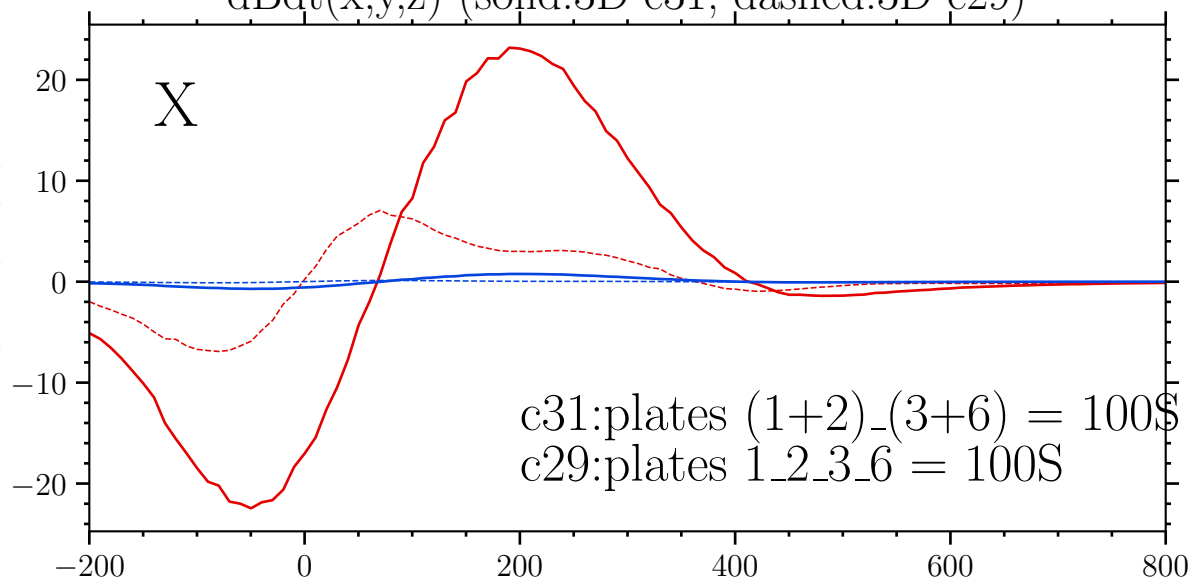


$\text{dBdt}(x,y,z)$  (solid:3D-c31; dashed:3D-c29)

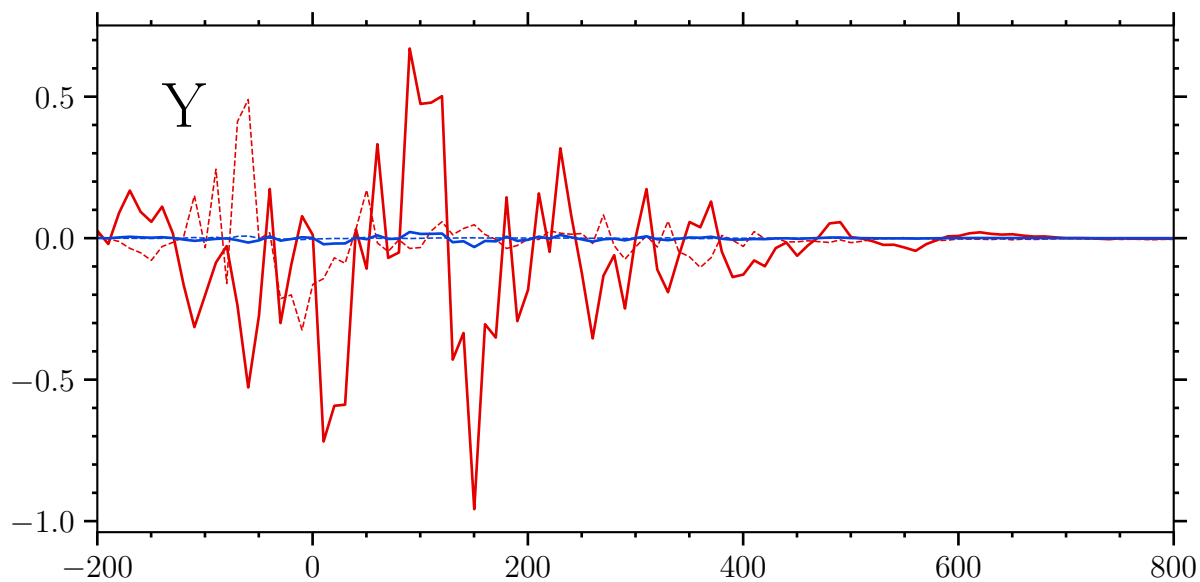
X

$\text{dB}/\text{dt}$  (nT/s)



Y

$\text{dB}/\text{dt}$  (nT/s)



Z

$\text{dB}/\text{dt}$  (nT/s)

