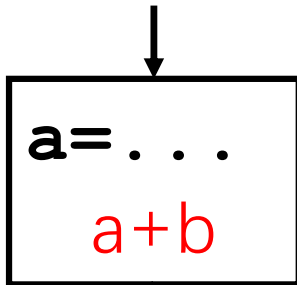


KILL = 1
AVLOC = 1
ANTLOC = 0

PAVIN=0
PAVOUT=1
AVOUT=1

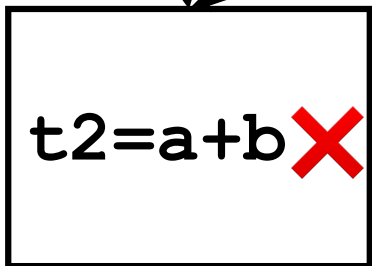
PPIN = 1 -> 0
PPOUT = 1



KILL = 1
AVLOC = 0
ANTLOC = 0

PAVIN=0
PAVOUT=0
AVOUT=0

PPIN = 1 -> 0
PPOUT = 1



KILL = 0
AVLOC = 1
ANTLOC = 1

PAVIN=1
PAVOUT=1
AVOUT=1

PPIN = 1
PPOUT = 1 -> 0