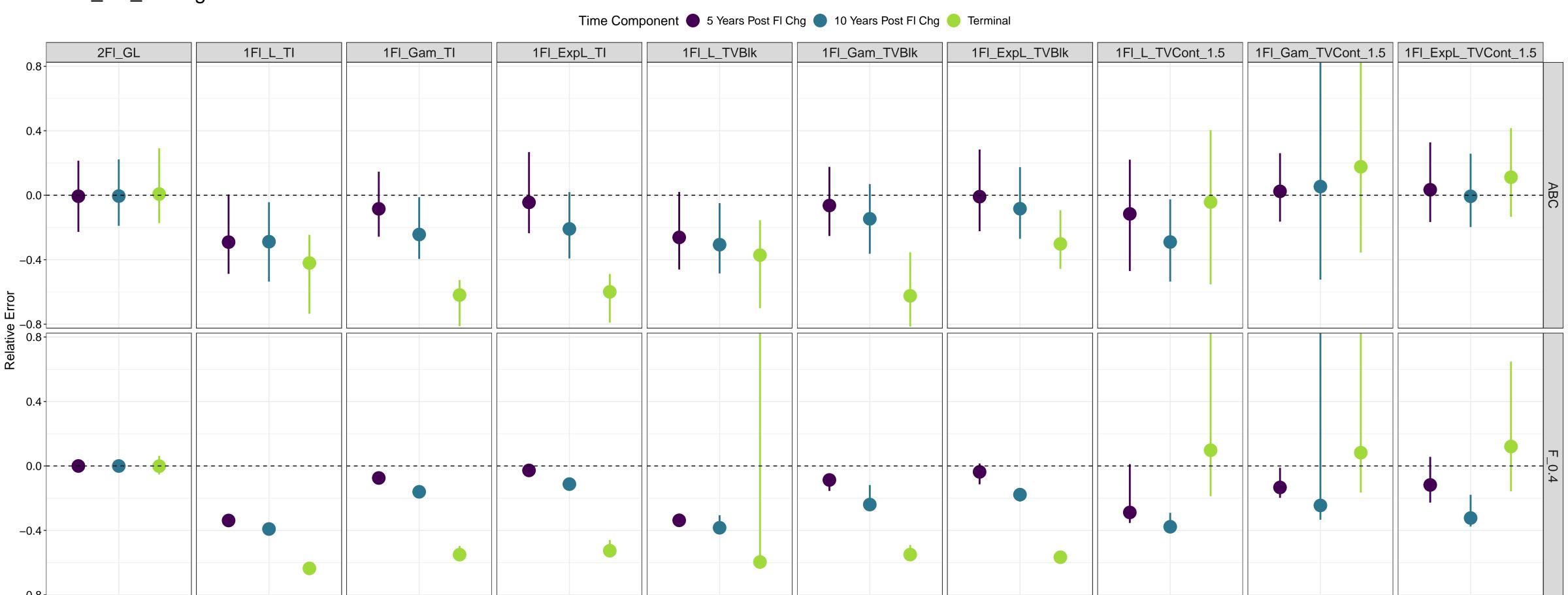


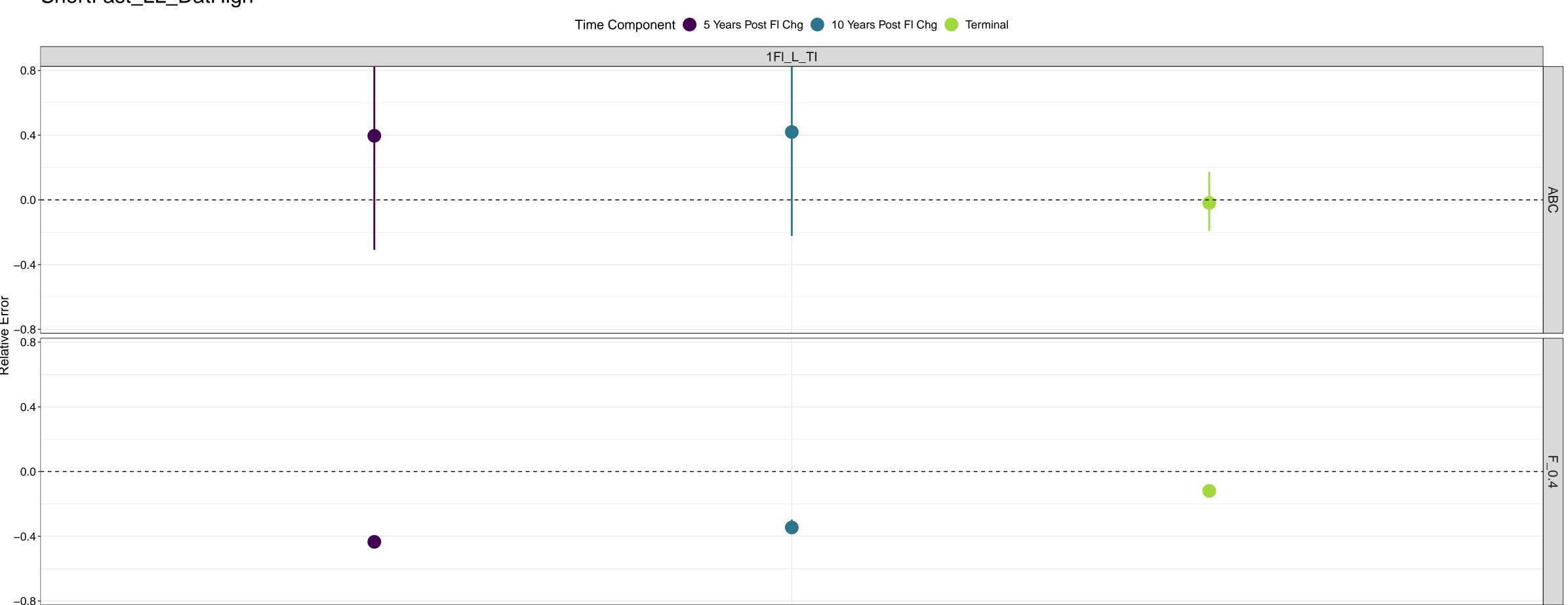




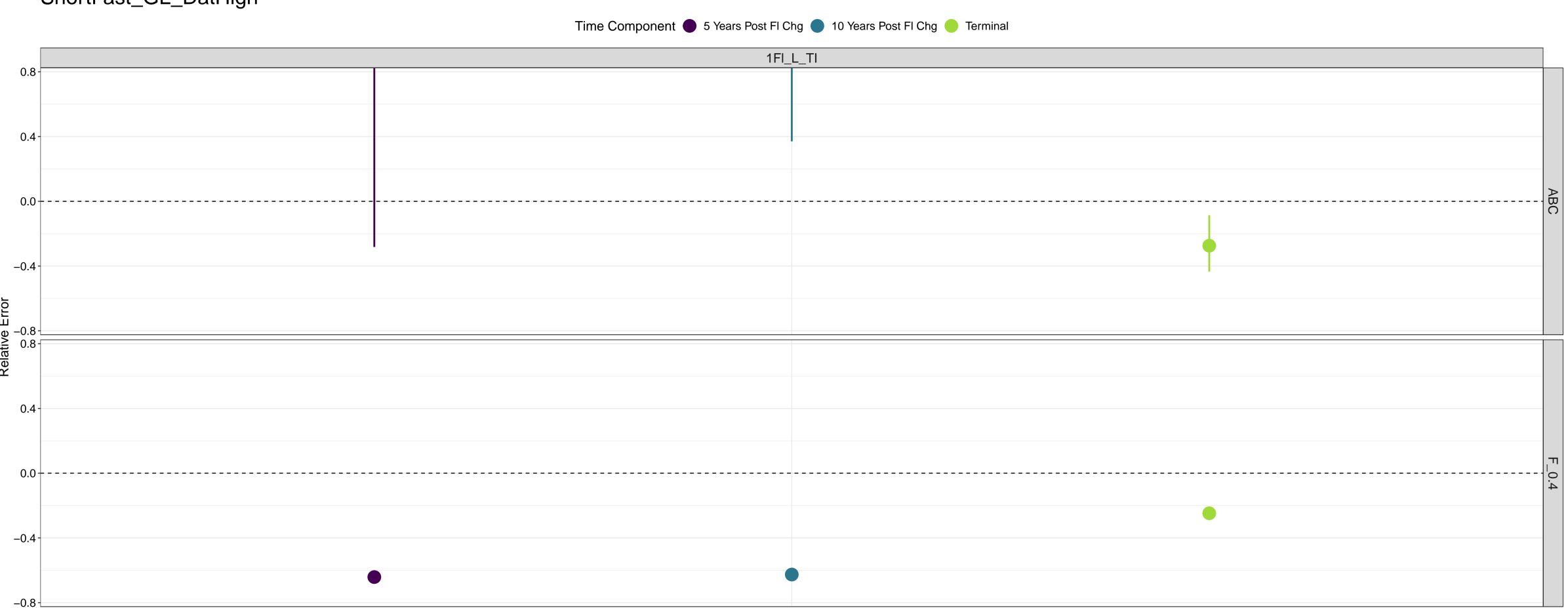
Slow_GL_DatHigh

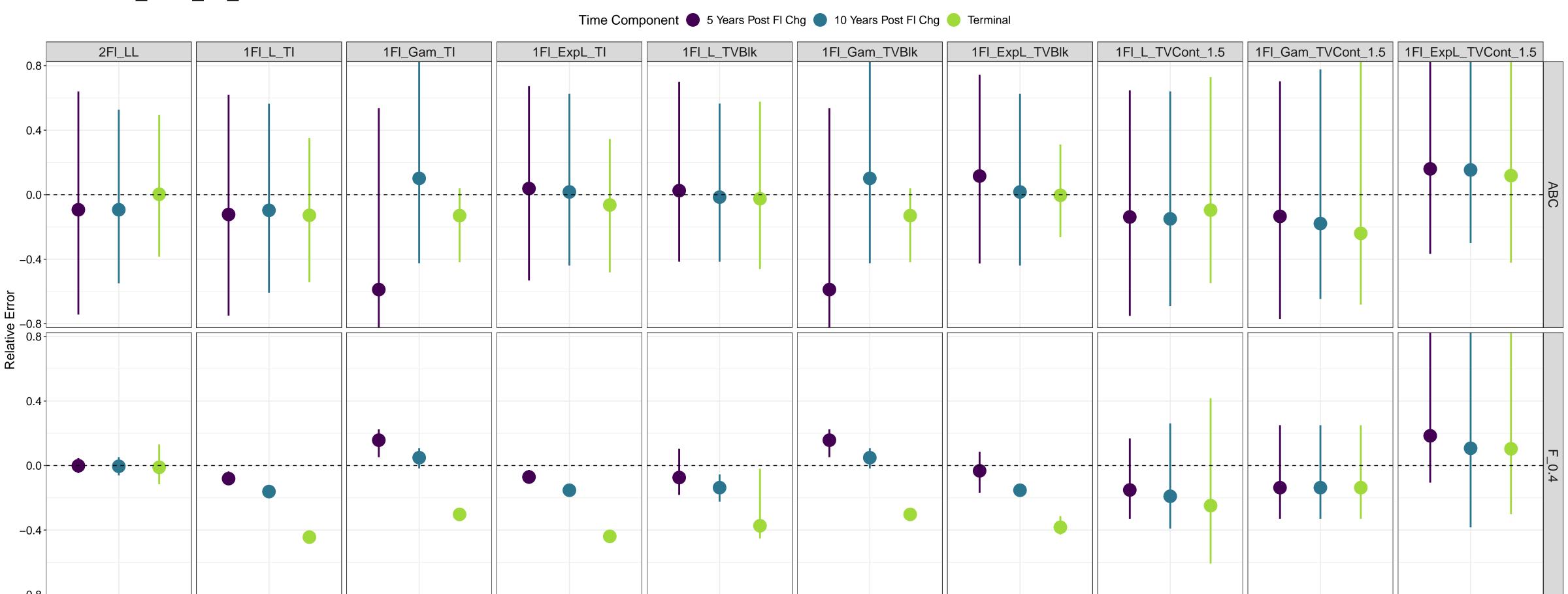


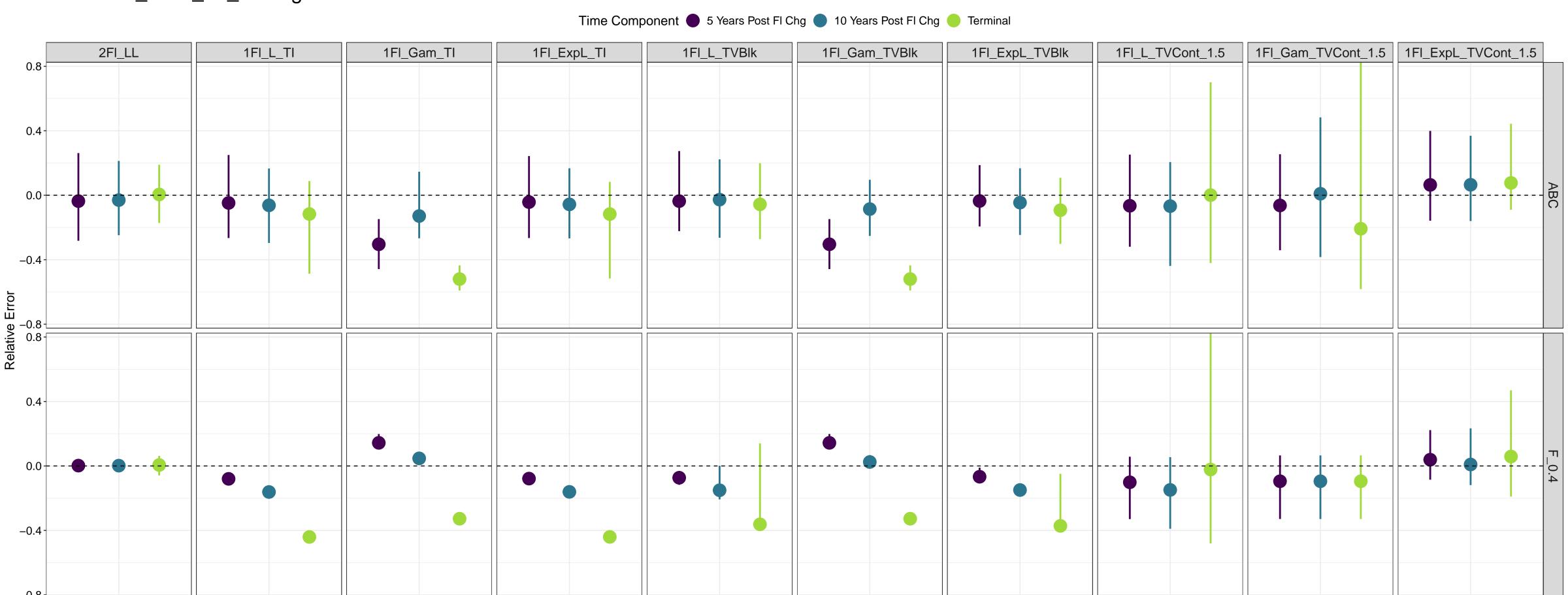
ShortFast_LL_DatHigh



ShortFast_GL_DatHigh

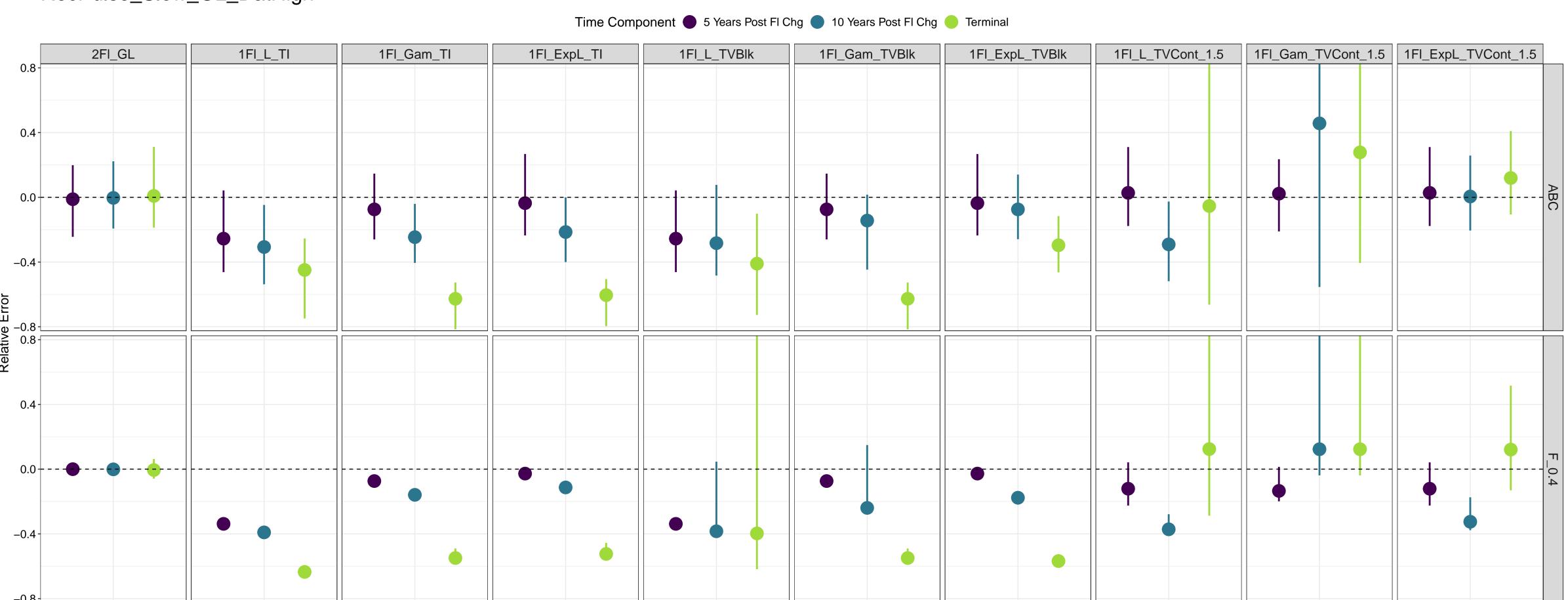


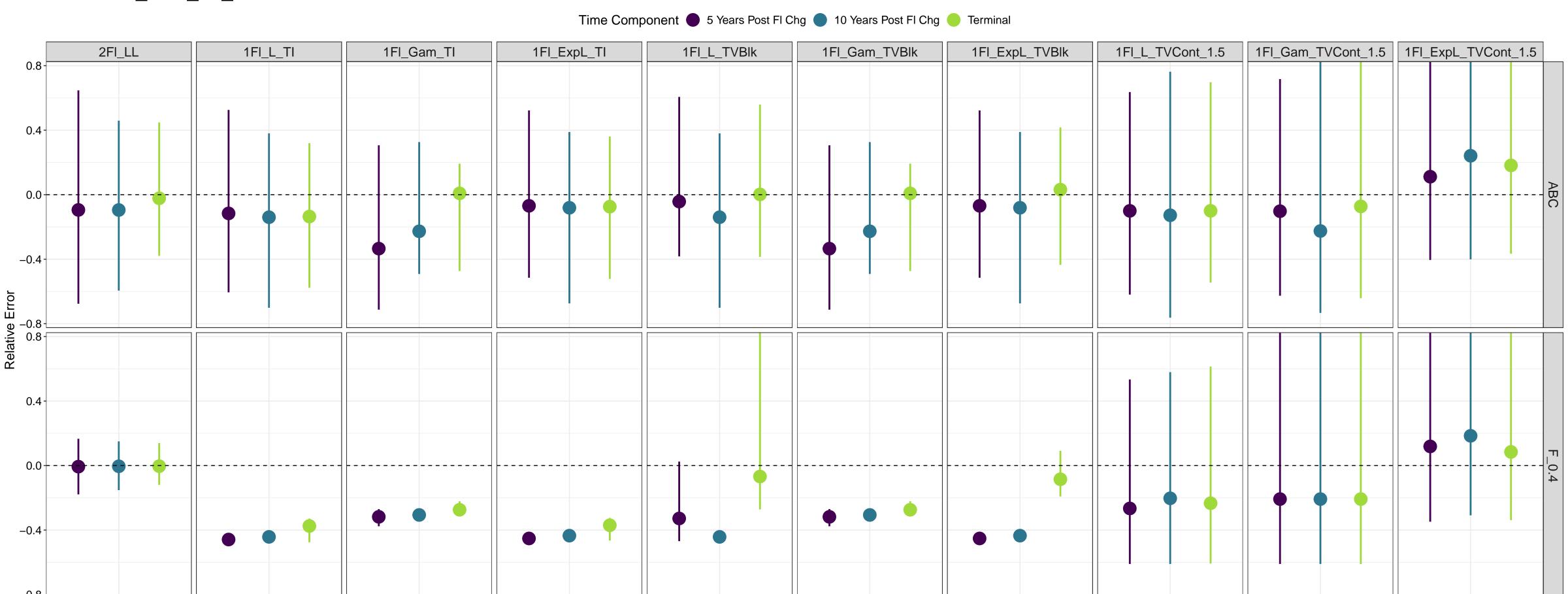




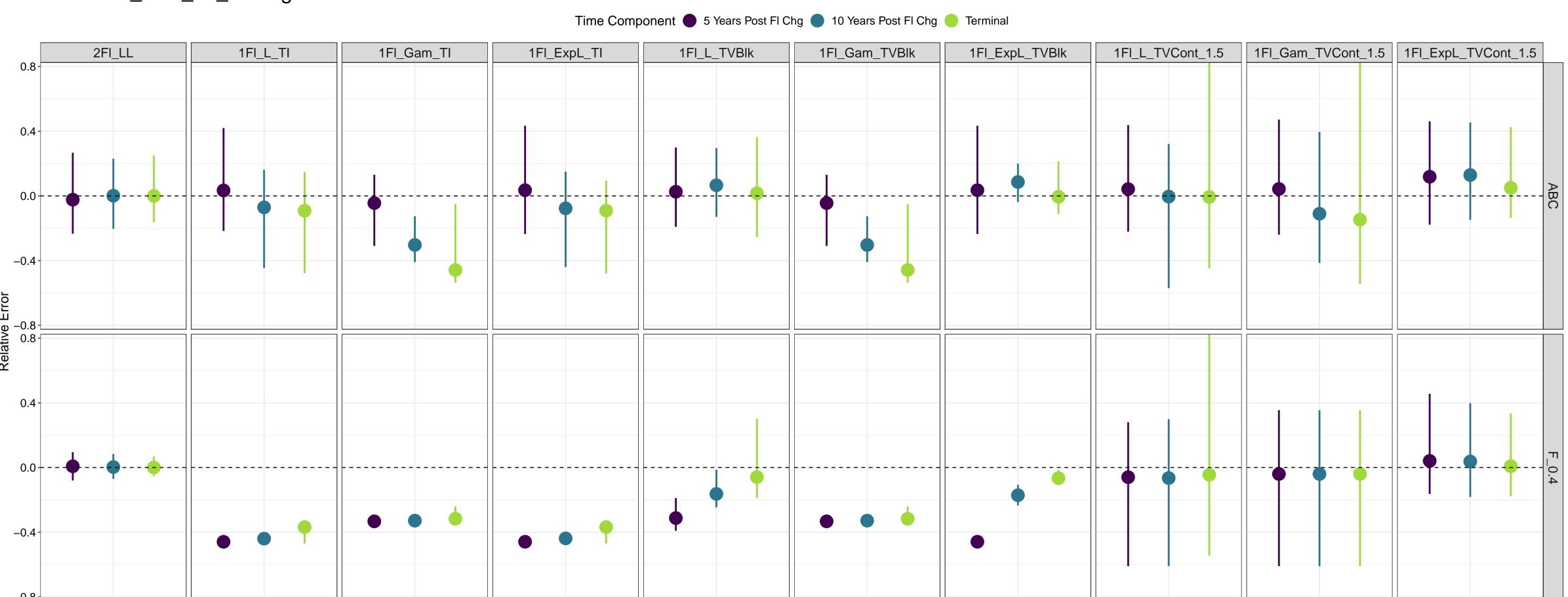


RecPulse_Slow_GL_DatHigh

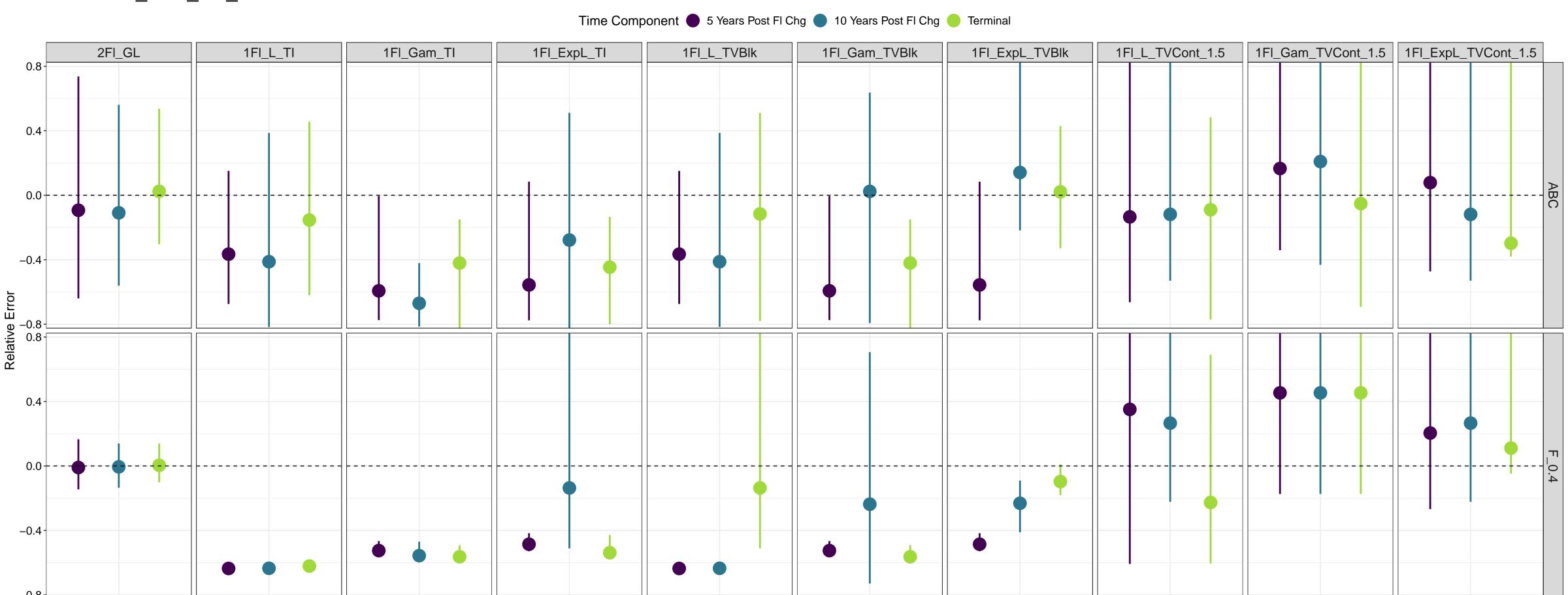




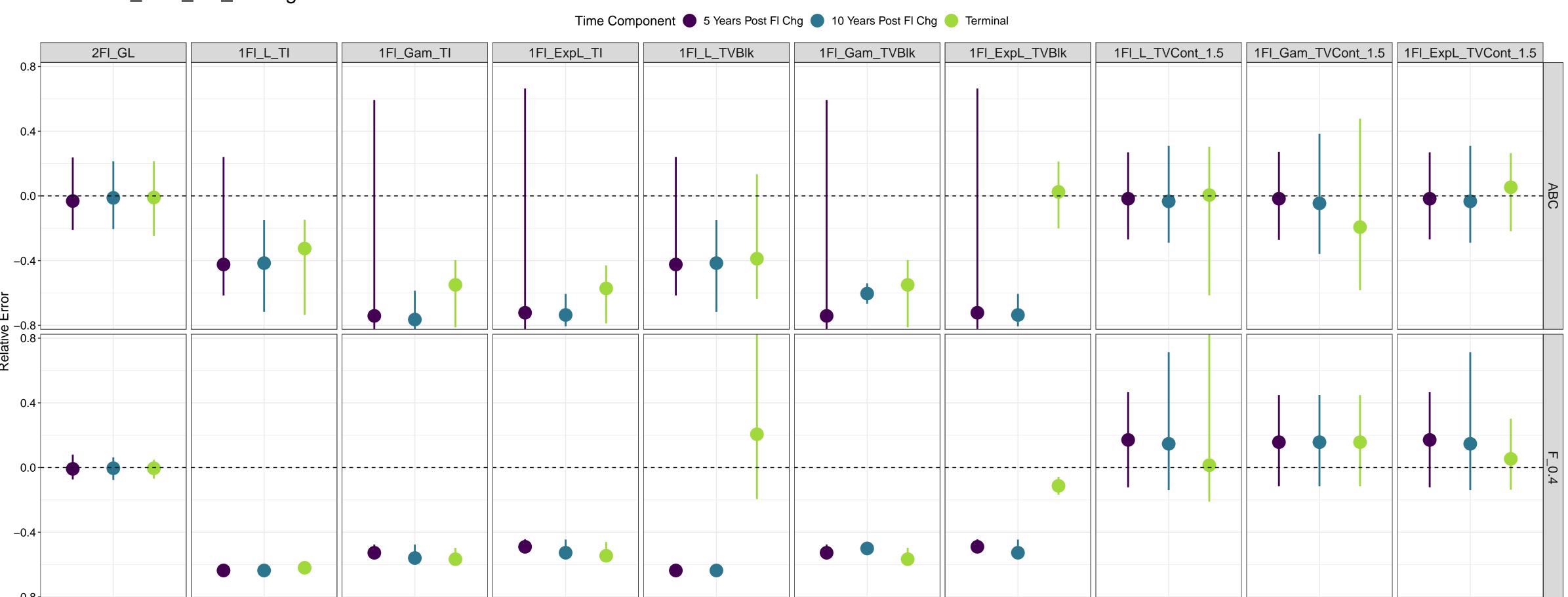
RecPulse_Fast_LL_DatHigh



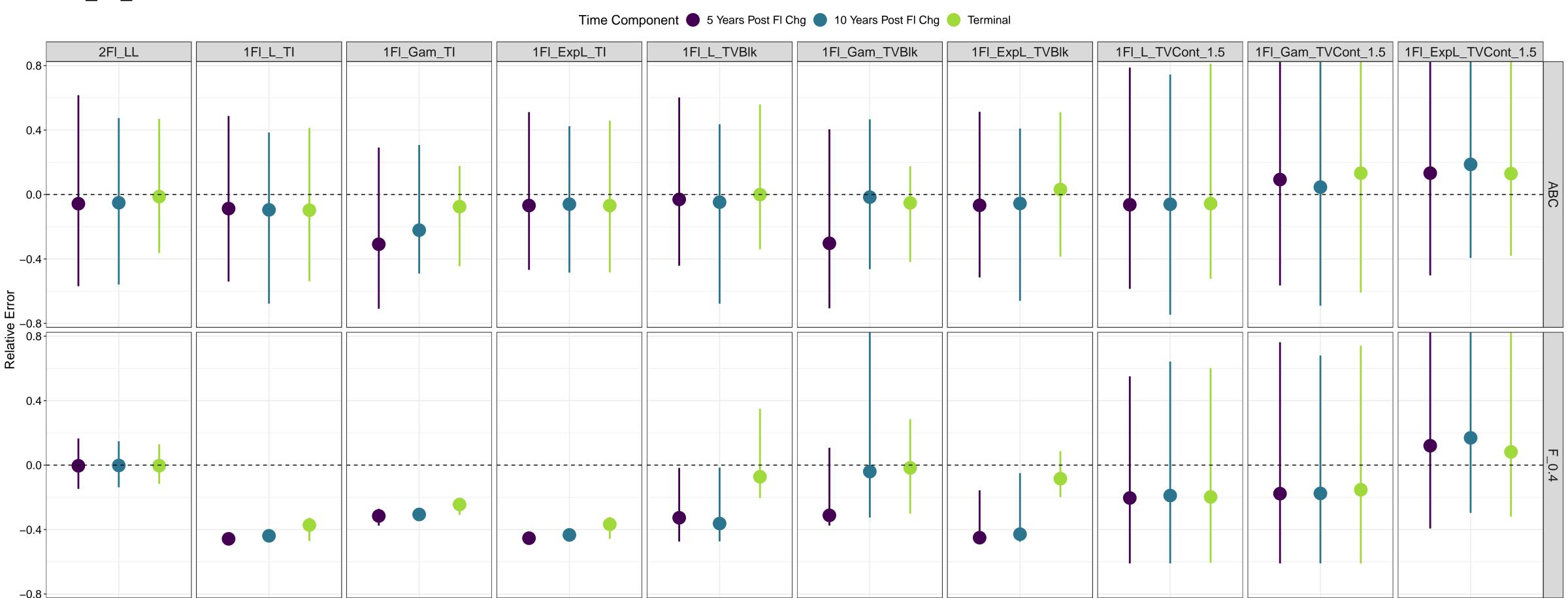
RecPulse_Fast_GL_DatLow



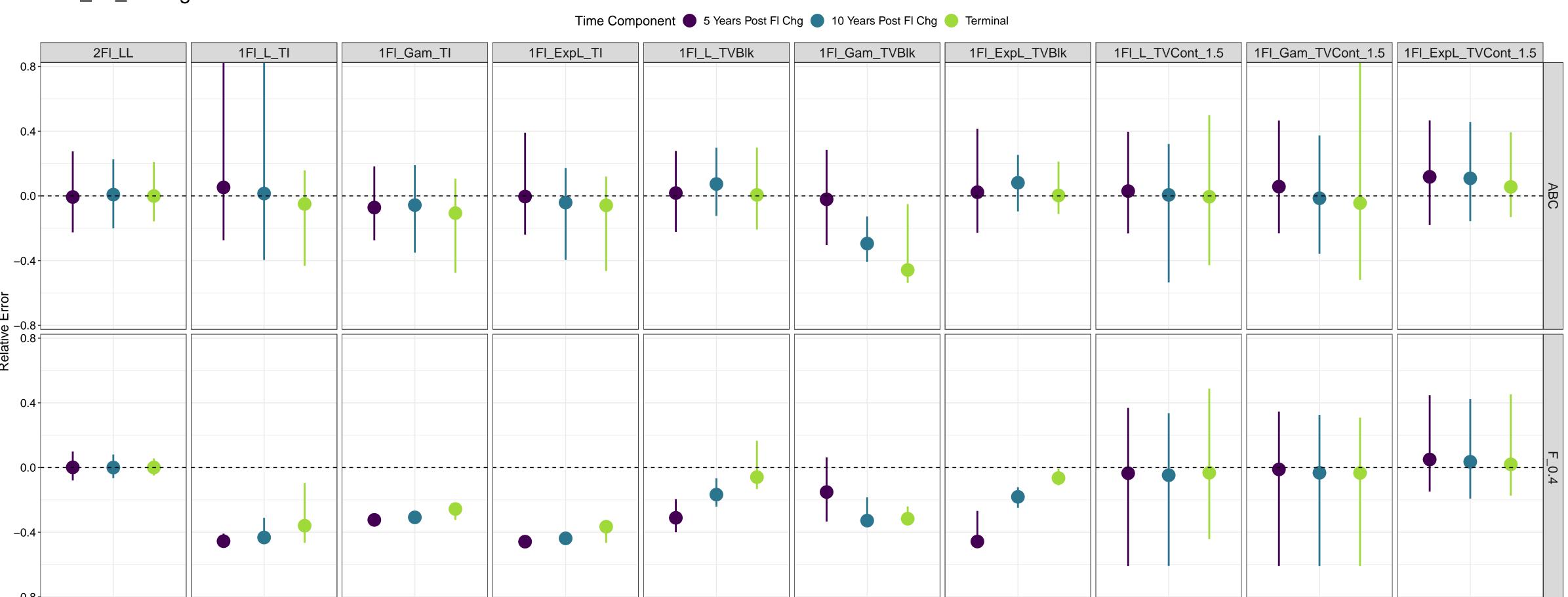
RecPulse_Fast_GL_DatHigh



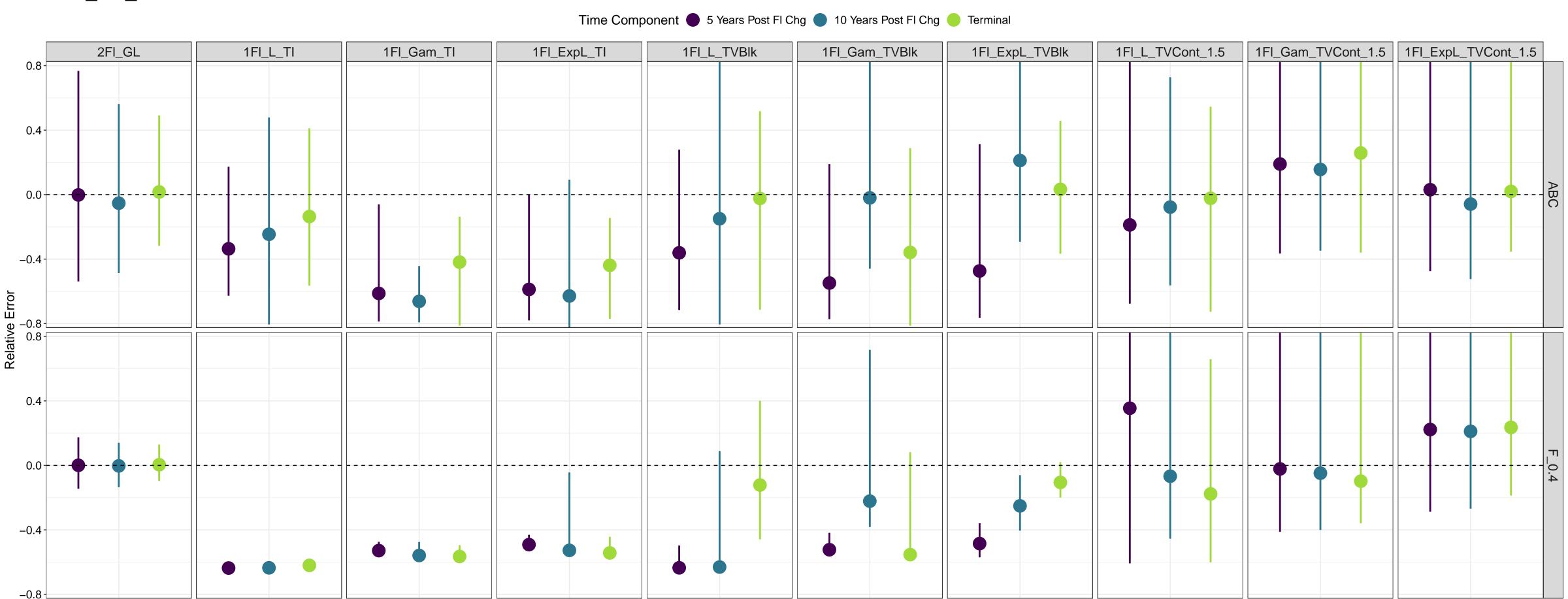
Fast_LL_DatLow



Fast_LL_DatHigh



Fast_GL_DatLow



Fast_GL_DatHigh

