

nivel\_1.txt

```
001 -0.4584;0.09700;
002 -0.6318;0.20240;
003 -0.8352;0.05140;
004 -0.8916;0.10700;
005 -0.7676;-0.1742;
006 -0.7398;-0.5914;
007 -0.6336;-0.3820;
008 -0.4088;0.34160;
009 -0.4930;0.38980;
010 -0.4960;0.18900;
011 -0.6036;0.01180;
012 -0.7024;-0.3460;
013 -0.5120;-0.6894;
014 -0.3990;-0.8114;
015 -0.0548;0.37440;
016 -0.2672;0.38260;
017 -0.2646;0.29120;
018 -0.4898;0.10460;
019 -0.3630;-0.4674;
020 -0.3302;-0.7788;
021 -0.1150;-0.8362;
022 0.07300;0.57260;
023 0.05960;0.37800;
024 -0.1028;0.47680;
025 -0.0708;-0.0582;
026 -0.1188;-0.5180;
027 -0.1478;-0.9748;
028 -0.2318;-0.8942;
029 -0.1926;0.55940;
030 -0.2620;0.60280;
031 -0.0786;0.46980;
032 0.21780;-0.0162;
033 0.28400;-0.5588;
034 0.14380;-0.8852;
035 -0.0324;-0.8102;
036 0.10600;0.58320;
037 0.25940;0.40120;
038 0.38100;0.15880;
039 0.57840;-0.0290;
040 0.53320;-0.4218;
041 0.39260;-0.7250;
042 0.20460;-0.7448;
043 0.38720;0.42740;
044 0.44920;0.32420;
045 0.60040;-0.0496;
046 0.59240;0.02740;
047 0.69300;-0.3030;
048 0.43020;-0.5256;
049 0.32140;-0.6604;
```