

straight,Q<sub>2</sub>xQ<sub>1</sub> straight,Q<sub>2</sub>xP<sub>-1</sub>,mapped straight,Q<sub>2</sub>xP<sub>-1</sub>,unmapped curved,Q<sub>2</sub>xQ<sub>1</sub> curved,Q<sub>2</sub>xP<sub>-1</sub>,mapped curved,Q<sub>2</sub>xP<sub>-1</sub>,unmapped curved,Q<sub>2</sub>xP<sub>-1</sub>,unmapped