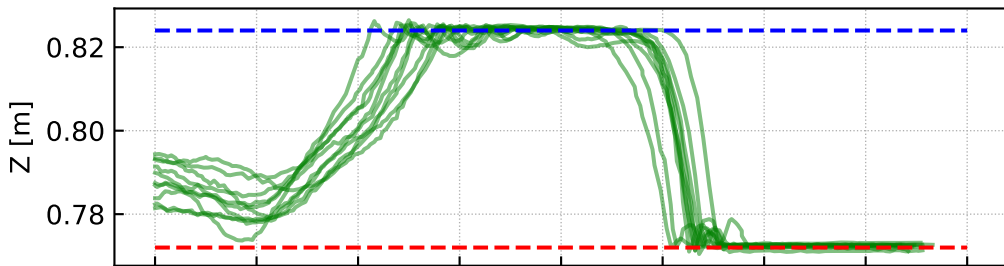


Without controller compensation



With controller compensation

