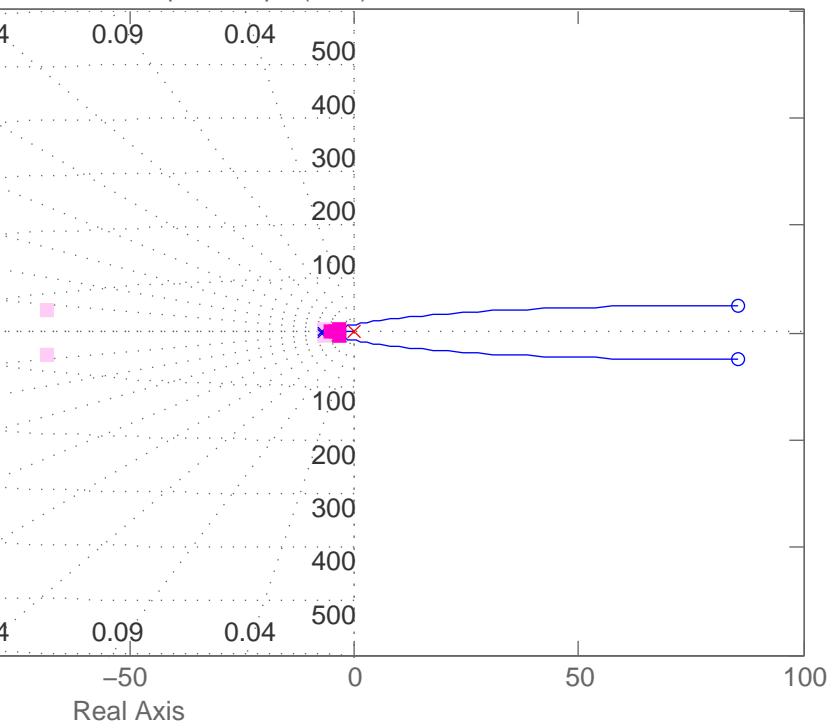
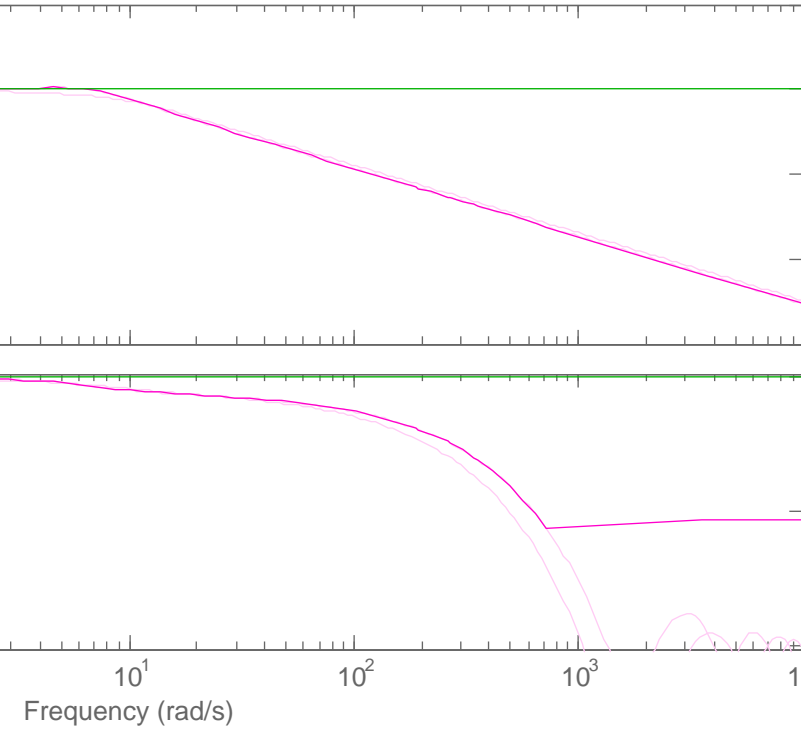


Editor for Open Loop 1(OL1)



Editor for Closed Loop 1(CL1)



Open-Loop Bode Editor

