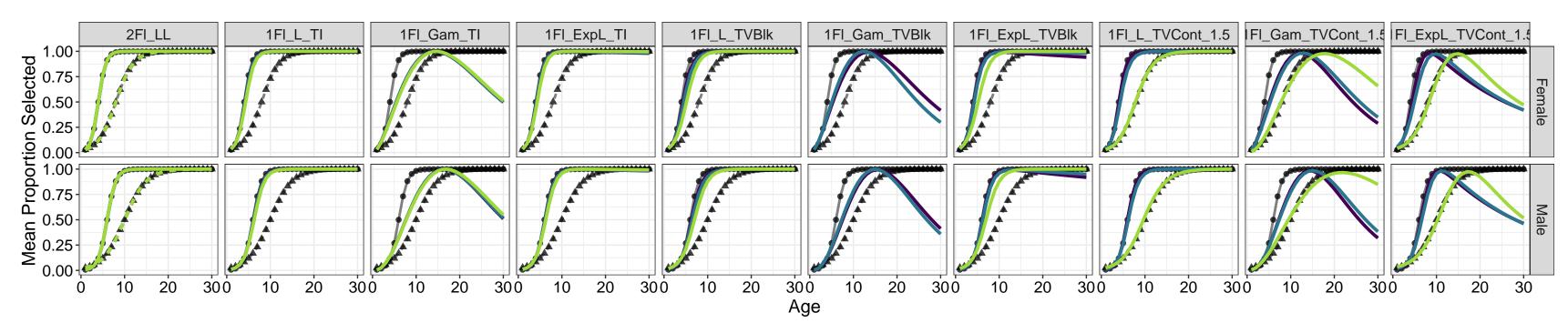
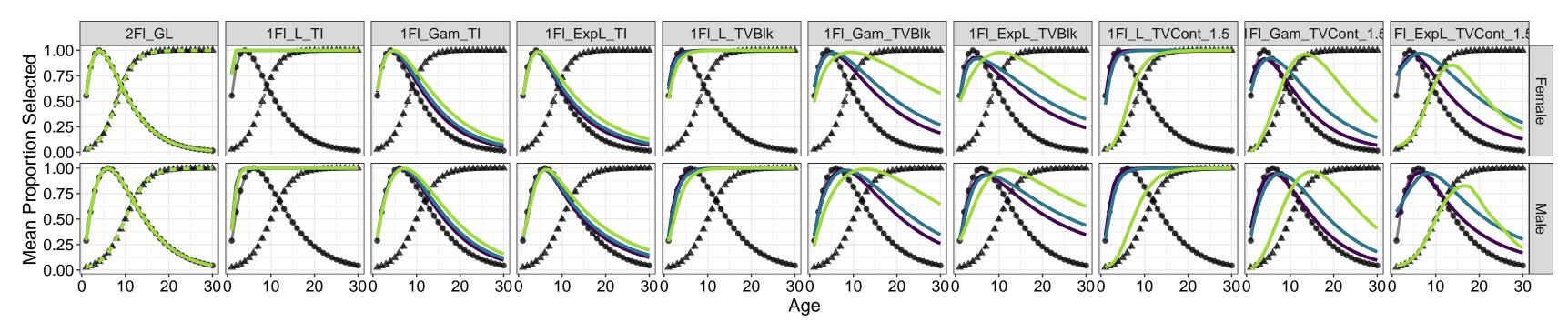


Slow_LL_DatHigh

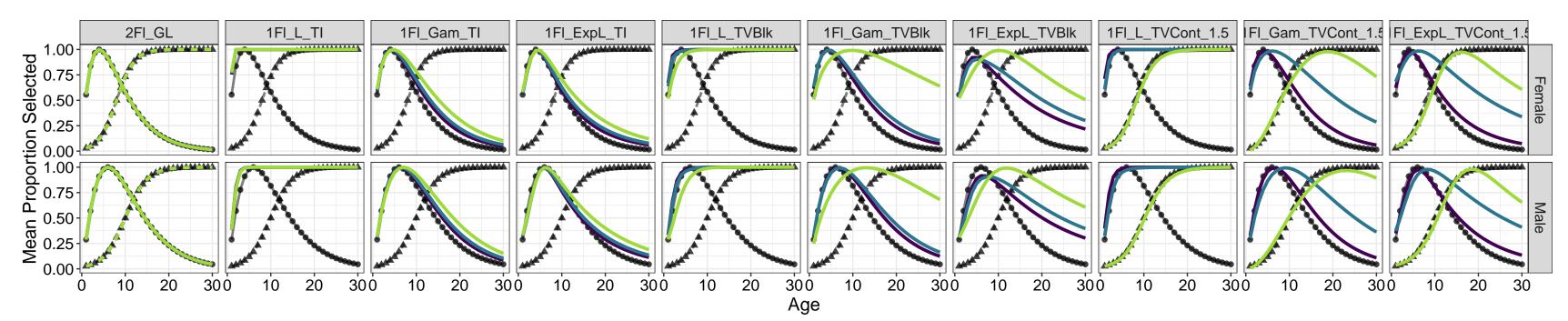




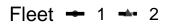


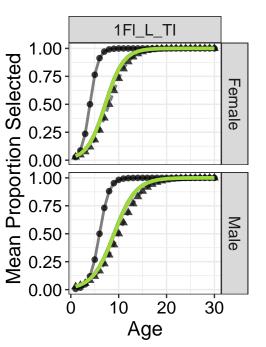


Fleet - 1 - 2

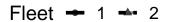


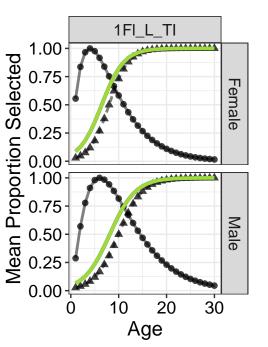
ShortFast_LL_DatHigh





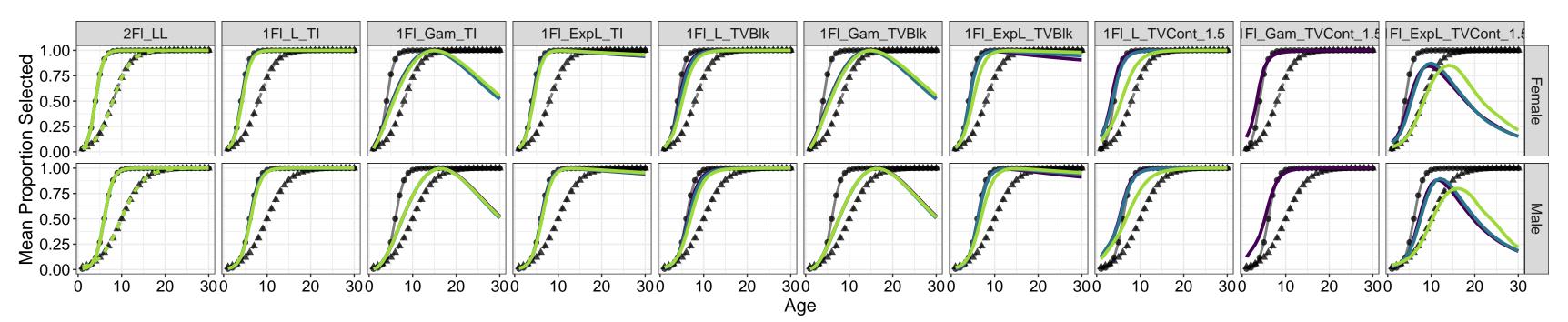
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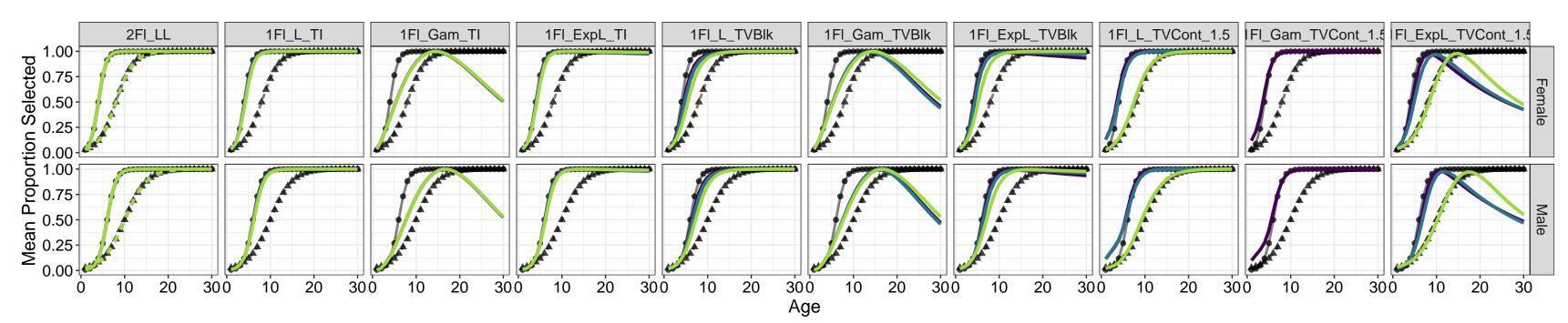
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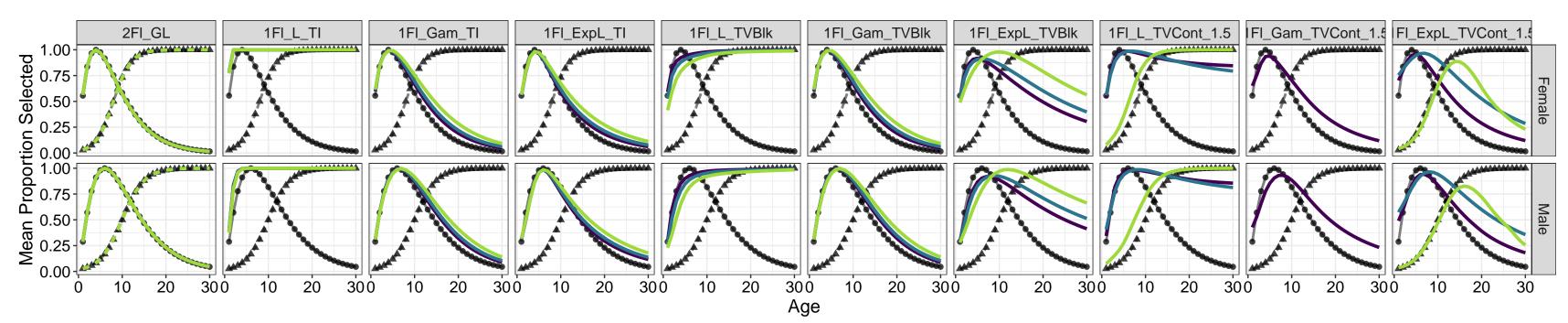
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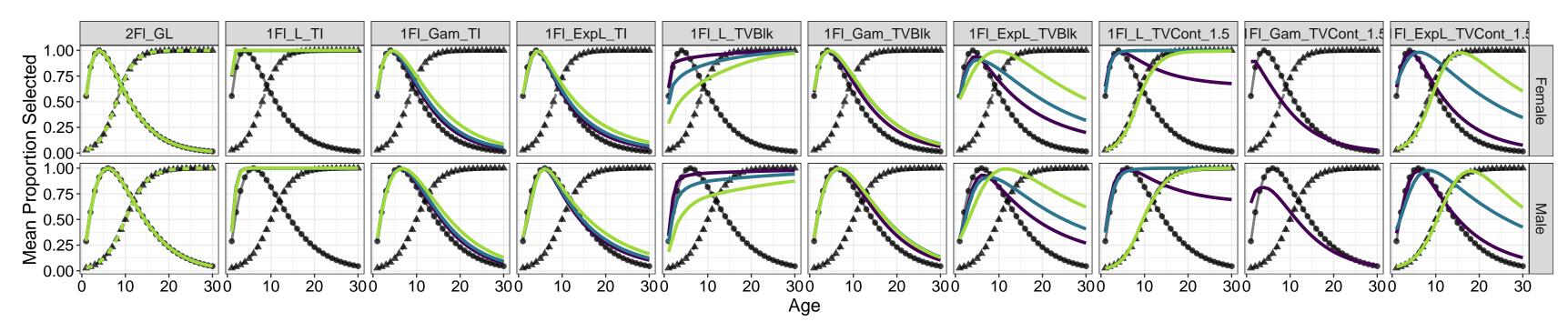
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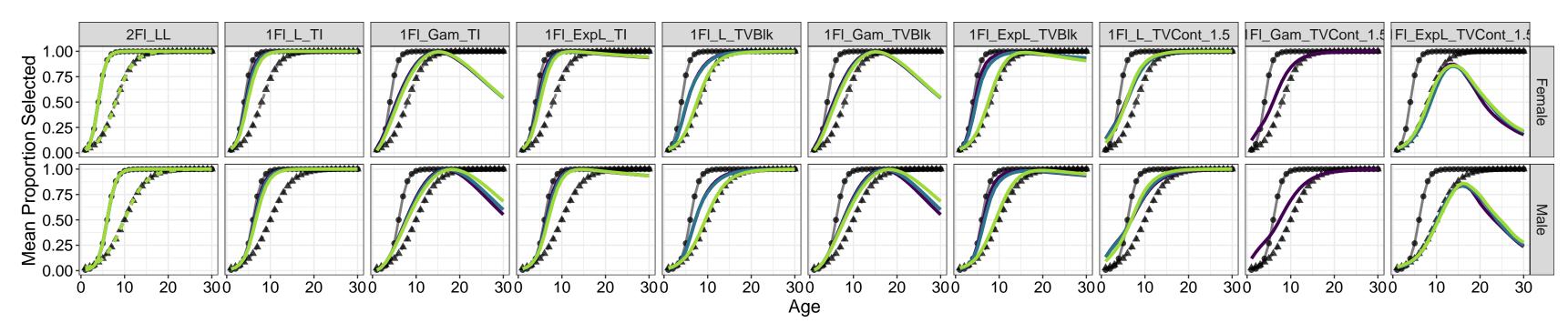
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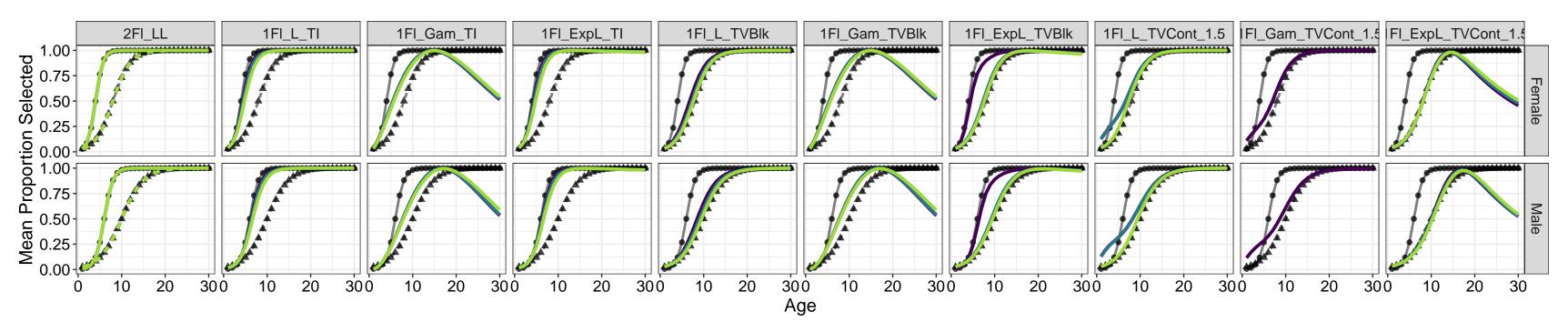
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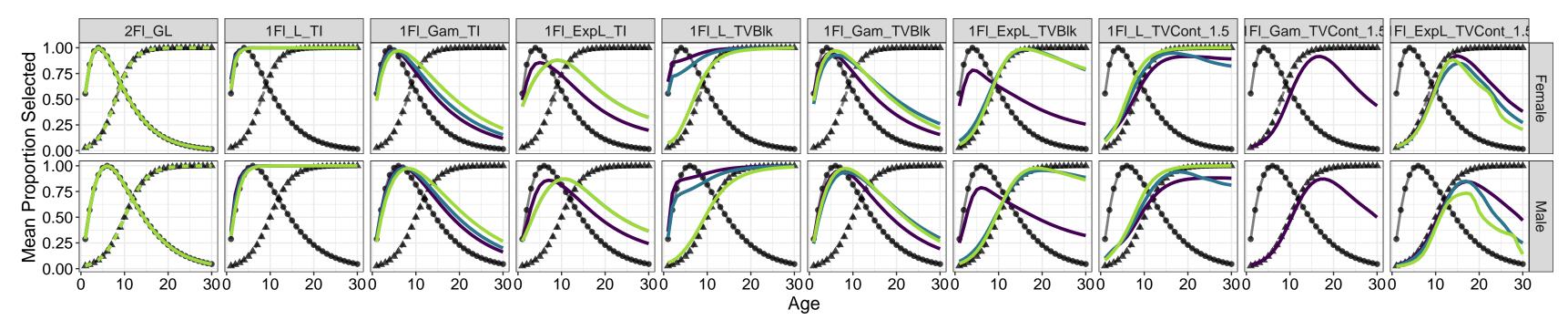


RecPulse_Fast_LL_DatHigh



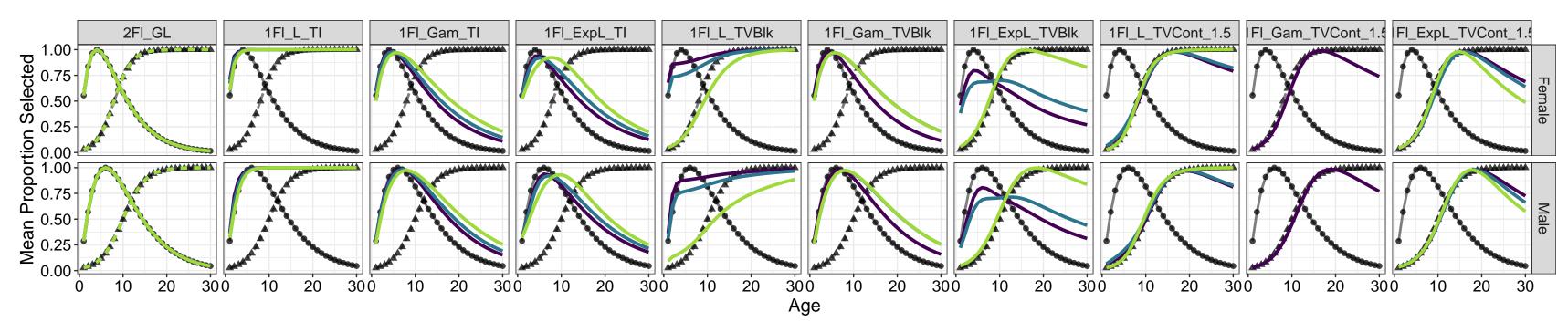


Fleet - 1 - 2



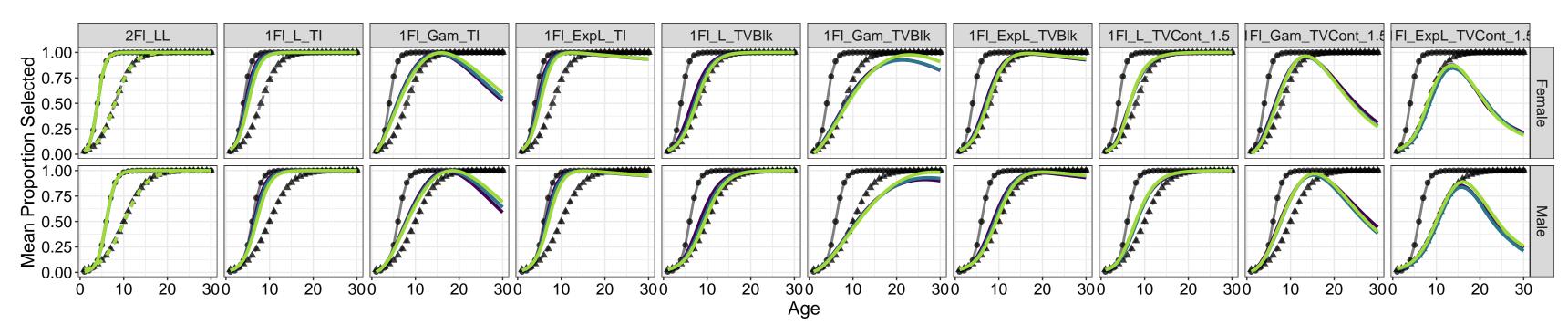
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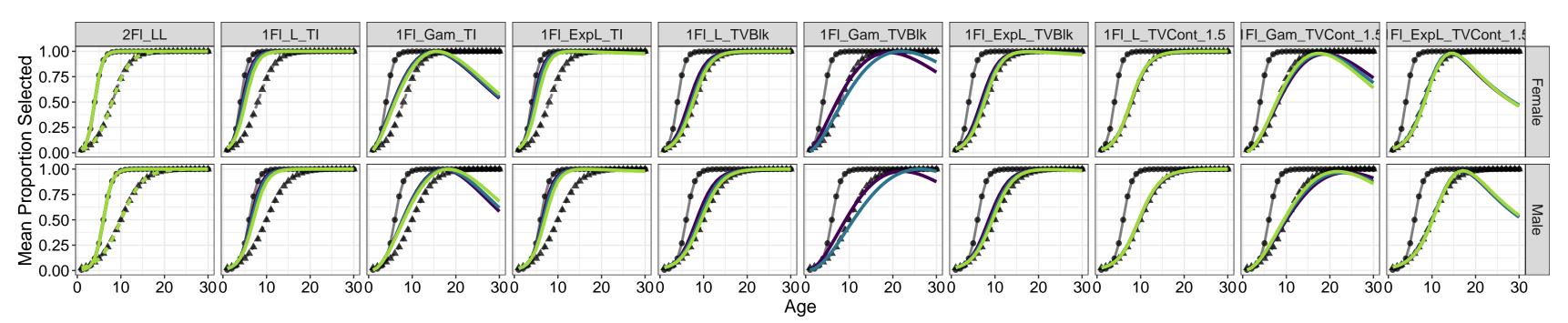
Fast_LL_DatLow





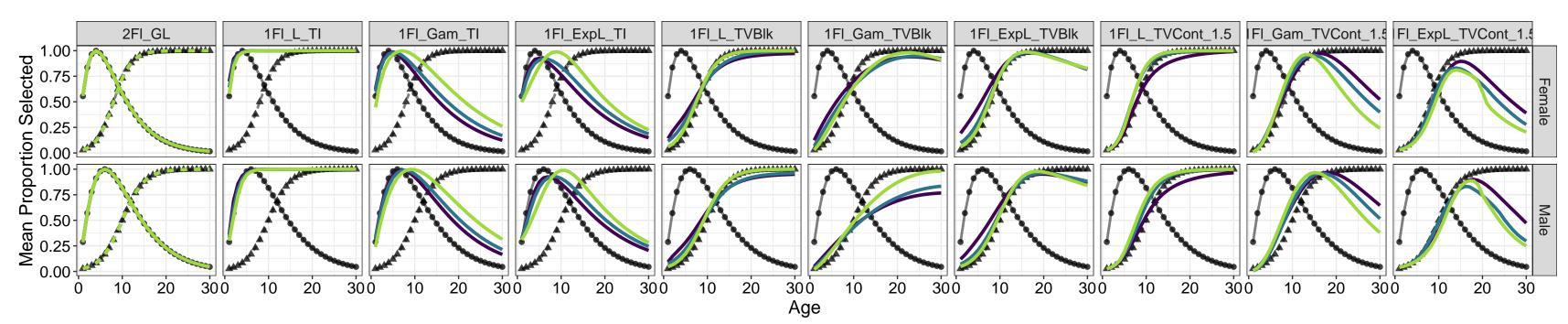
Fast_LL_DatHigh





Fast_GL_DatLow





Fast_GL_DatHigh



