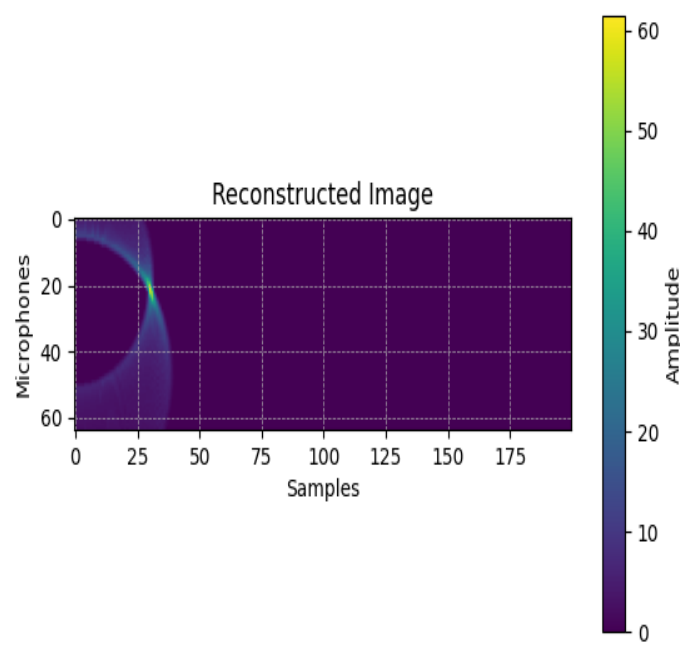
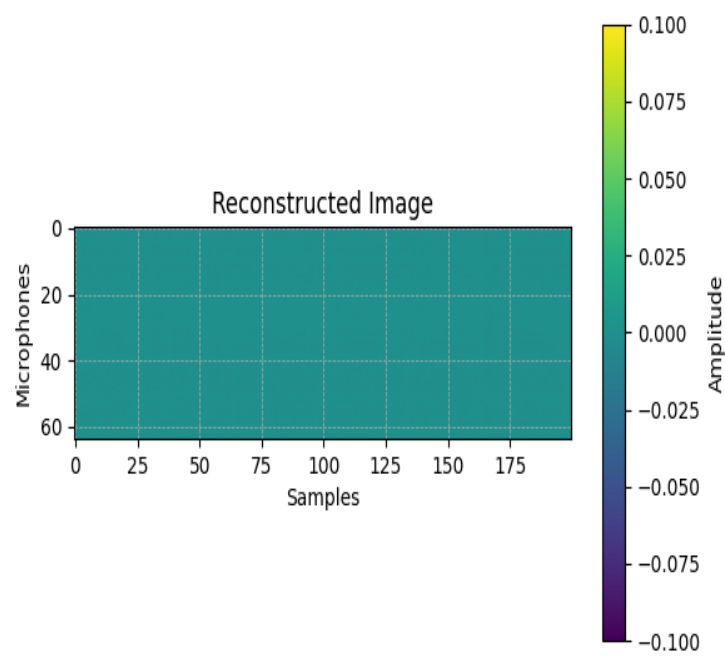
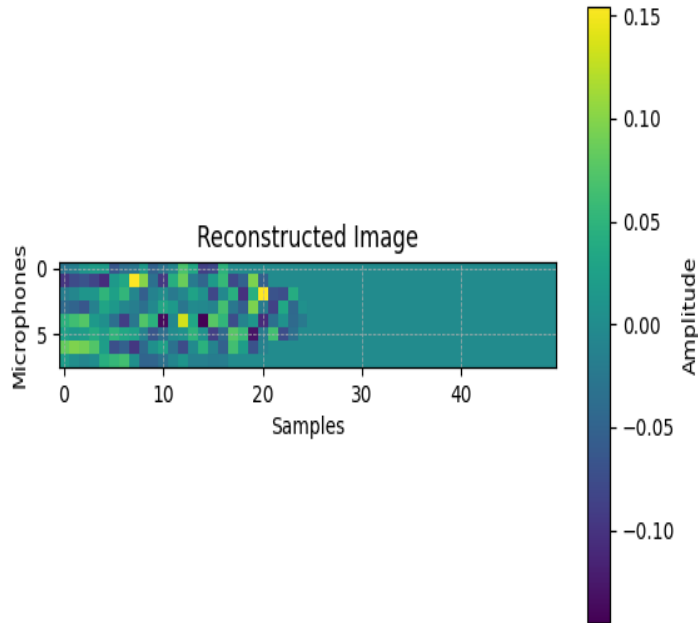


(11,-1)

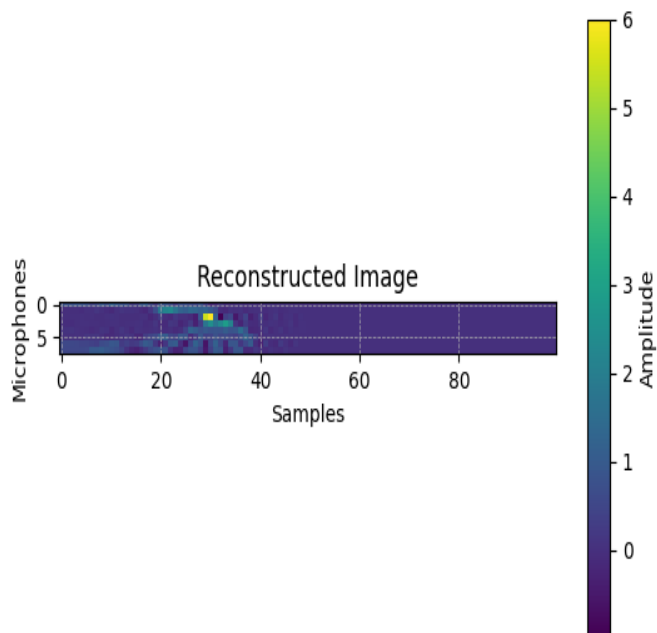


**we change pitch to get the same y range.**

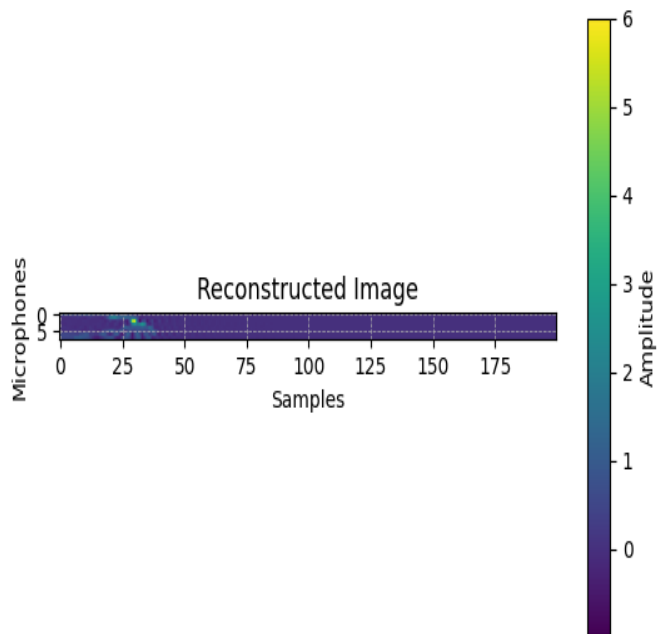
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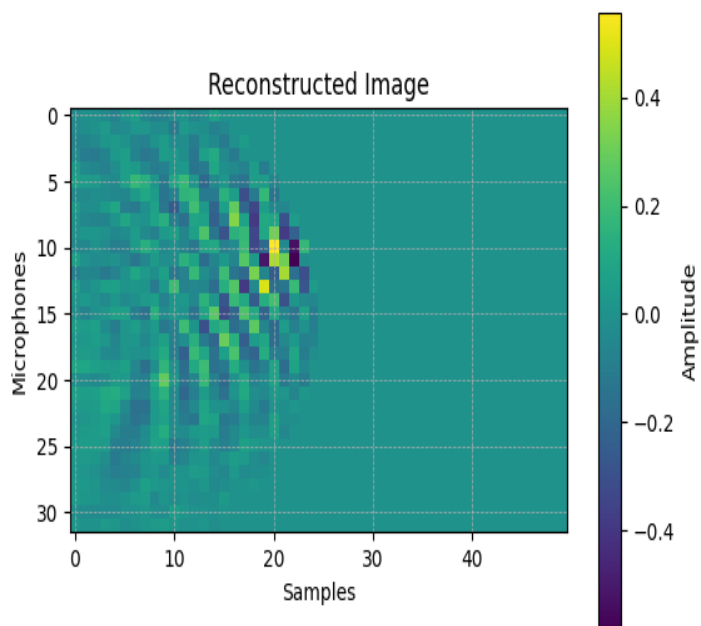
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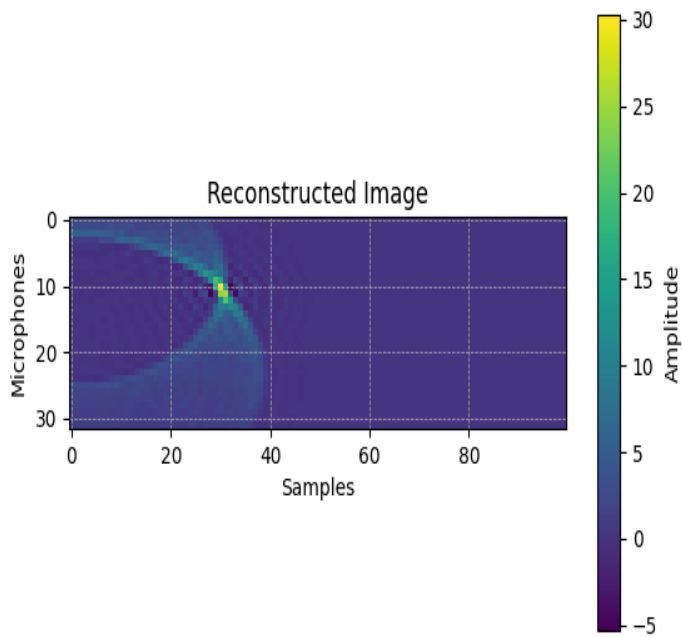
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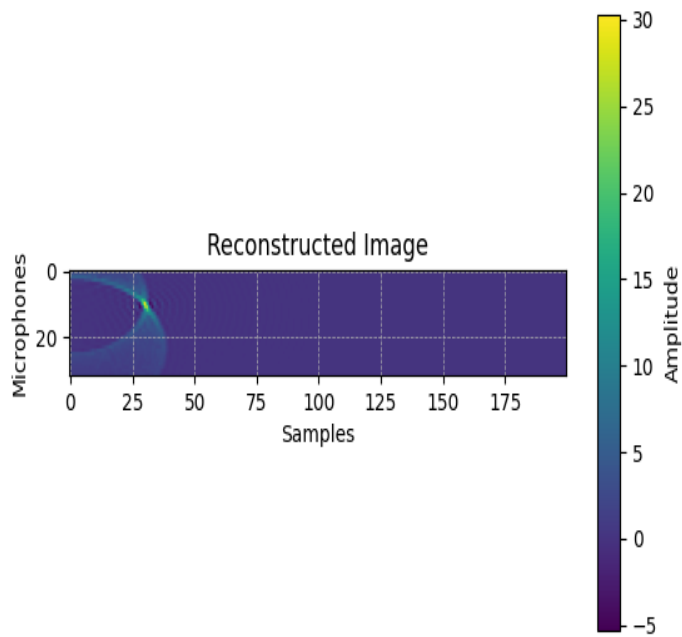
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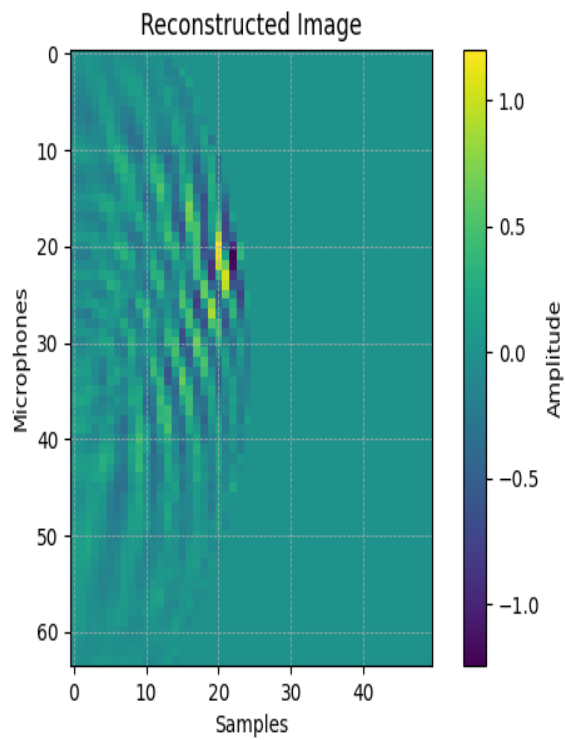
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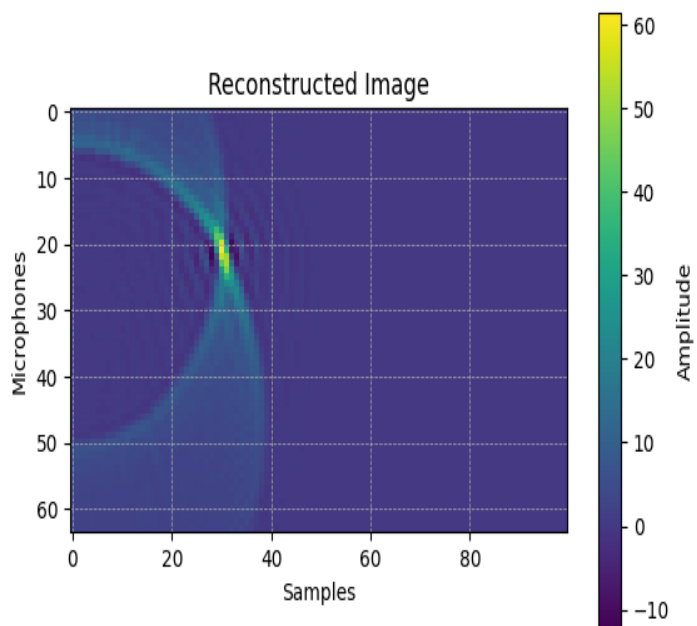
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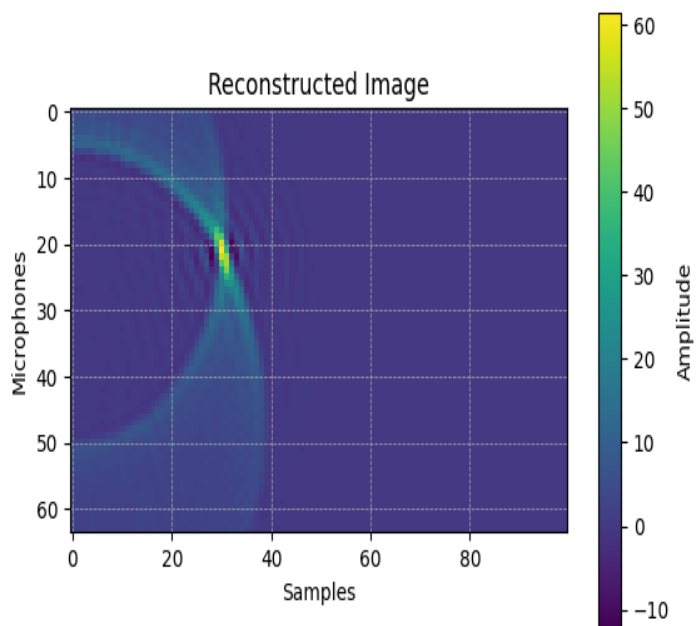
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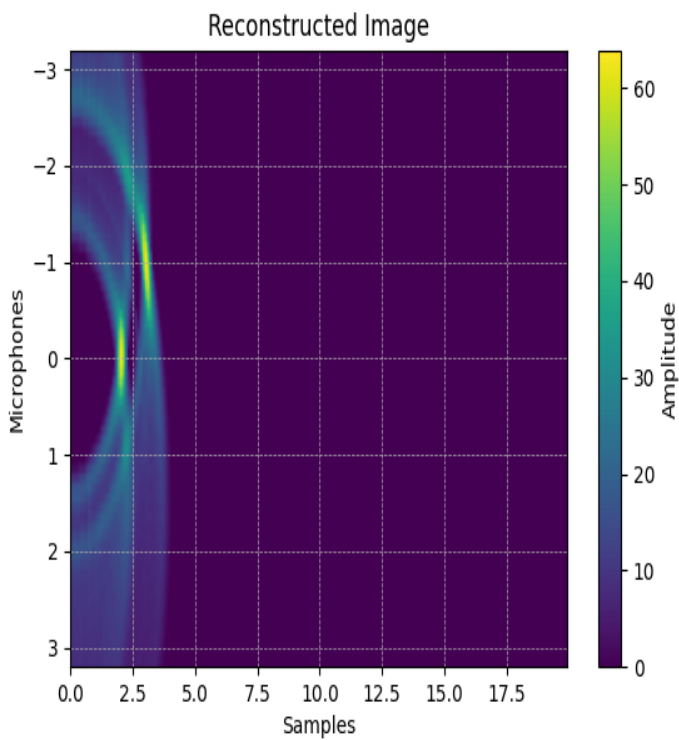
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**nmics=64,nsamp=200**



**rx2**



rx3

