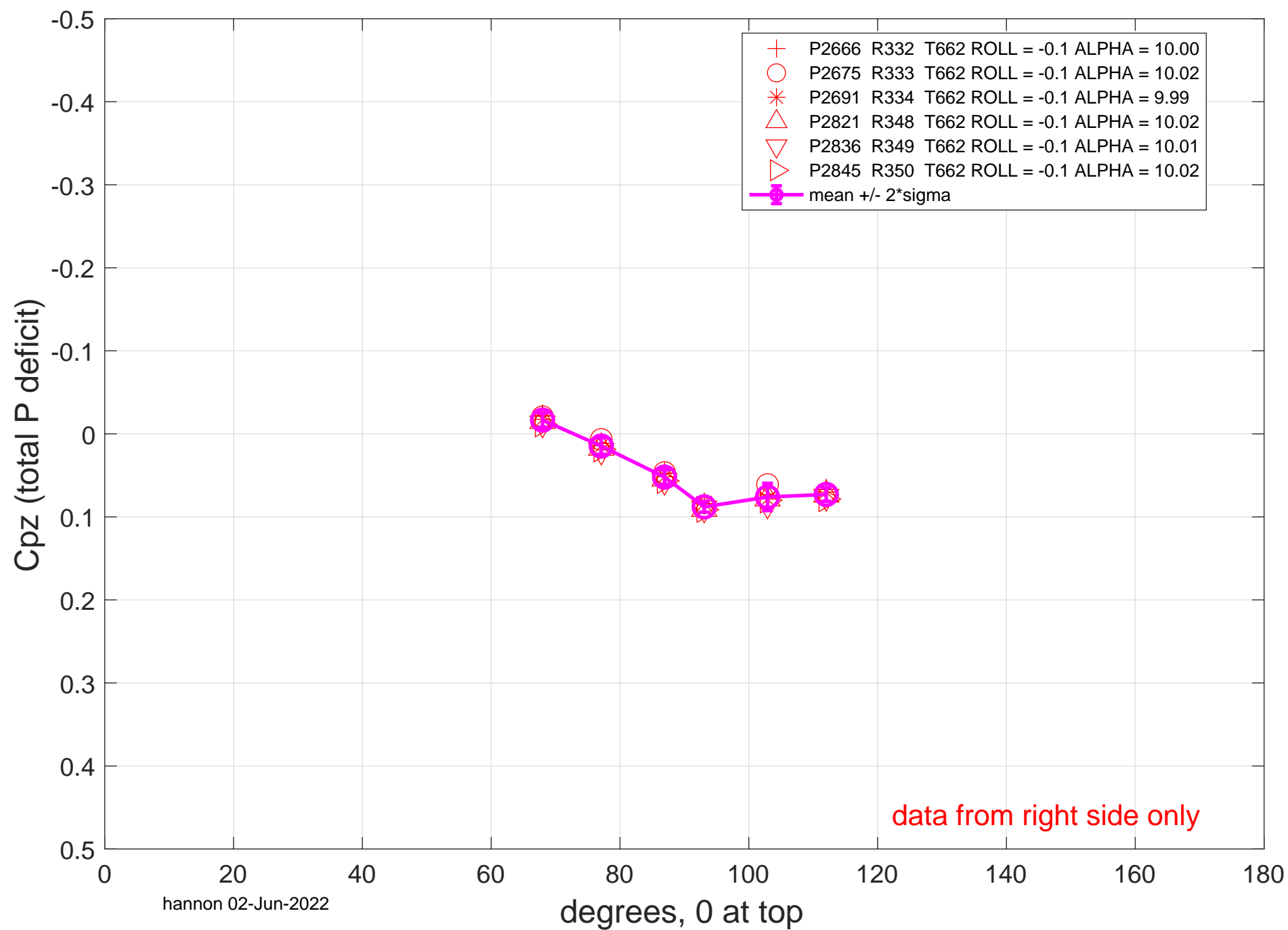


curvename = fuse\_x2794   red: right, upright;   black: left, upright;   green: right, inverted;   blue: left invert



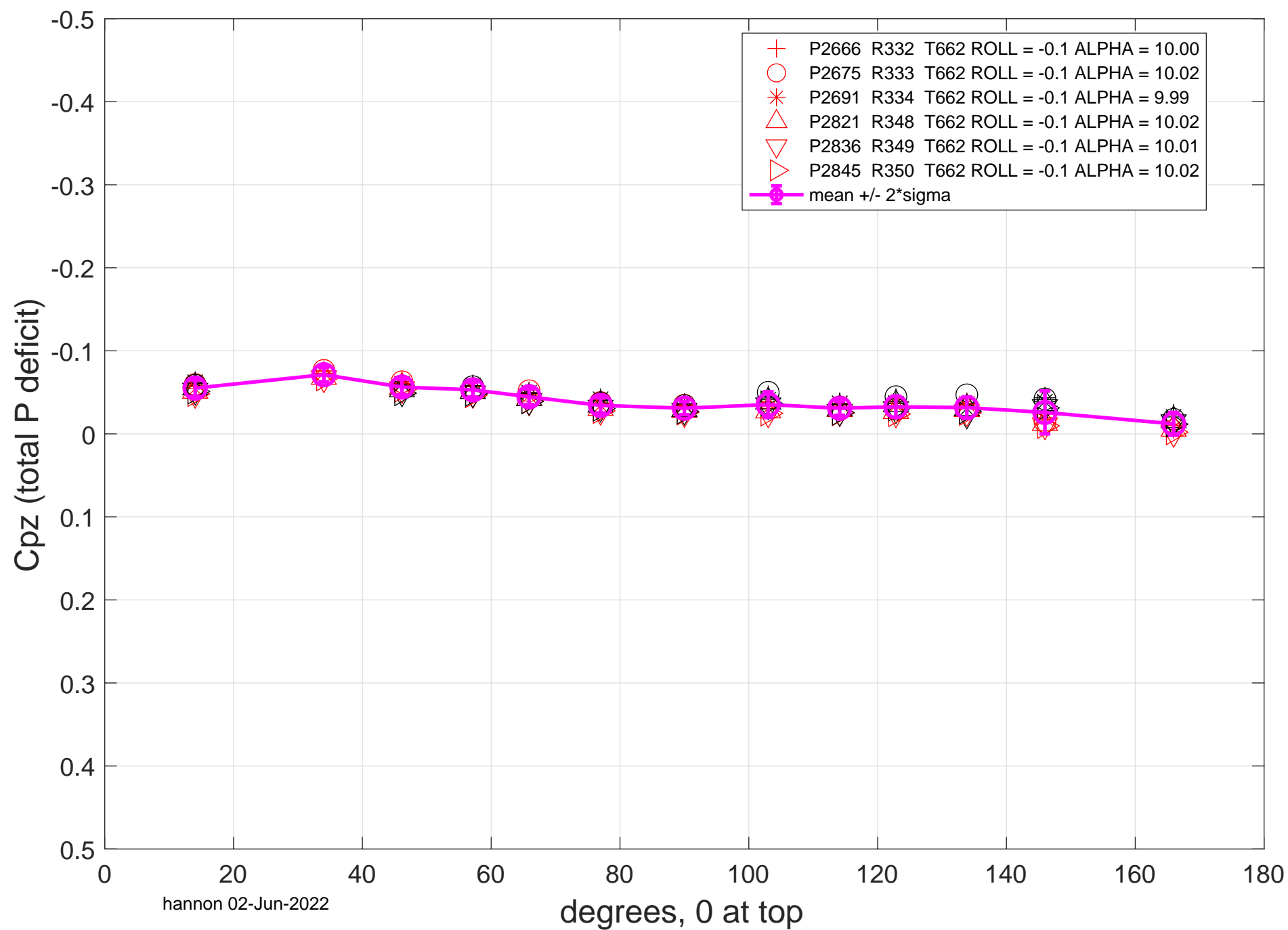


curvename = fuse\_x2921   red: right, upright;   black: left, upright;   green: right, inverted;   blue: left invert



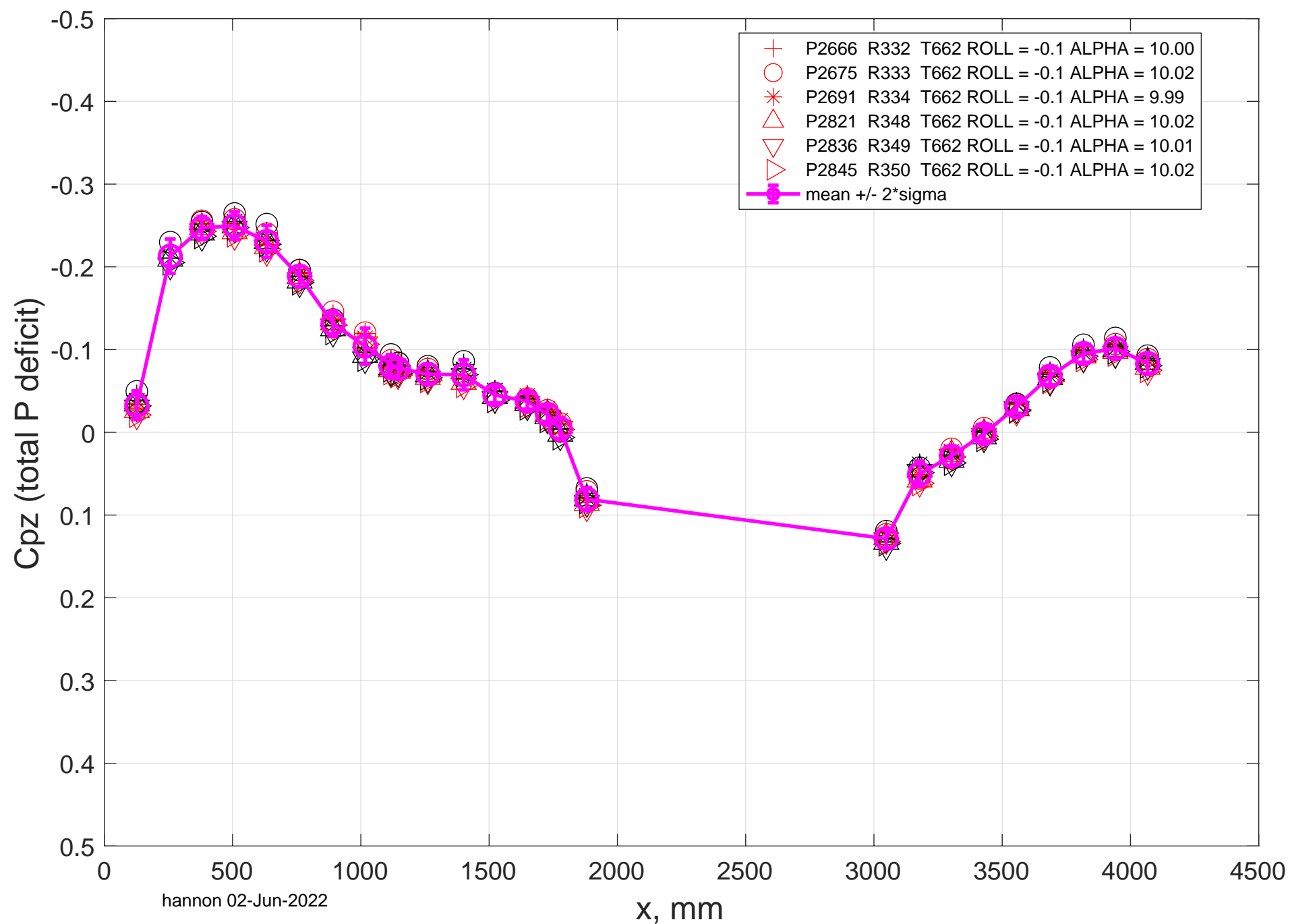


curvename = fuse\_x3556 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



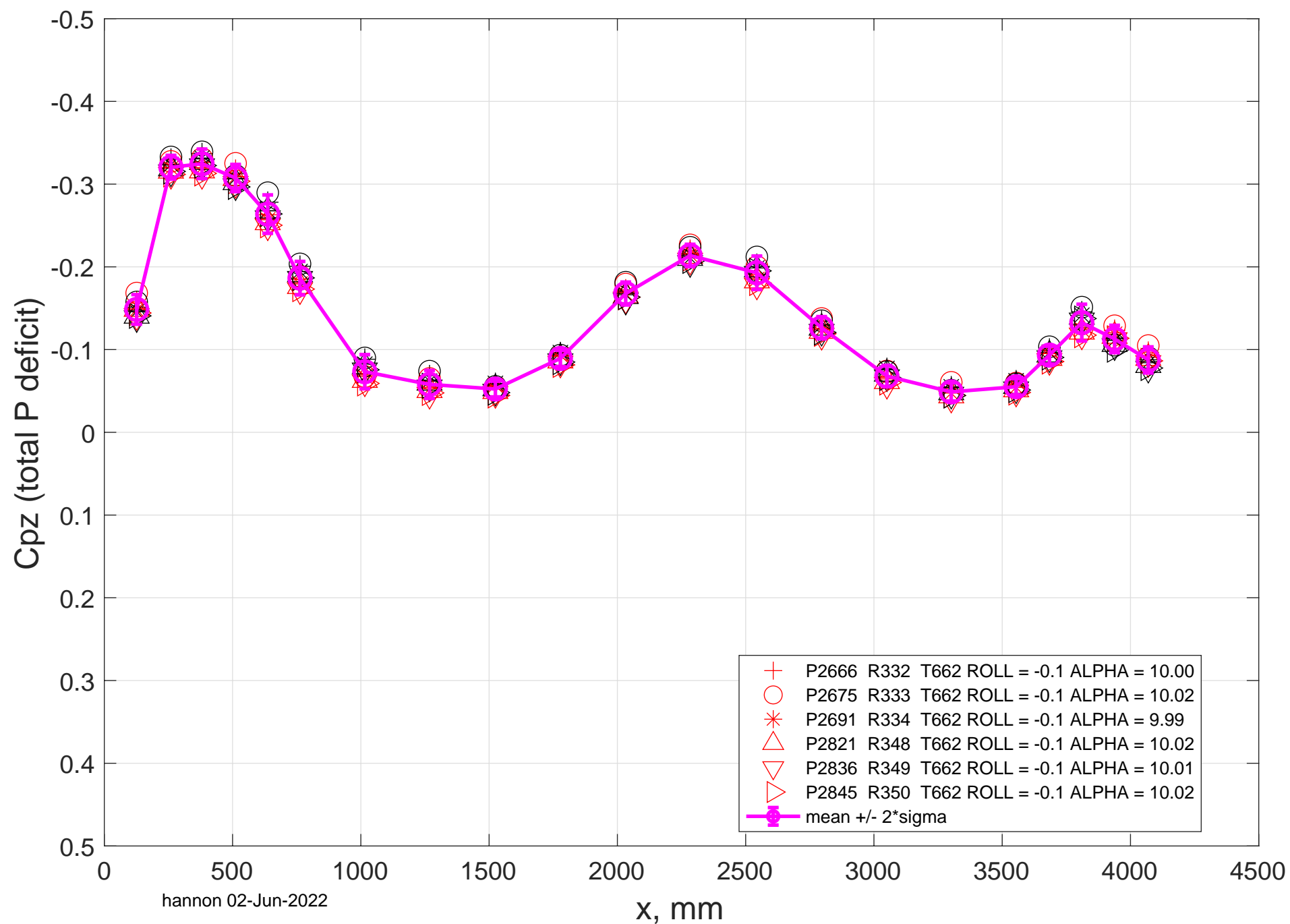


curvename = fuse\_z0 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



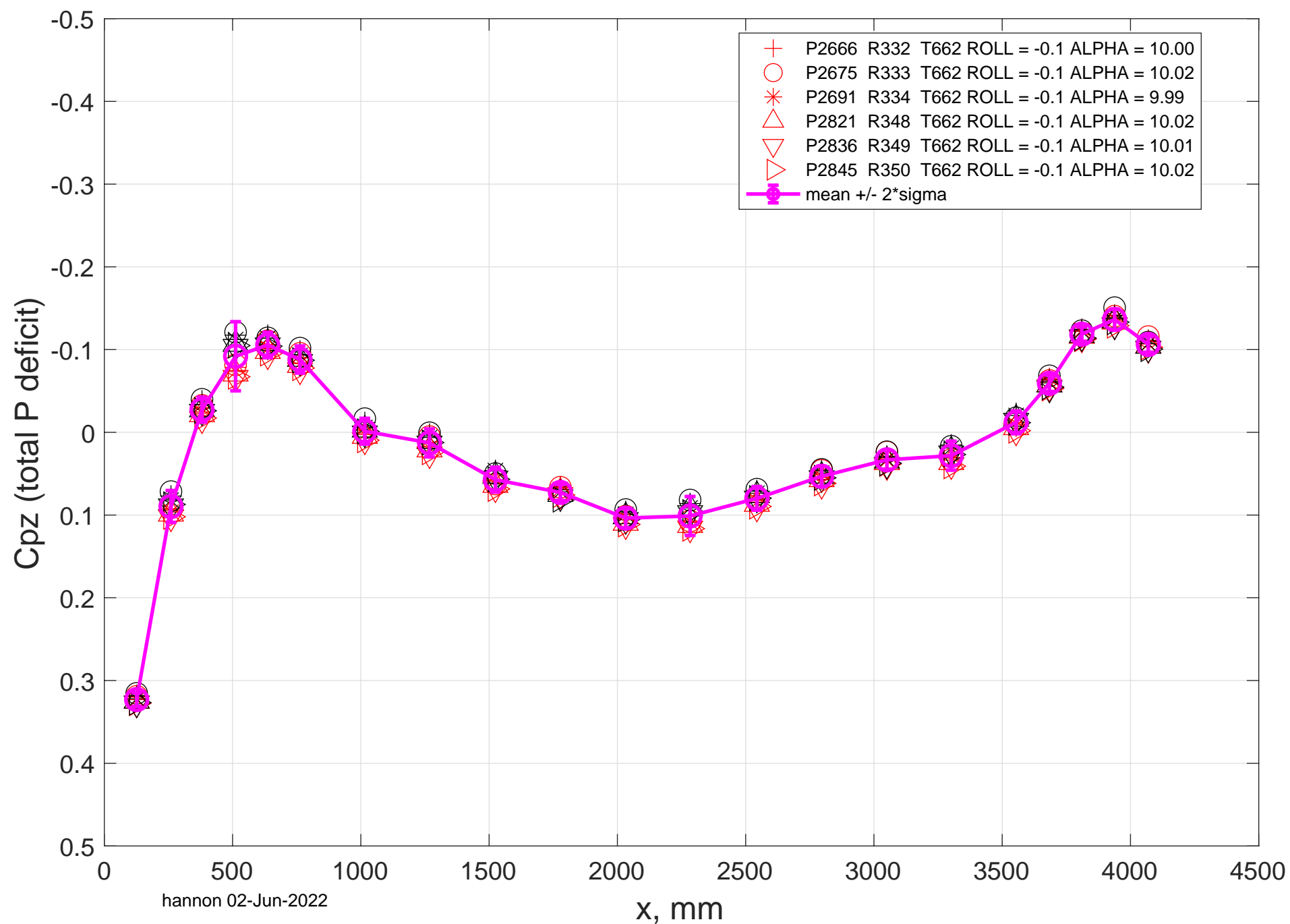


curvename = fuse\_y76\_zPOS red: right, upright; black: left, upright; green: right, inverted; blue: left inverted





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





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

