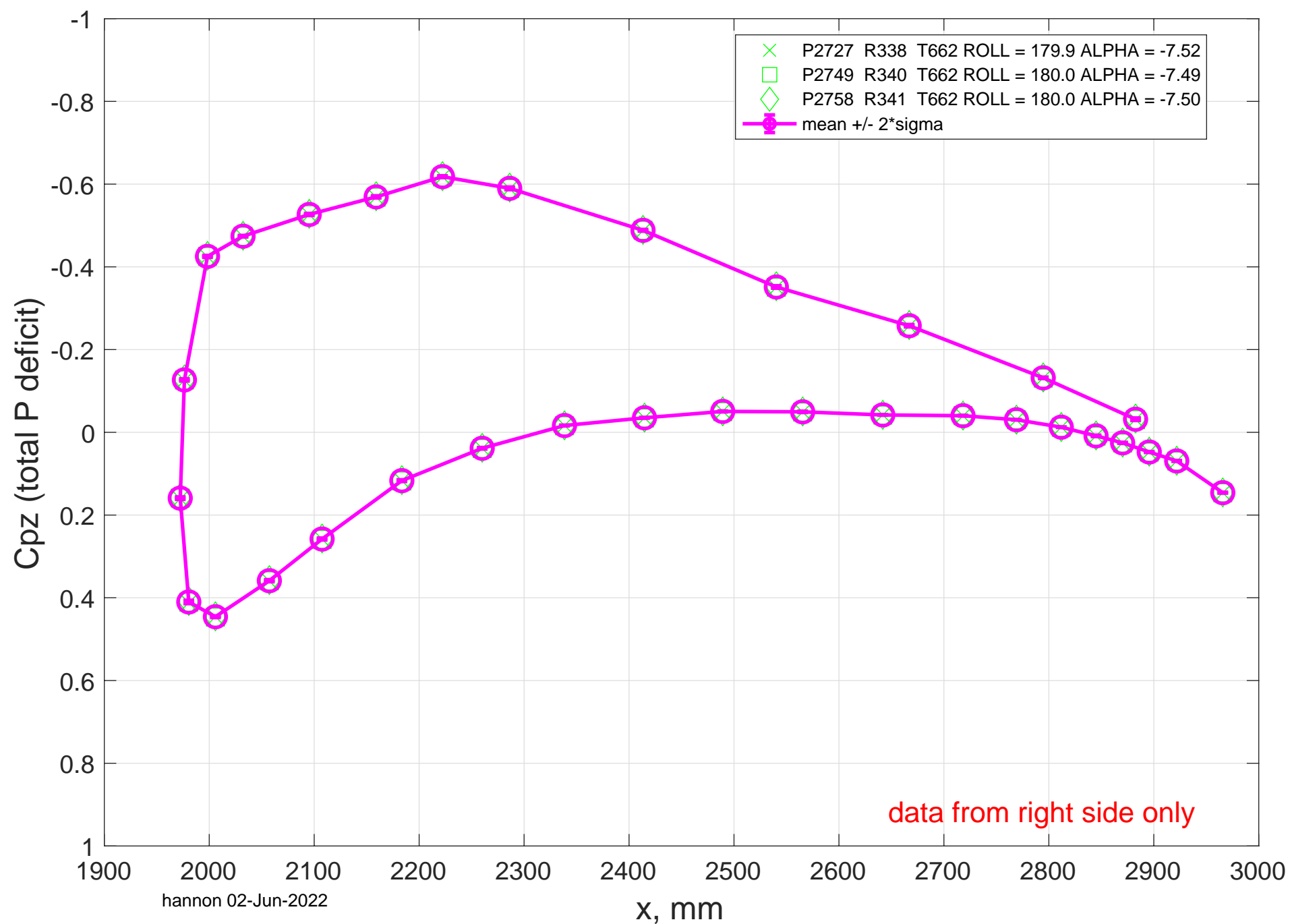
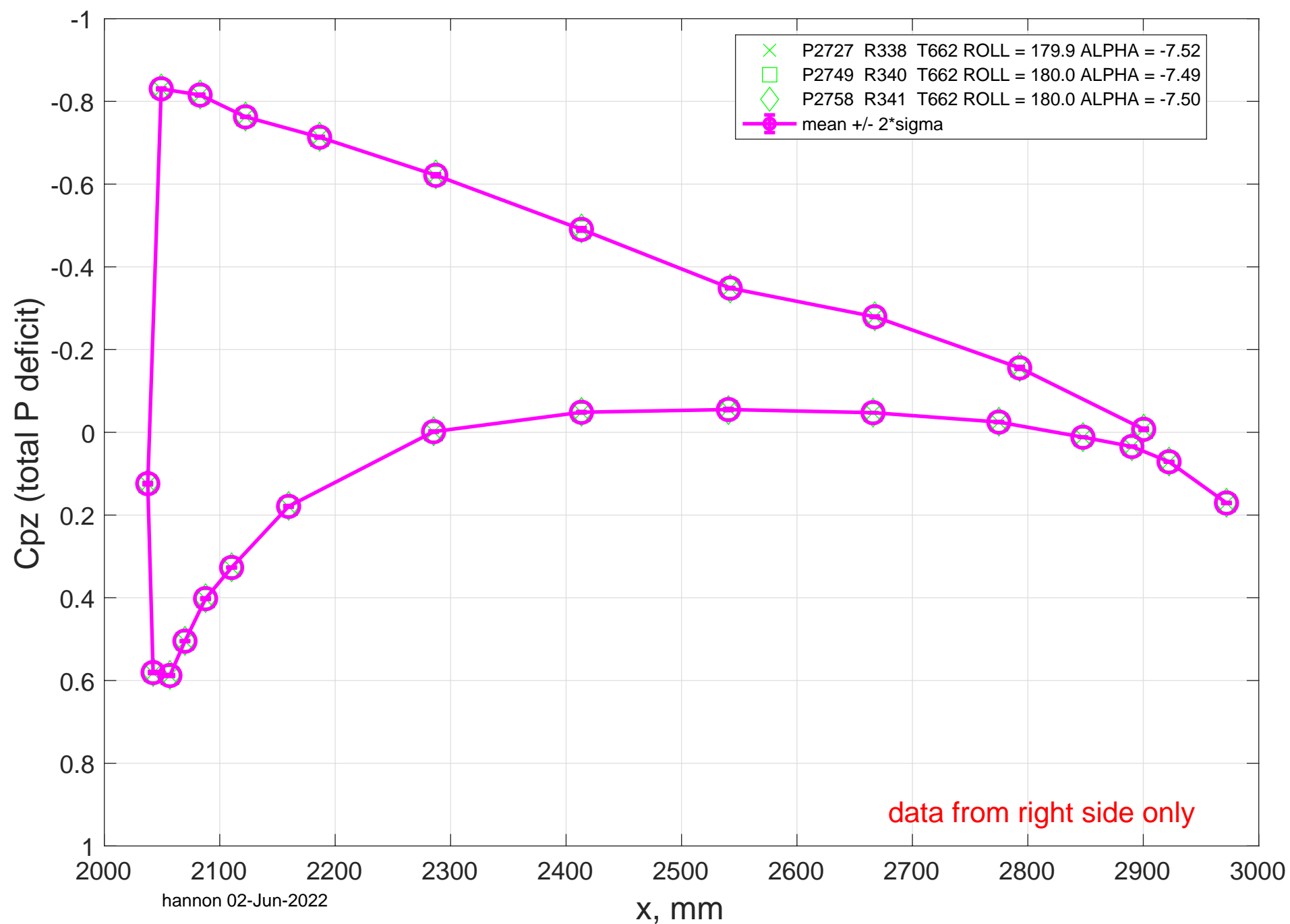


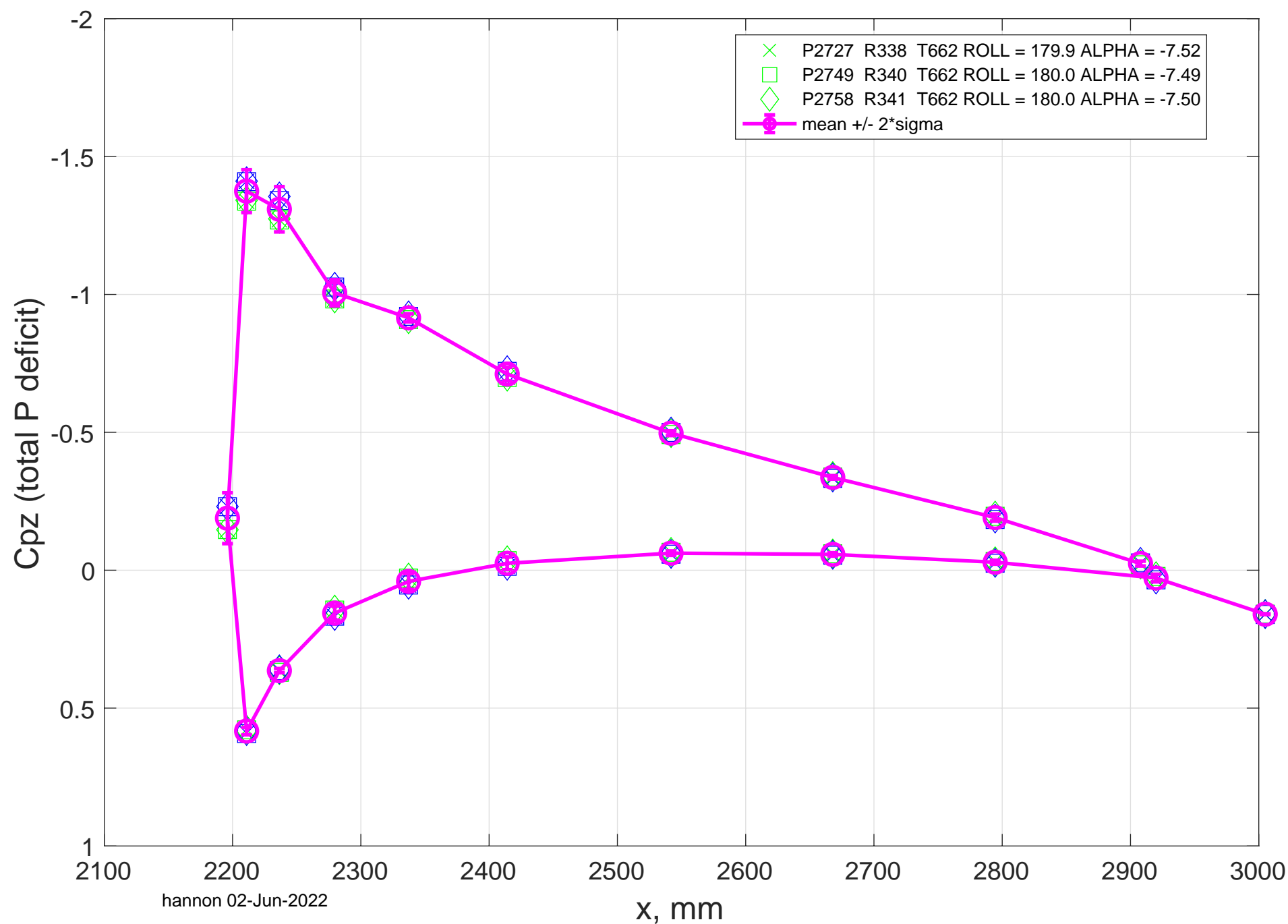
curvename = wing_y254 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



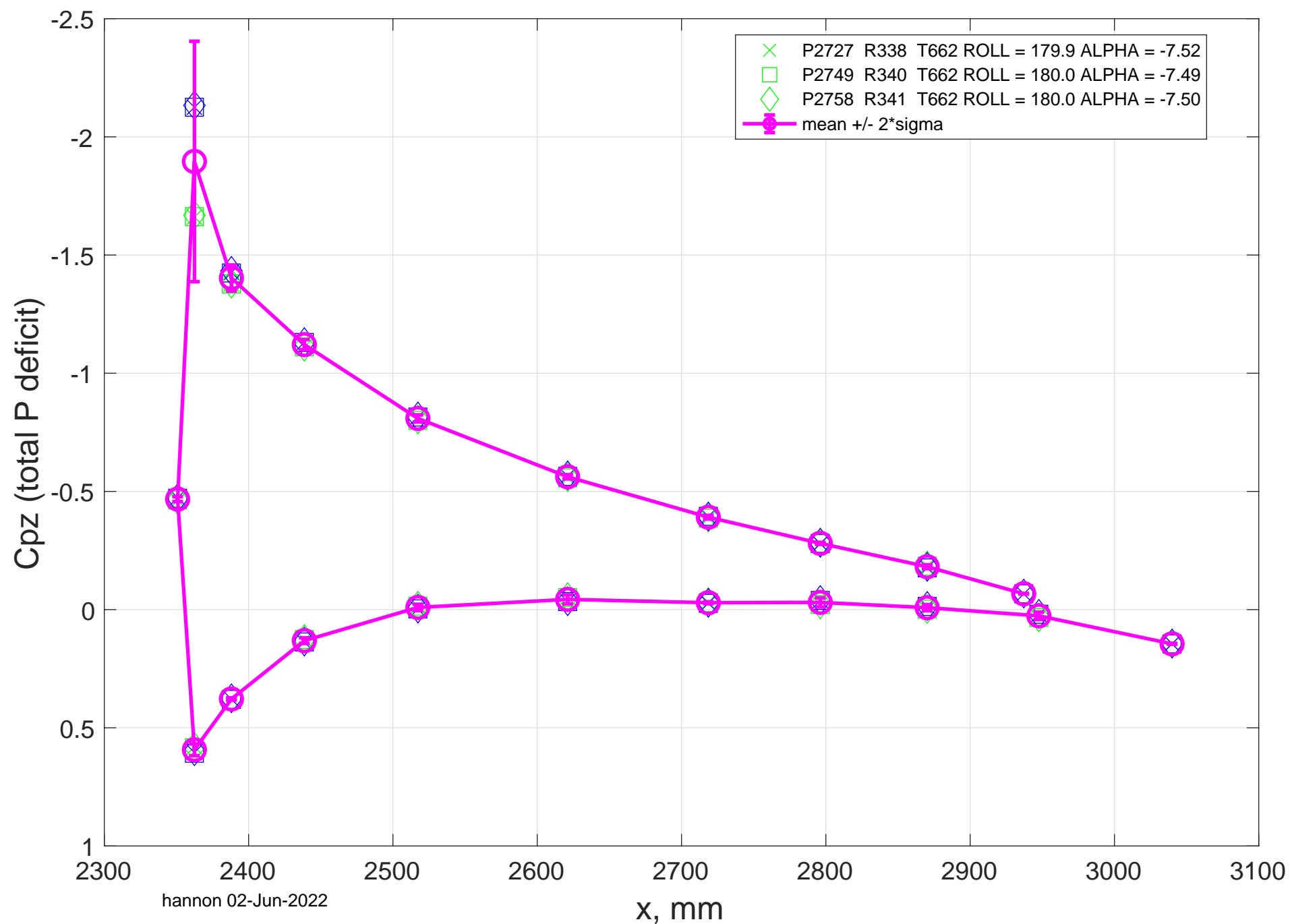
curvename = wing_y290 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



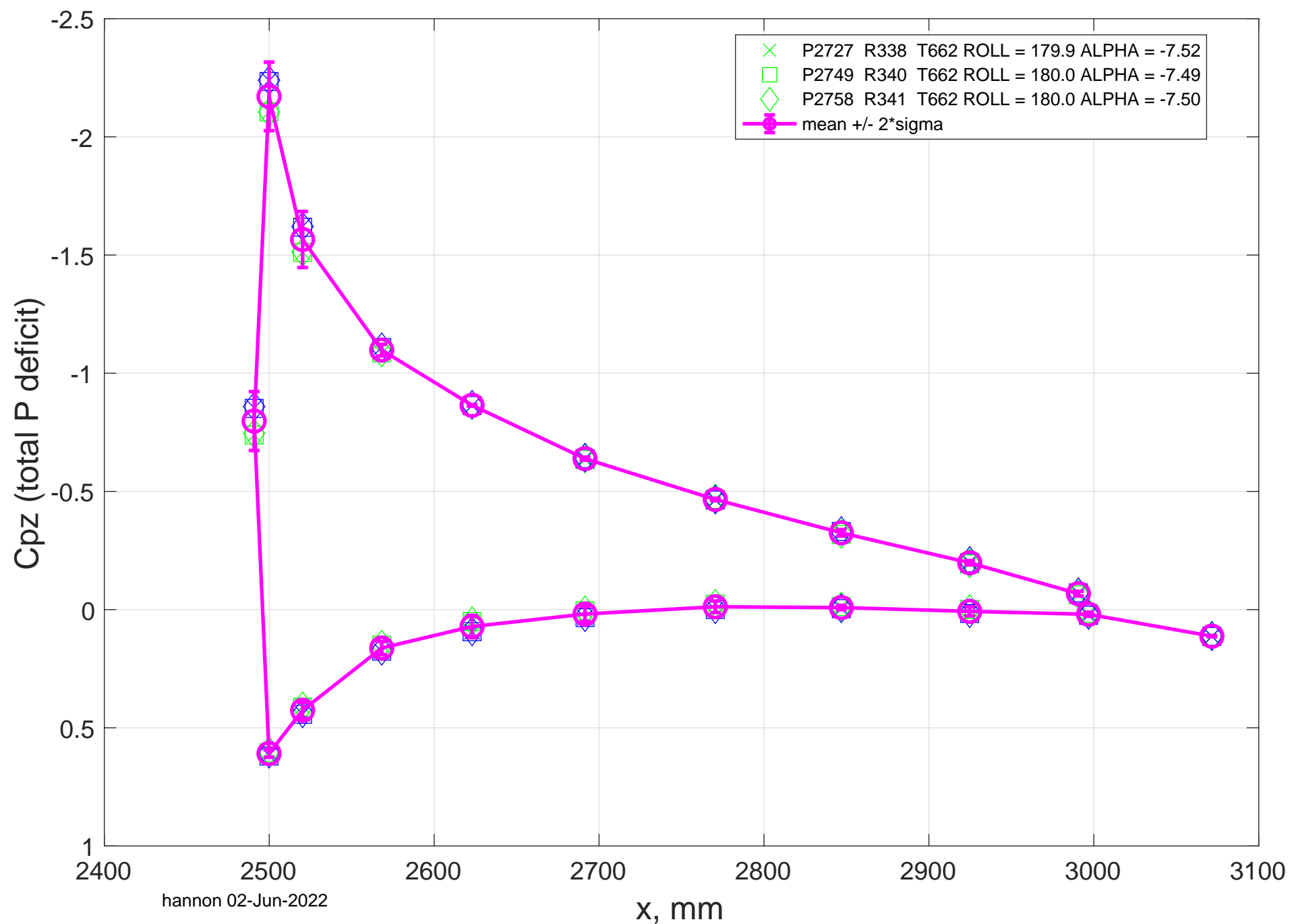
curvename = wing_y482 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



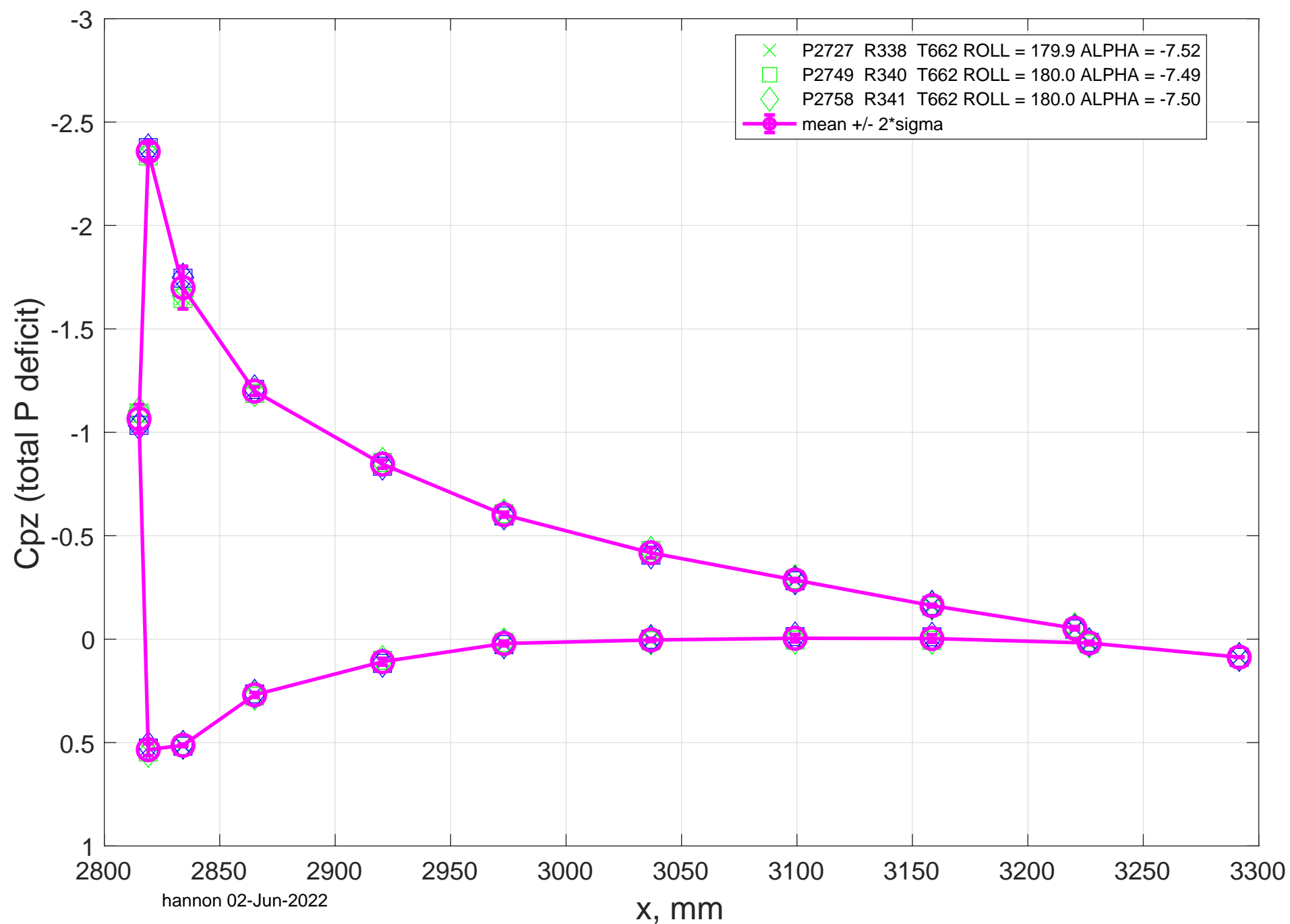
curvename = wing_y685 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



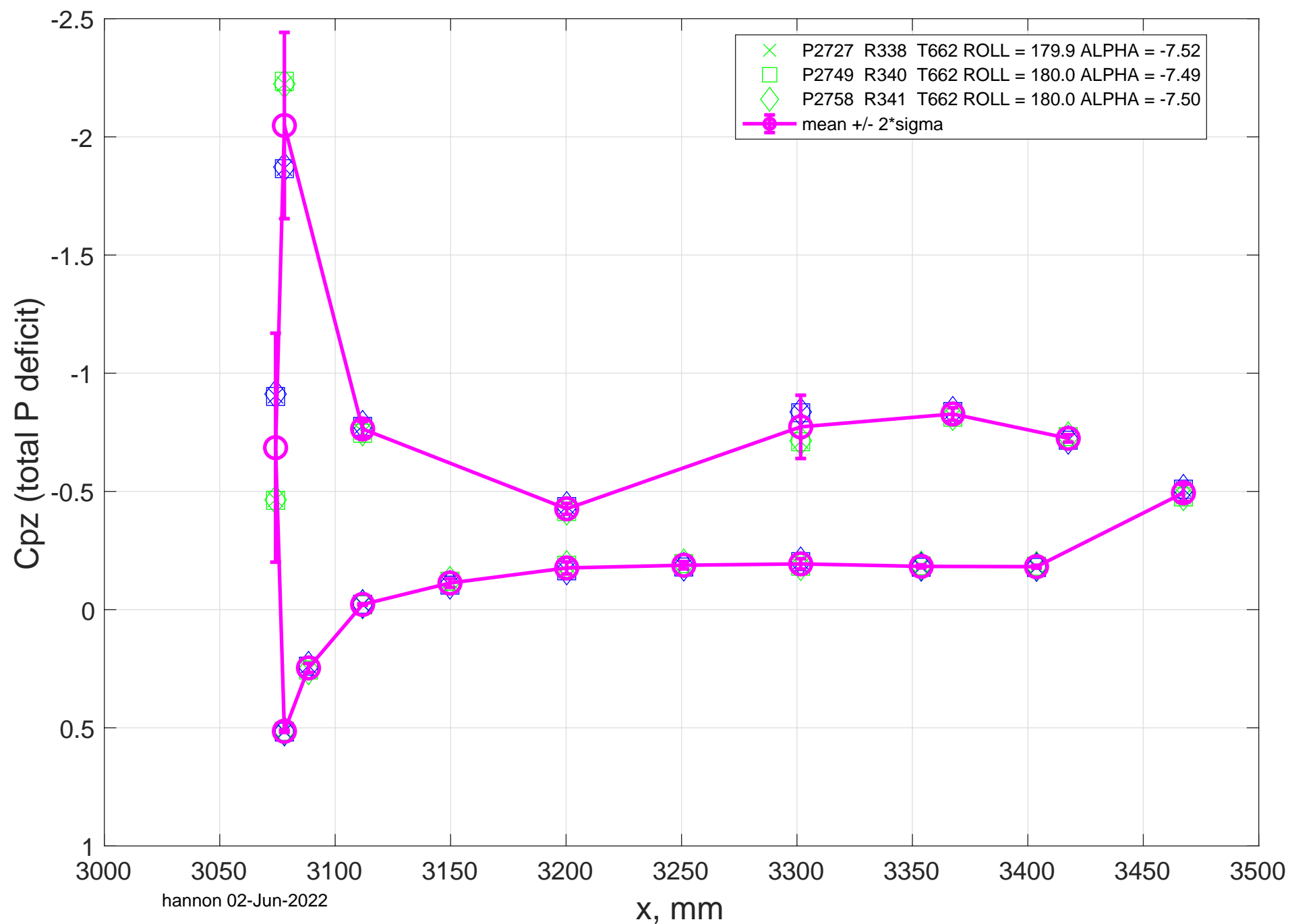
curvename = wing_y870 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



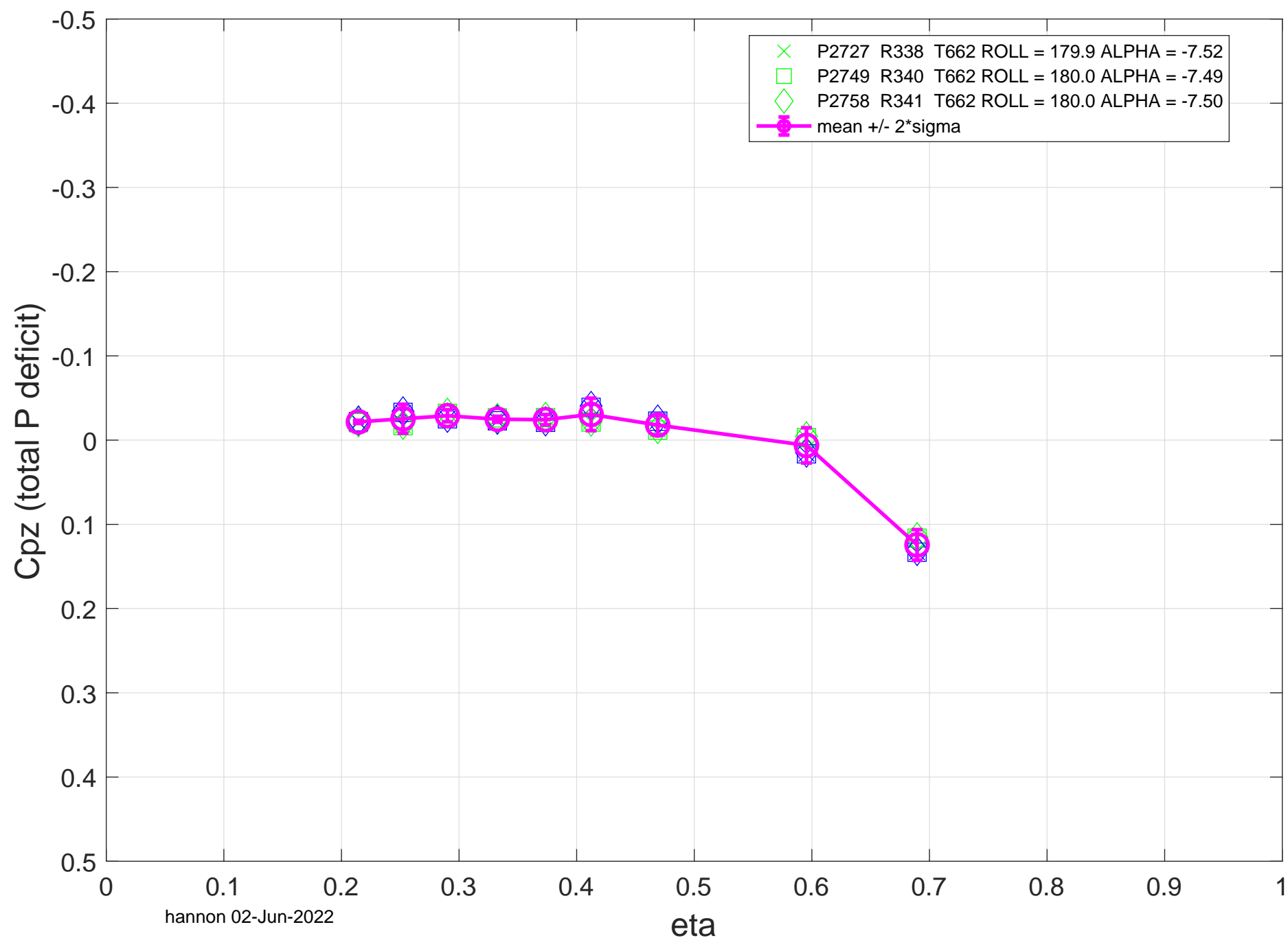
curvename = wing_y1295 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



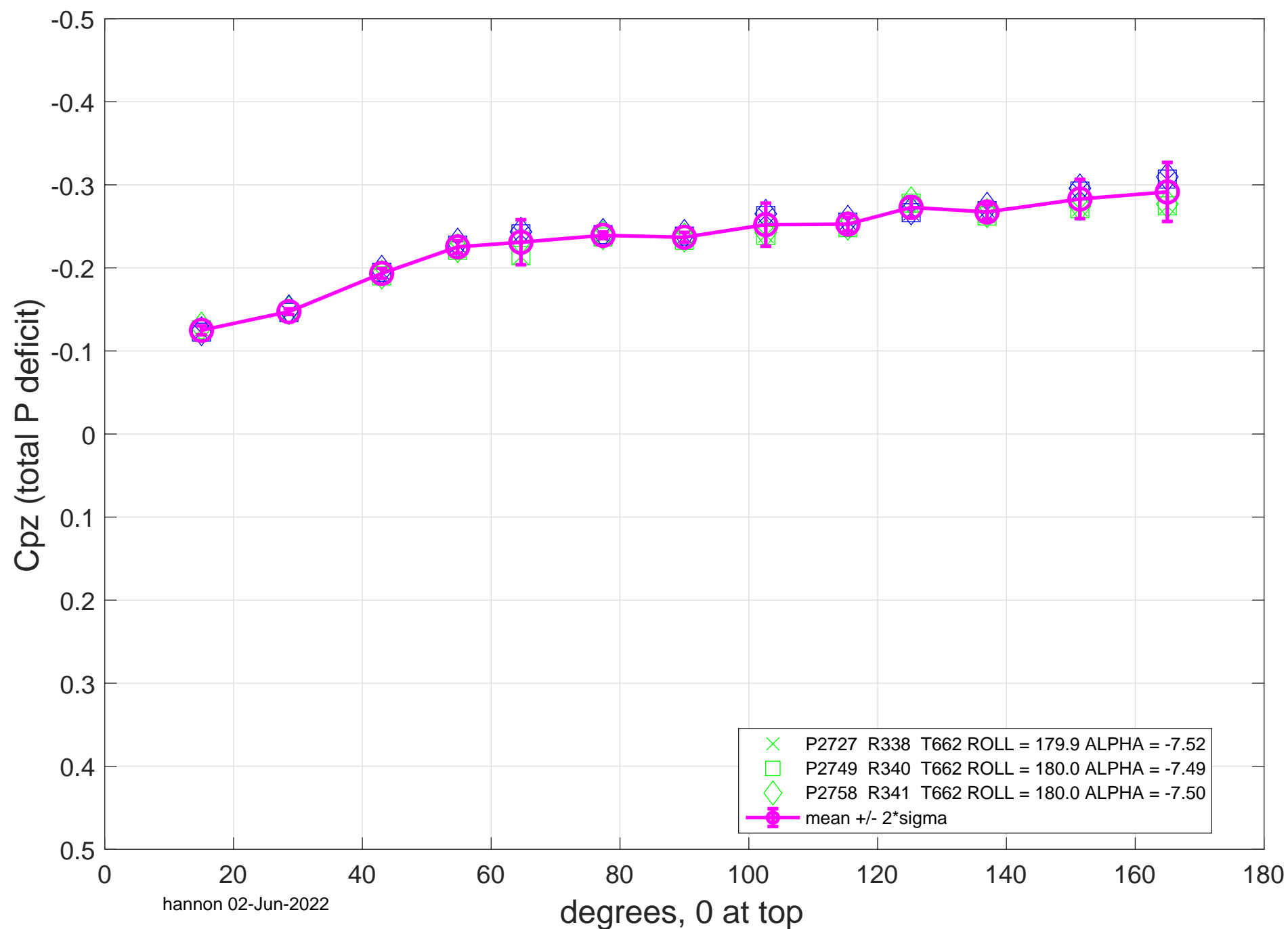
curvename = wing_y1635 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



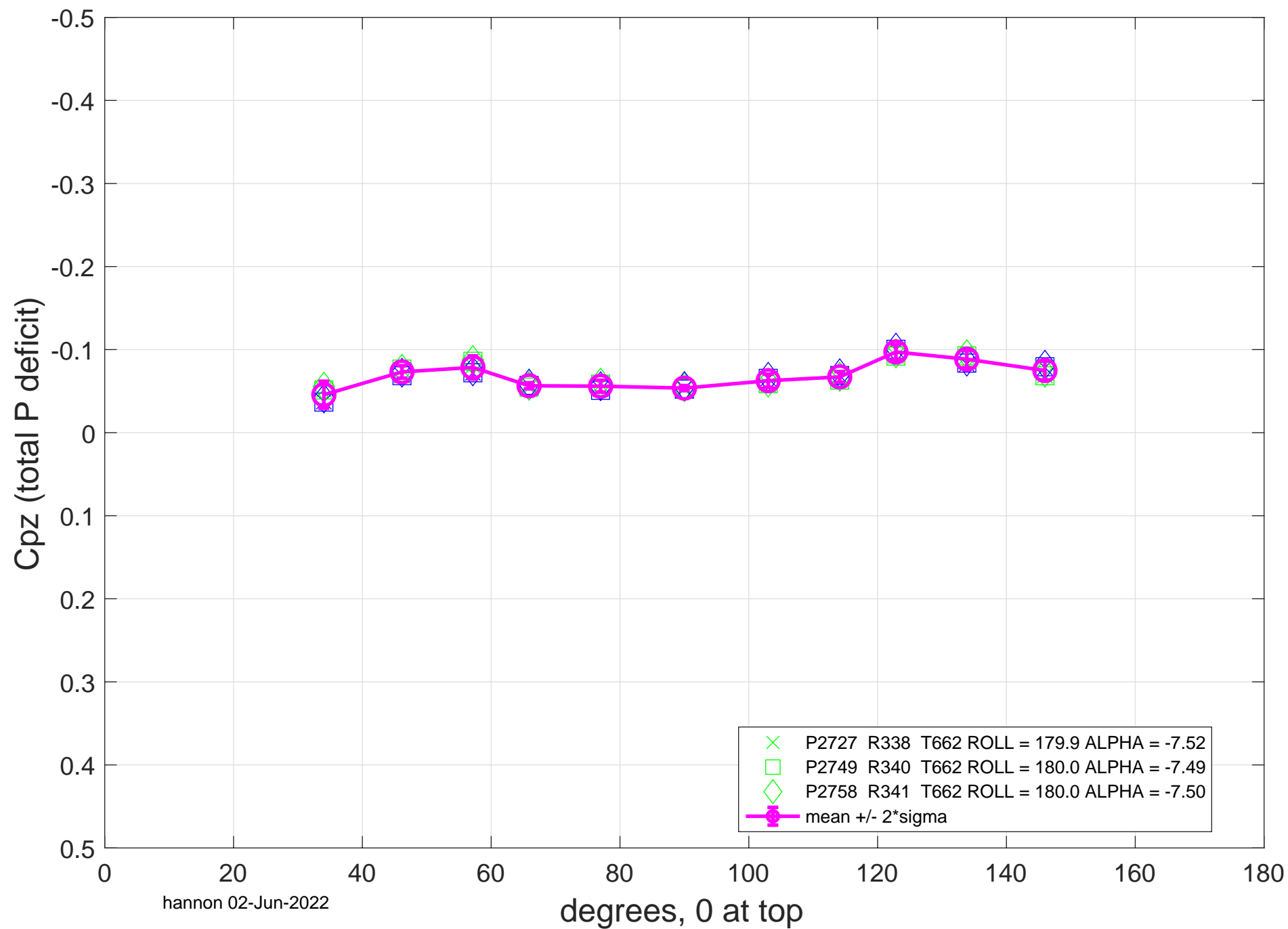
curvename = wing_x2794 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



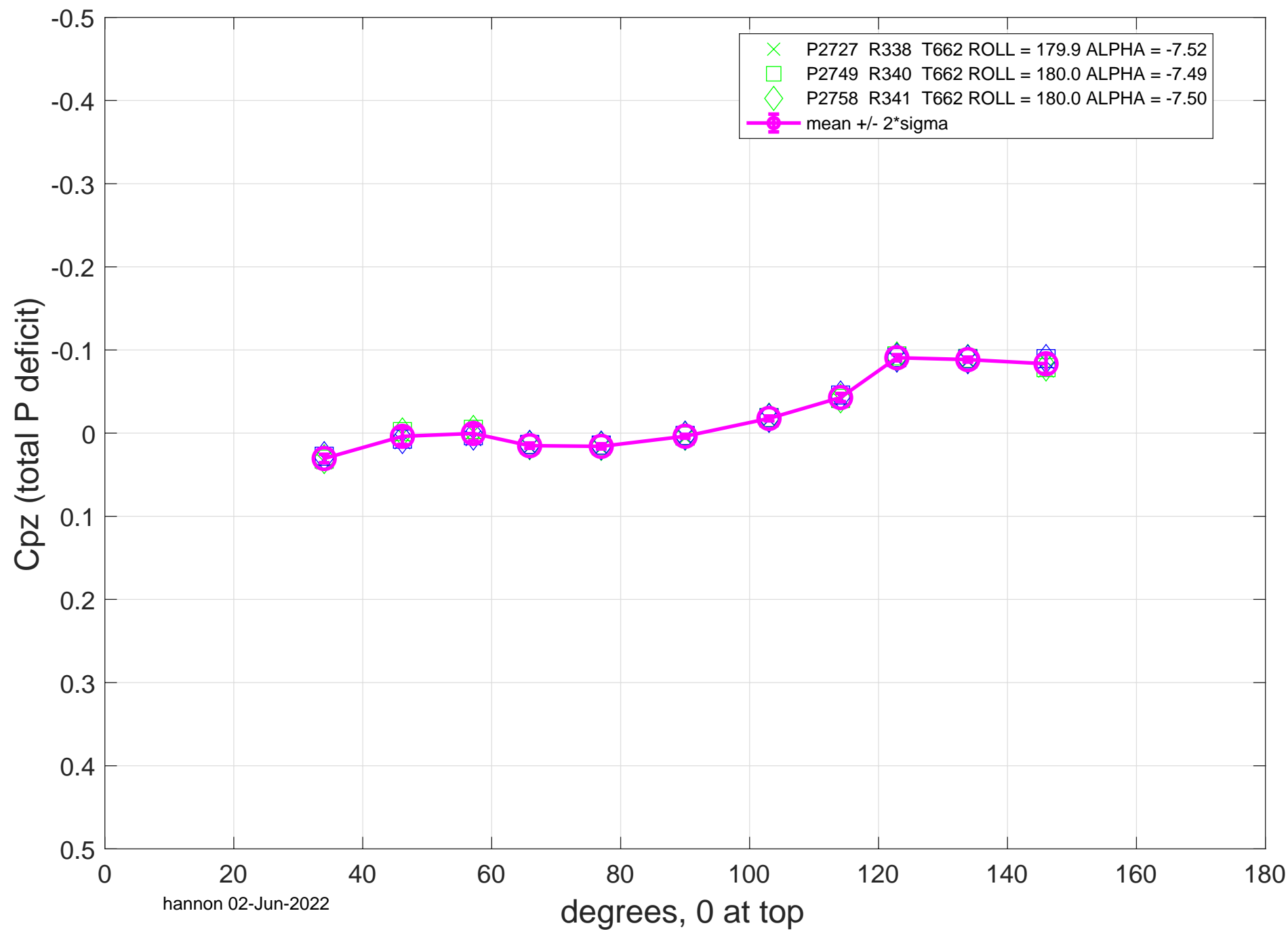
curvename = fuse_x508 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



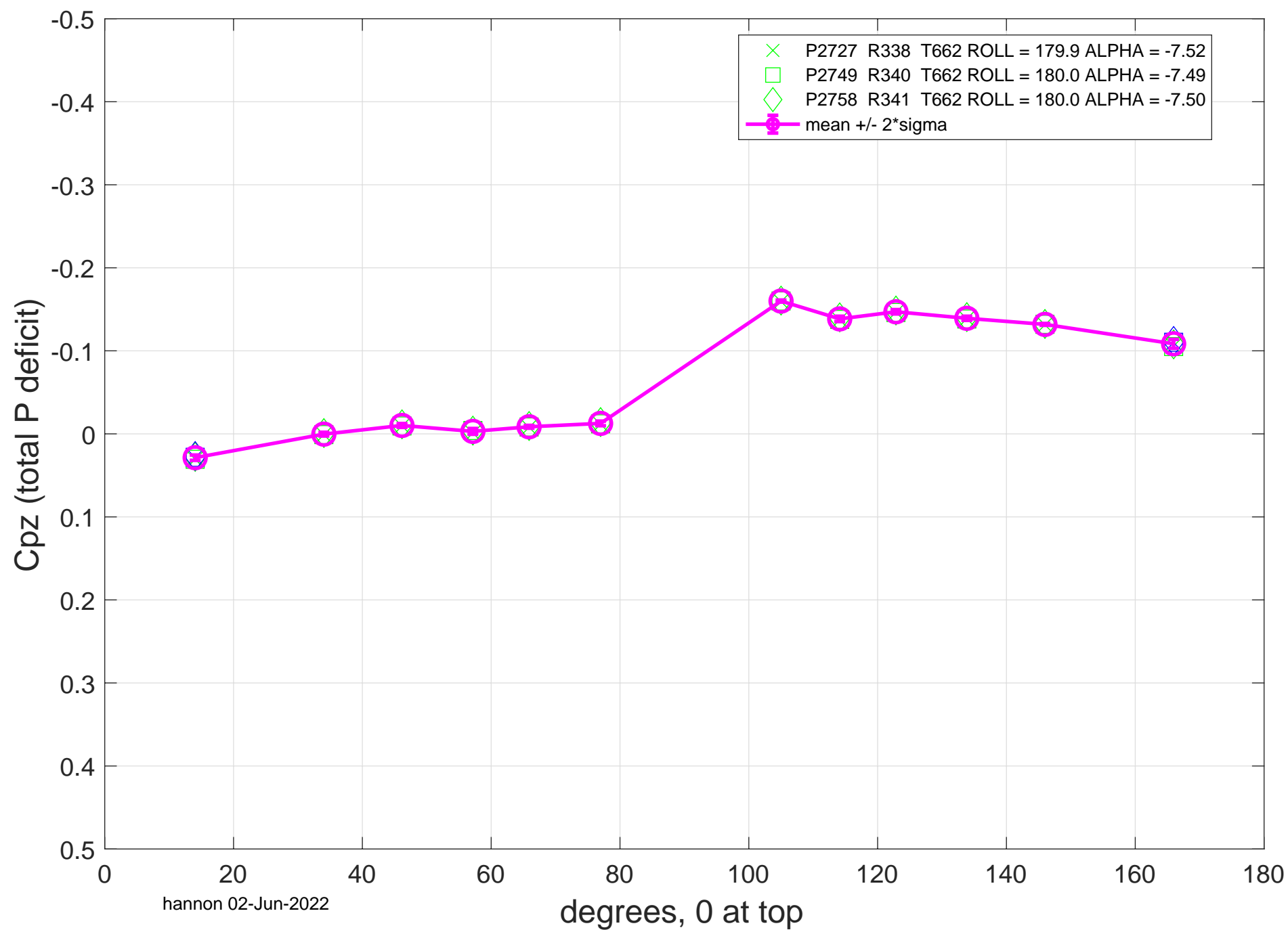
curvename = fuse_x1219 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



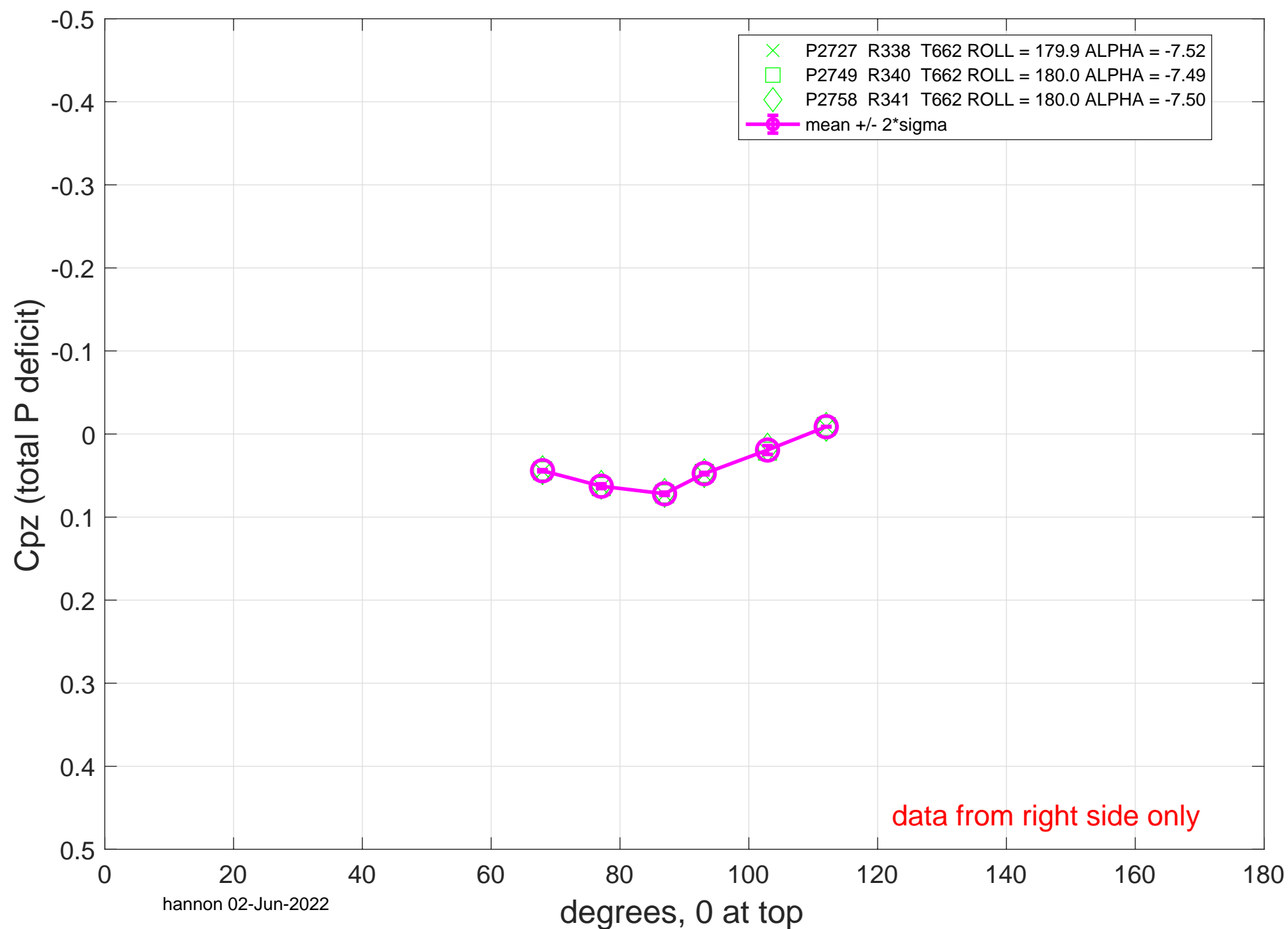
curvename = fuse_x1727 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



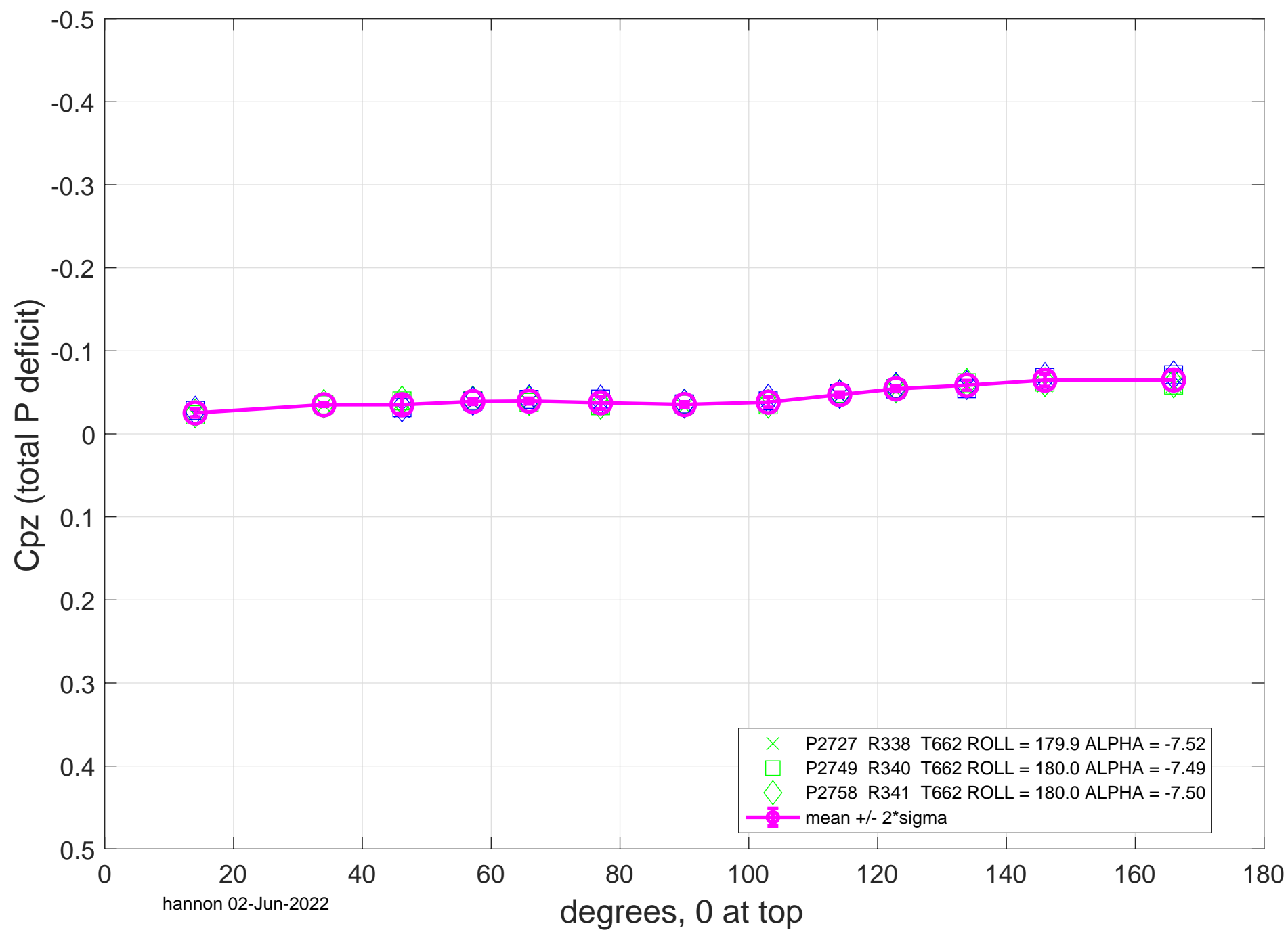
curvename = fuse_x2794 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



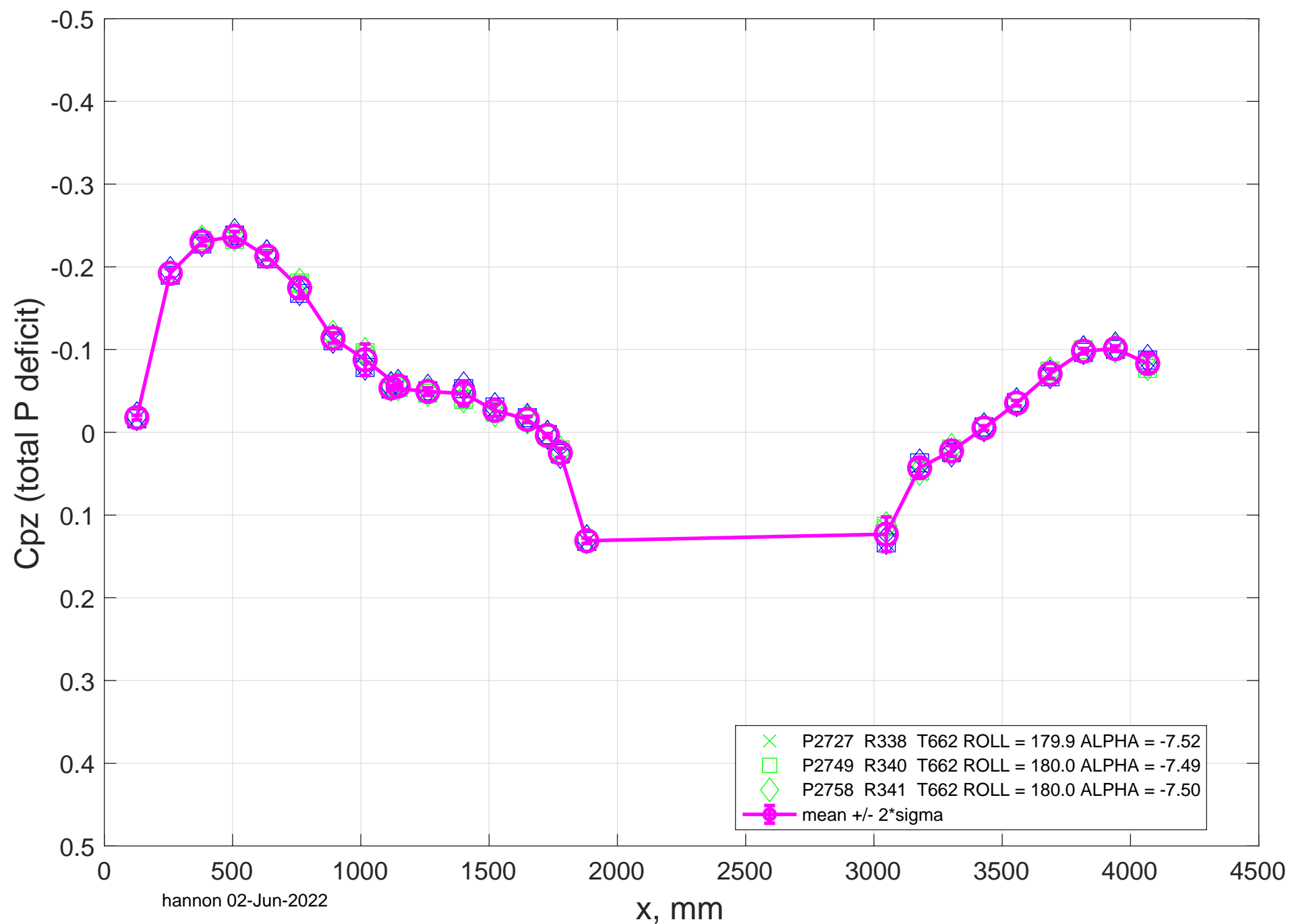
curvename = fuse_x2921 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



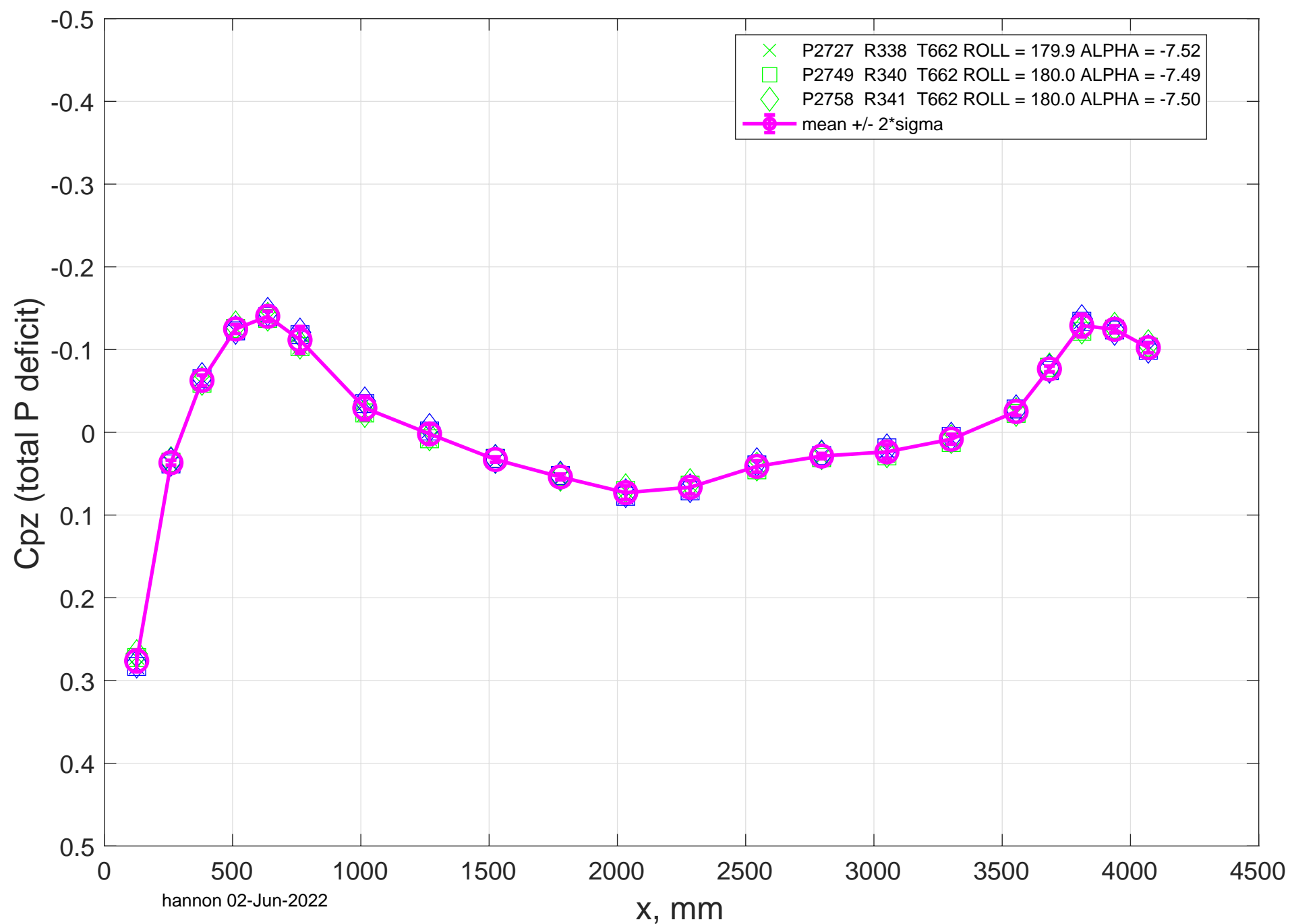
curvename = fuse_x3556 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



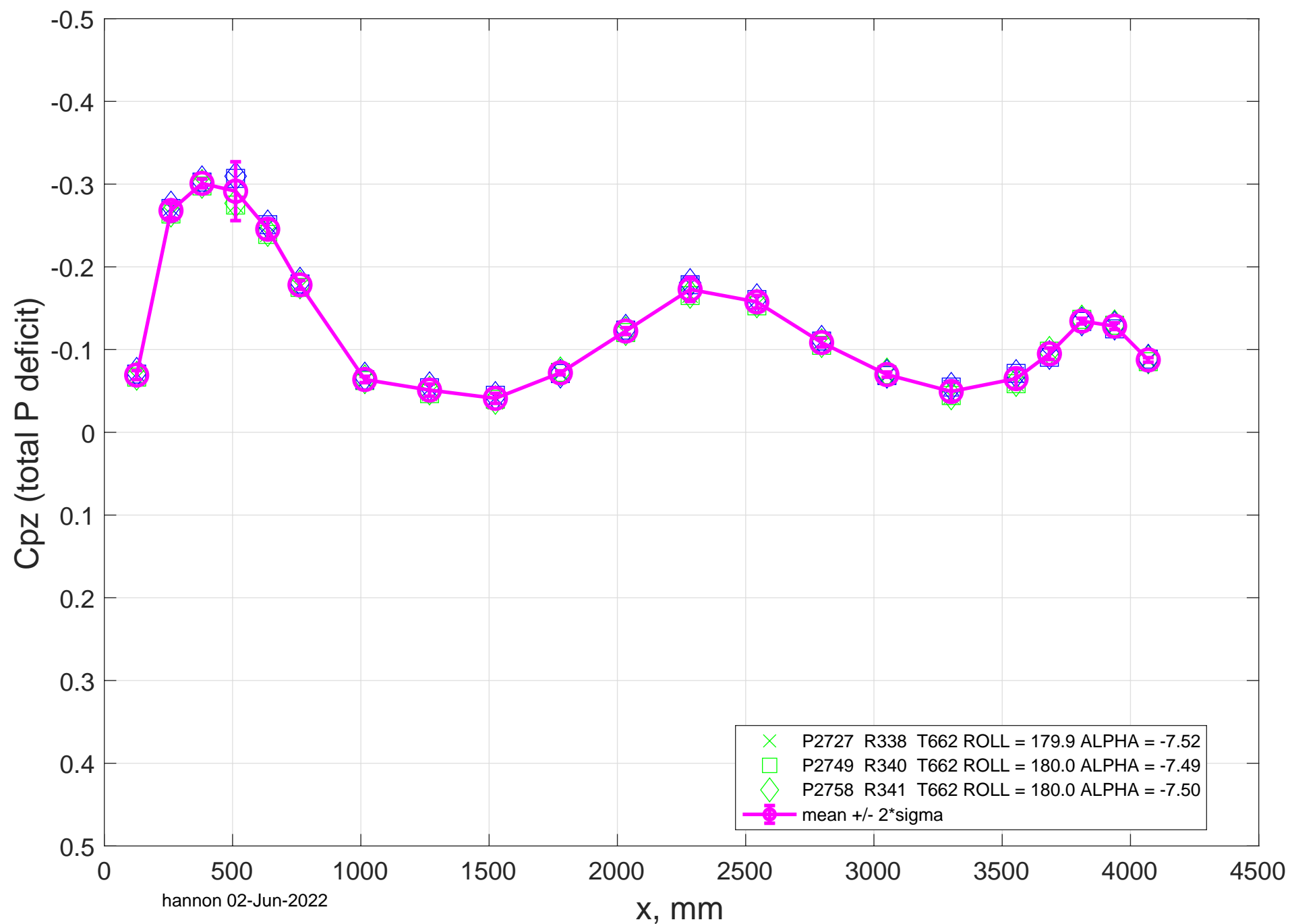
curvename = fuse_z0 red: right, upright; black: left, upright; green: right, inverted; blue: left invert



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

