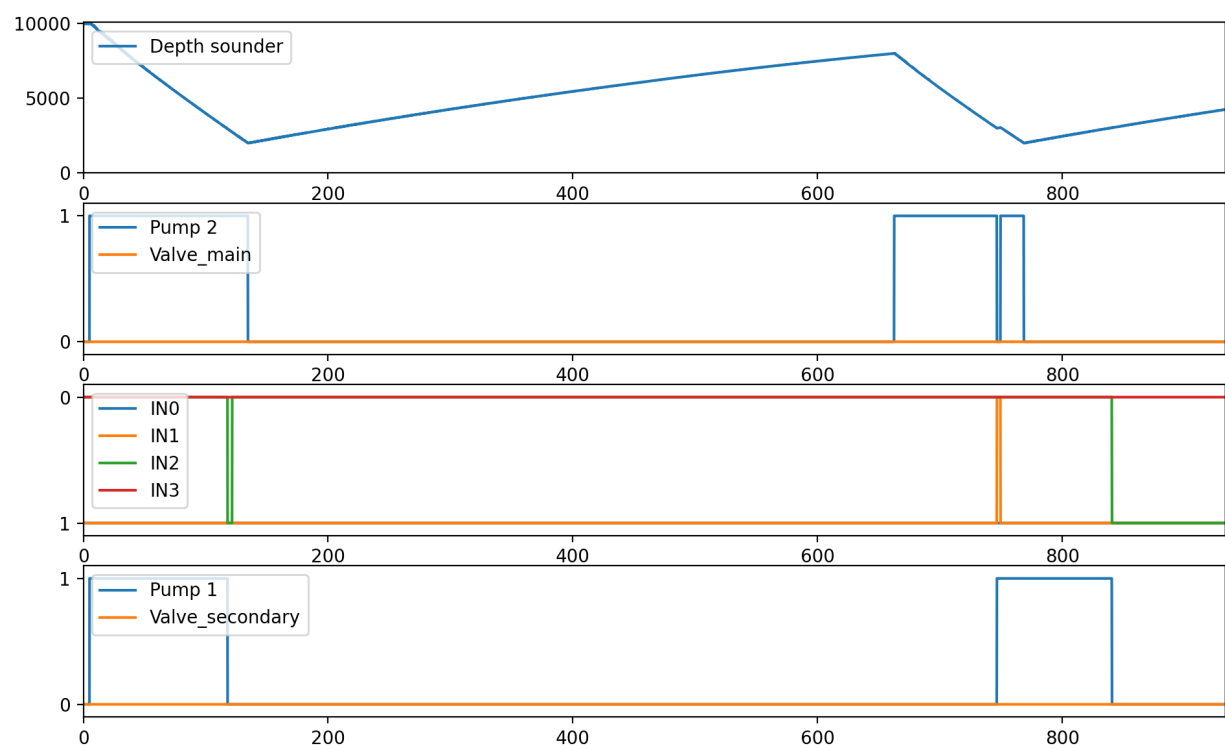
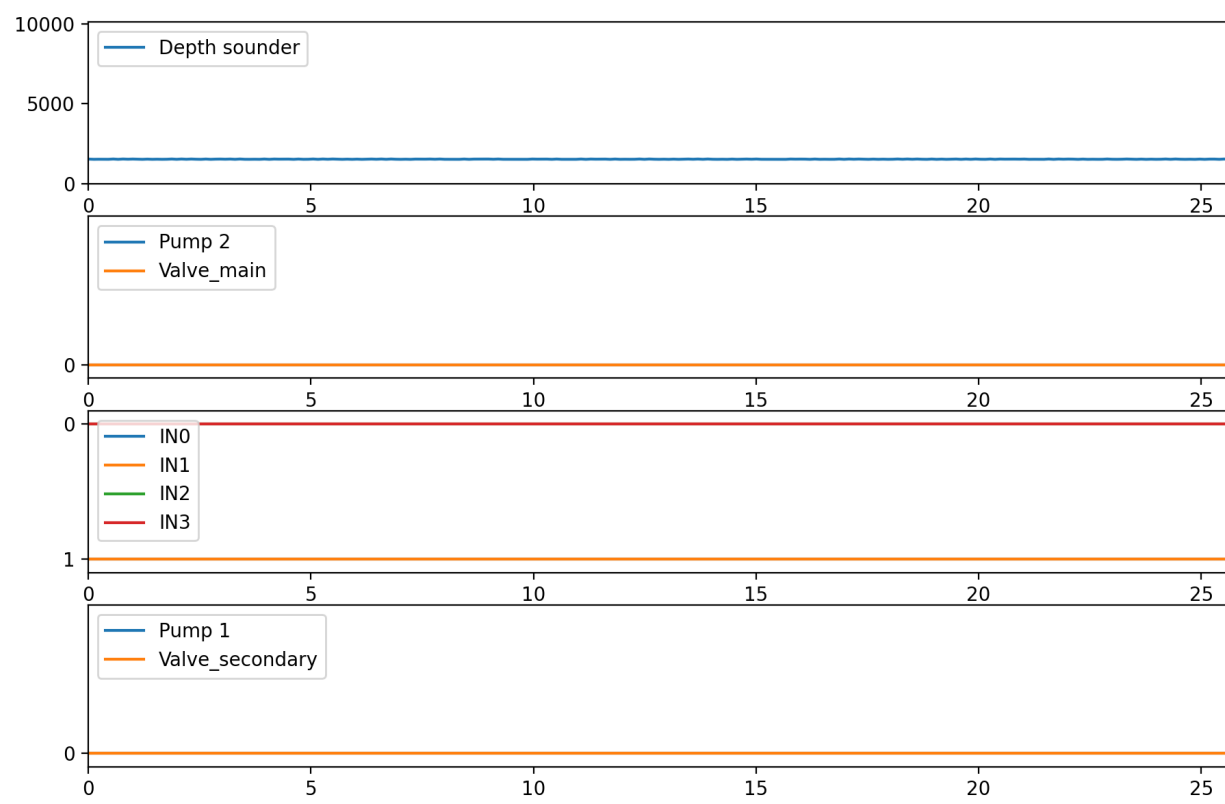


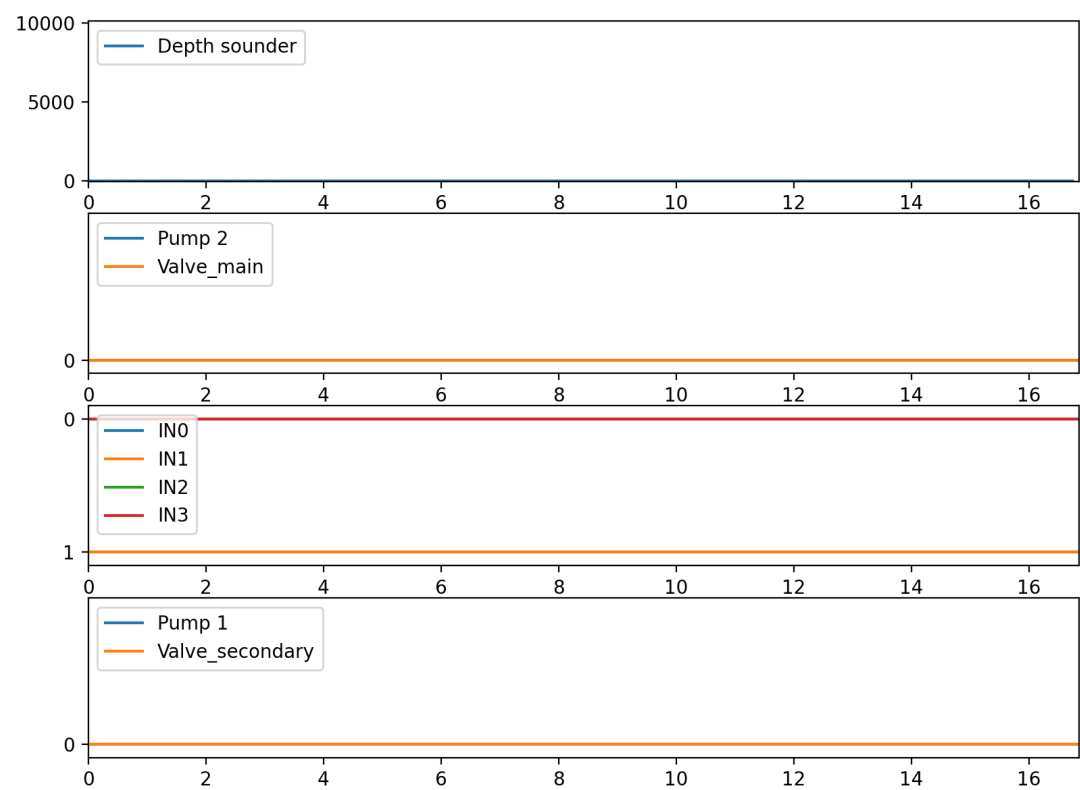
**Bad Connection Plot** (Depth Sounder, Pump 1 and 2, IN1, IN2 Fluctuate)



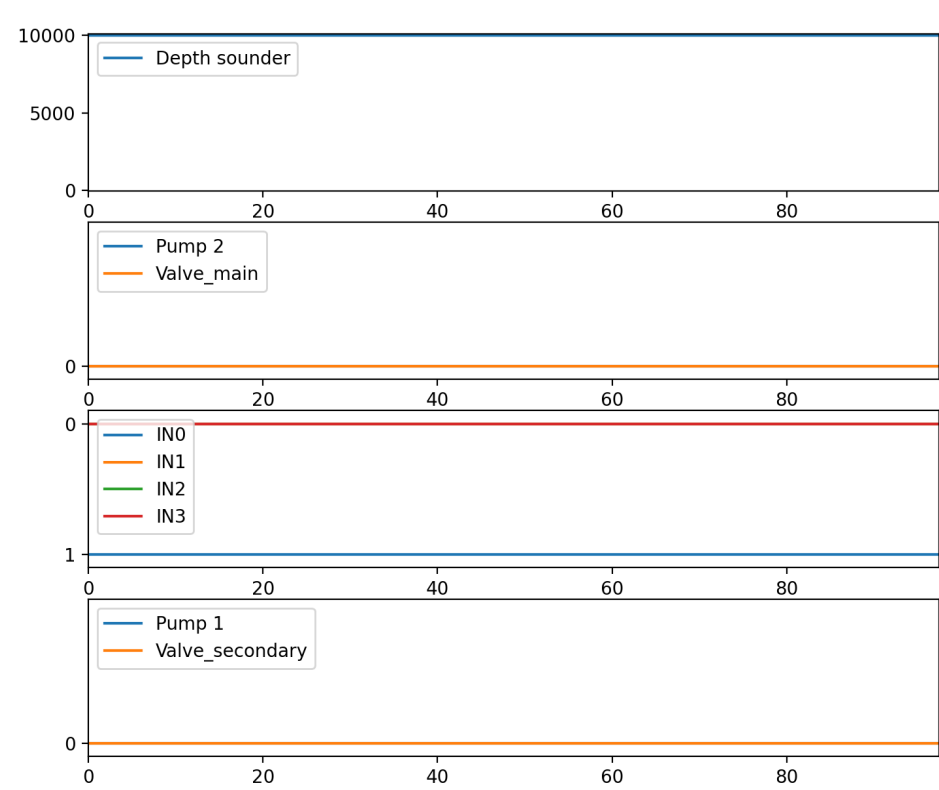
**Blocked 1 Plot** (Depth Sounder is not 0)



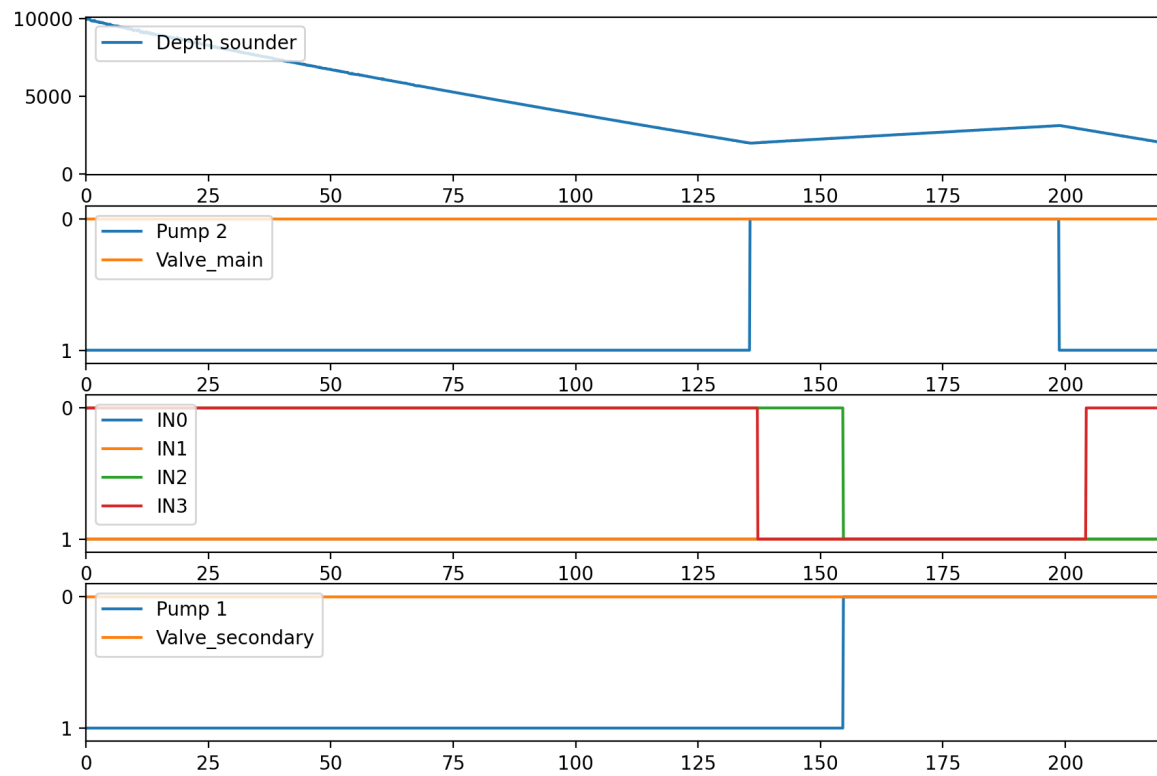
**Blocked 2 Plot** (Depth Sounder is 0)



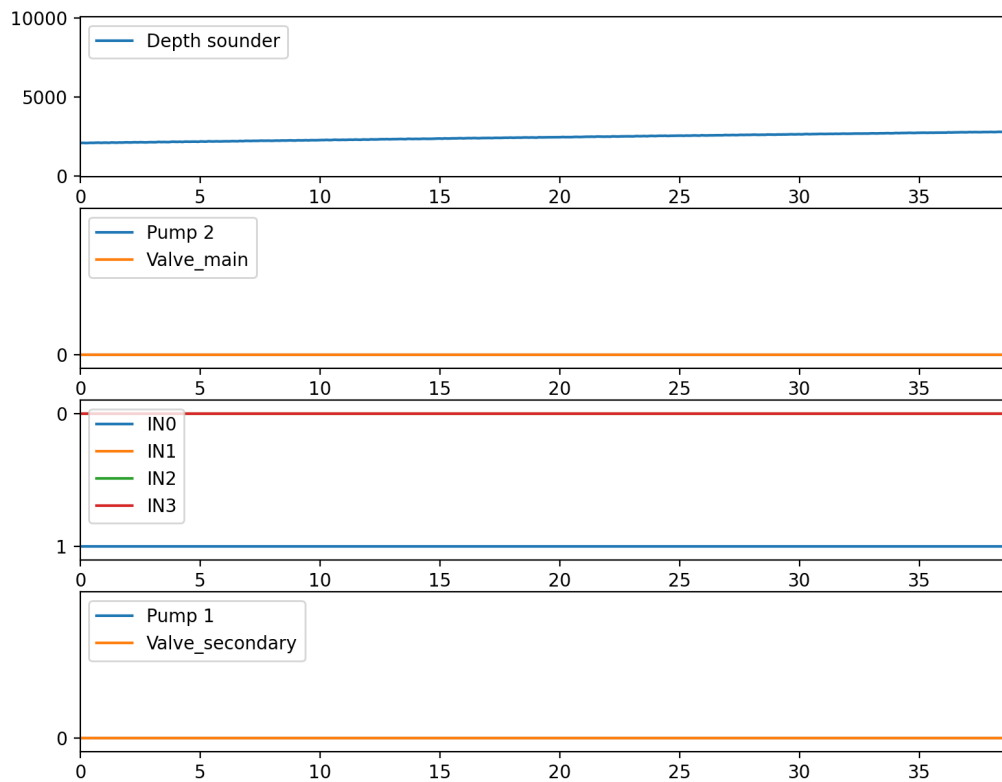
**DOS Plot** (Depth Sounder is at Maximum, IN0 is 1)



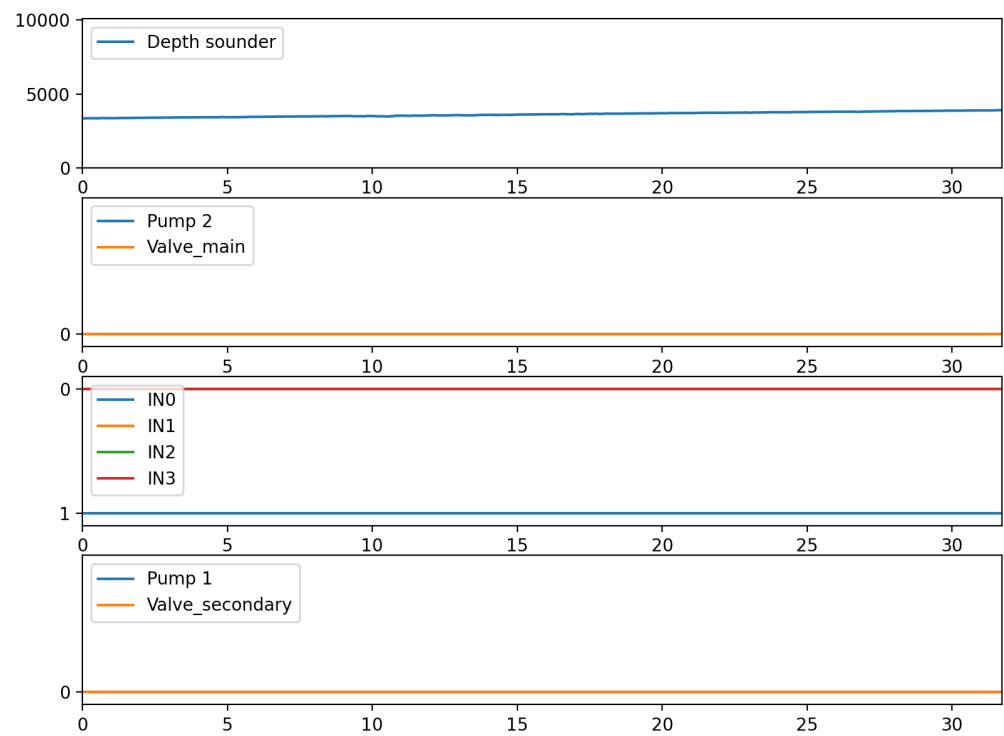
### High Blocked Plot (Depth Sounder Decreases, Pump 1 and 2, IN2, IN3, Fluctuates)



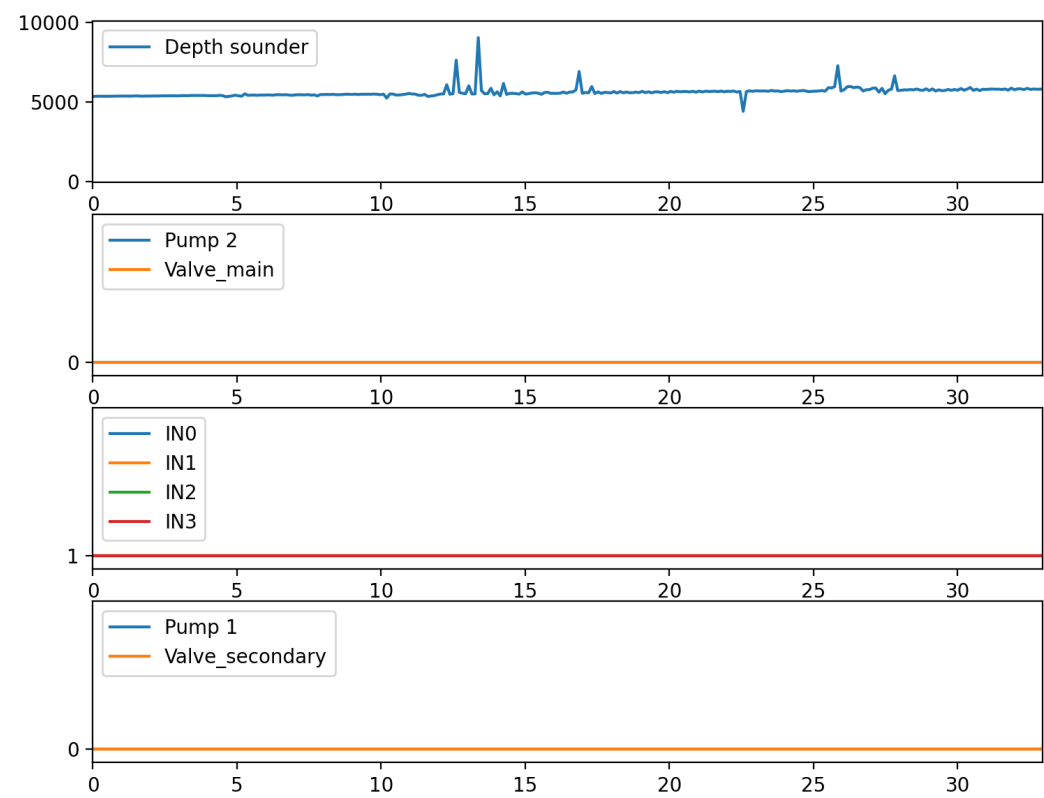
### Hits 1 Plot (Depth Sounder is not 0, IN0 is 1)



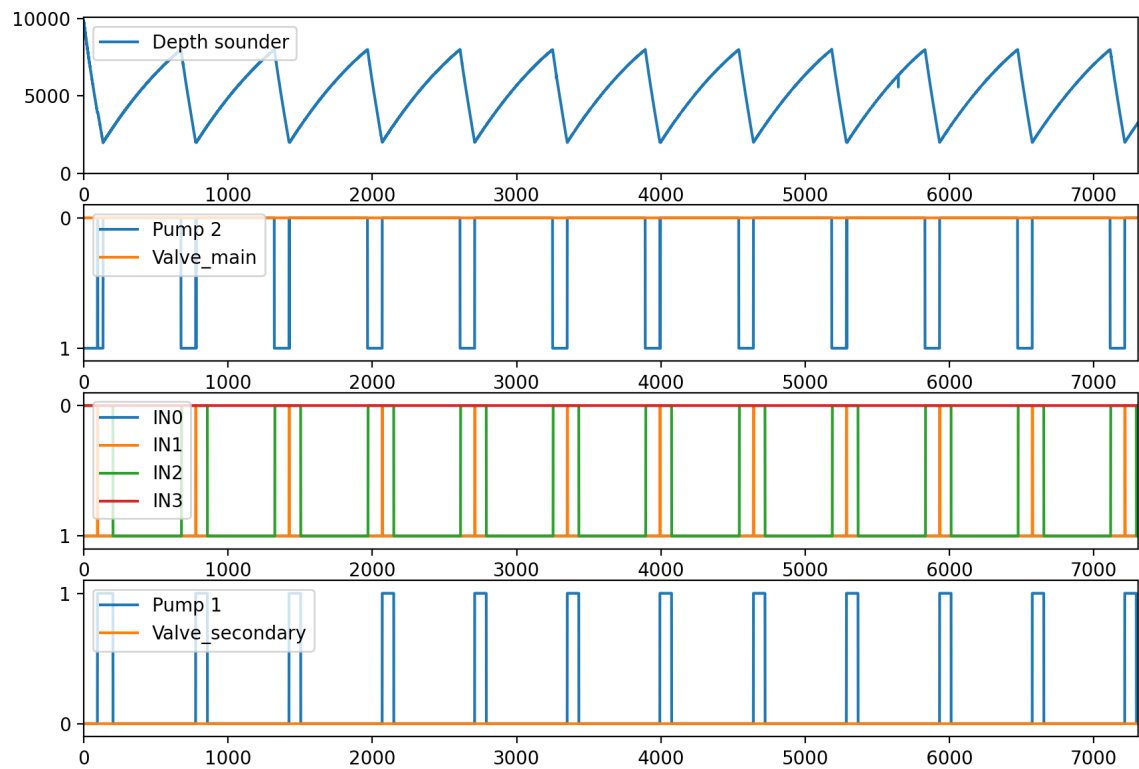
**Hits 2 Plot** (Depth Sounder is not 0 and a Bit Higher, IN0 is 1)



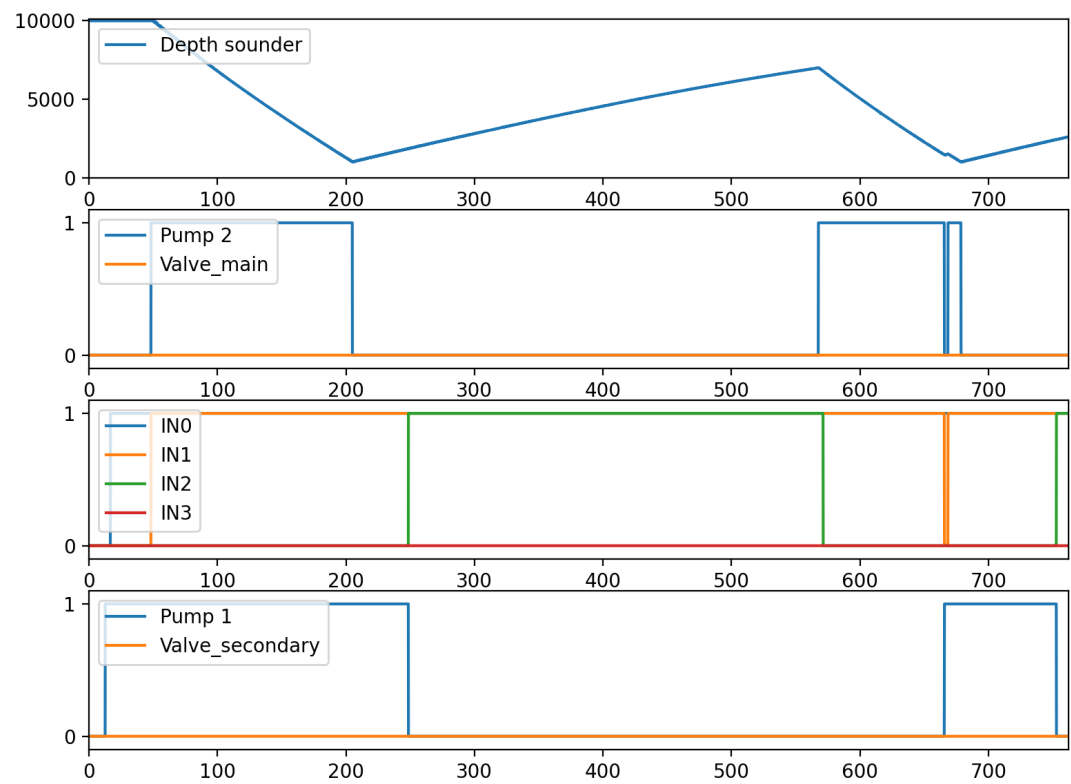
**Hits 3 Plot** (Depth Sounder is not 0 and Much Higher with Noise, IN3 is 1)



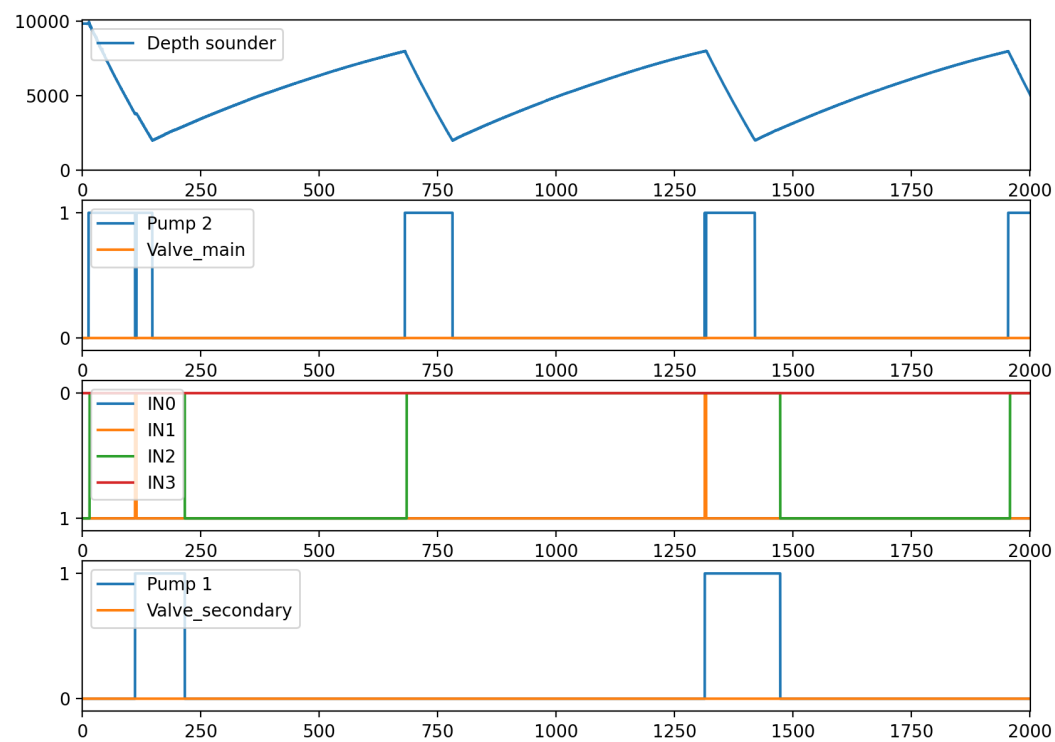
**Normal** (Depth Sounder, Pump 1 and 2, IN1, IN2 Repeat)



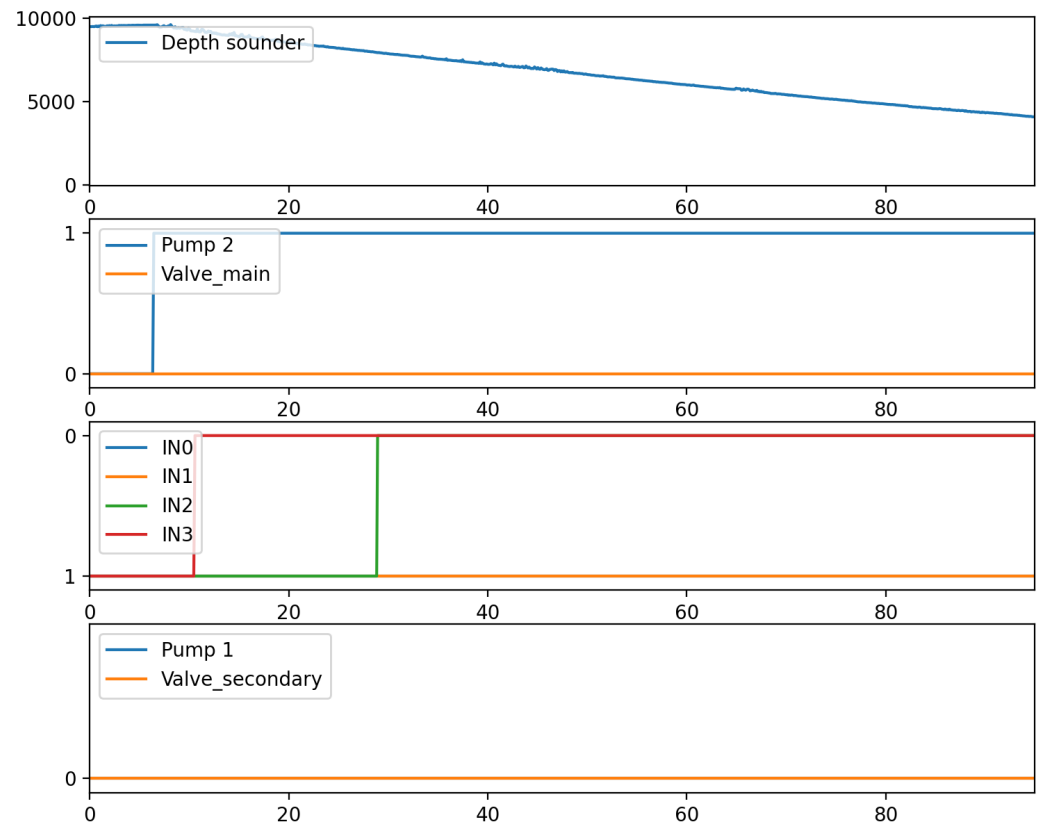
**Normal Short Plot** (Depth Sounder, Pump 1 and 2, IN1, IN2 Repeat Much Less Often)



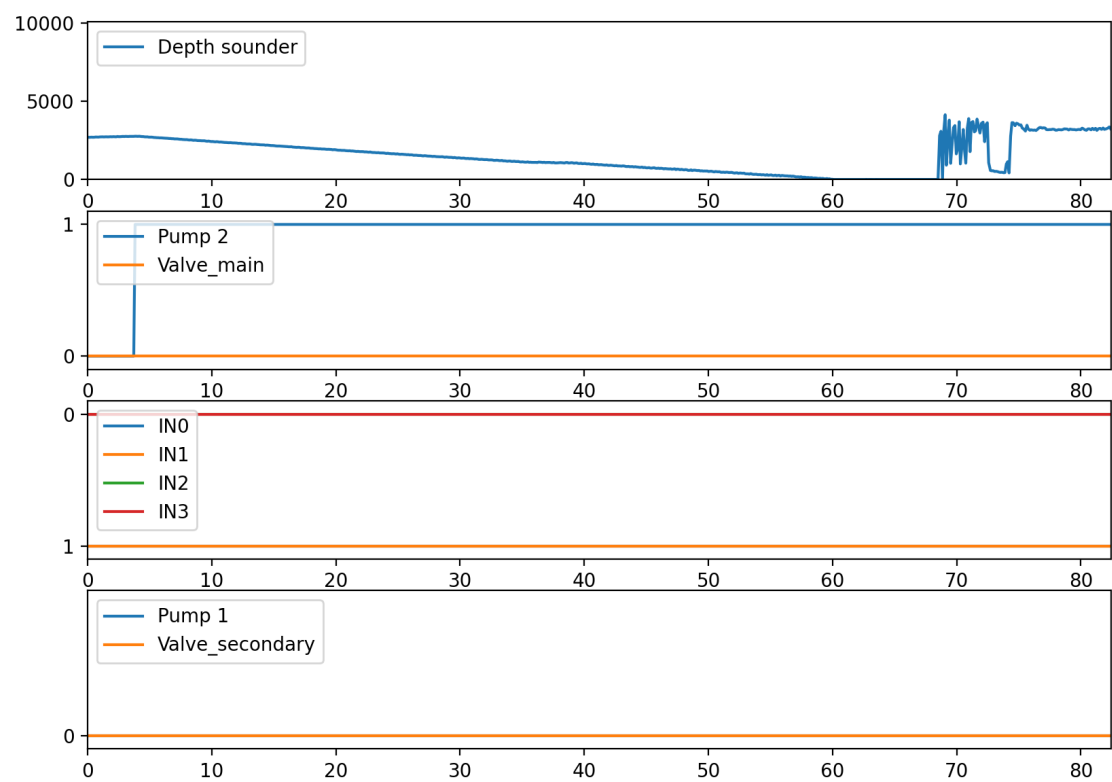
**Plastic Bag Plot** (Depth Sounder, Pump 1 and 2, IN1, IN2 Repeat Less Often)



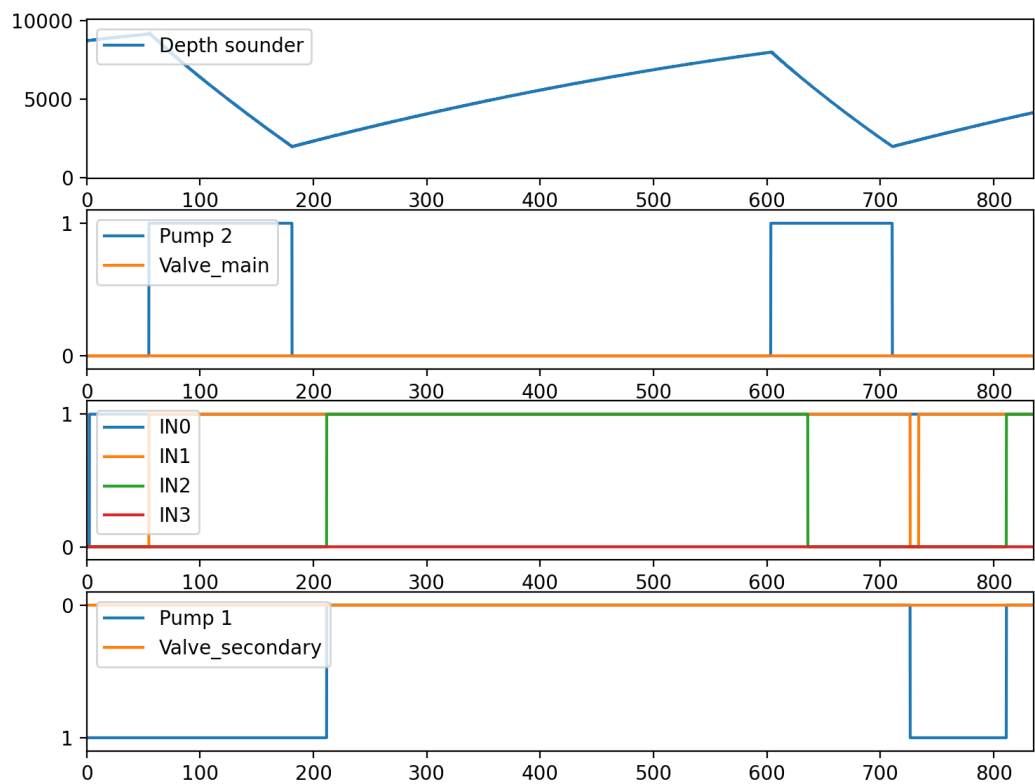
**Poly 2 Plot** (Depth Sounder, IN2, IN3, Decreases, Pump 2 Increases)



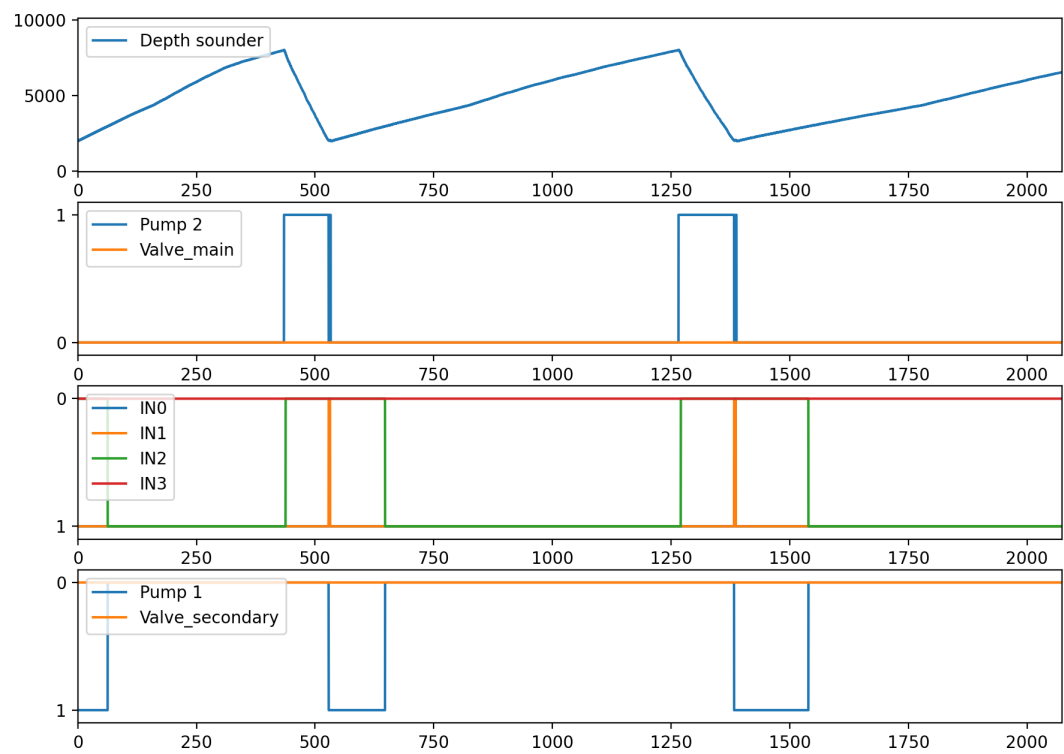
**Poly 7 Plot** (Depth Sounder Decreases with Noise, Pump 2 Increases)



**2nd Blocked Plot** (Depth Sounder, Pump 1 and 2, IN1, IN2 Fluctuate)



**Spoofing Plot (Depth Sounder, Pump 1 and 2, IN1, IN2 Fluctuate)**



**Wet Sensor Plot (Depth Sounder is Constant Middle)**

