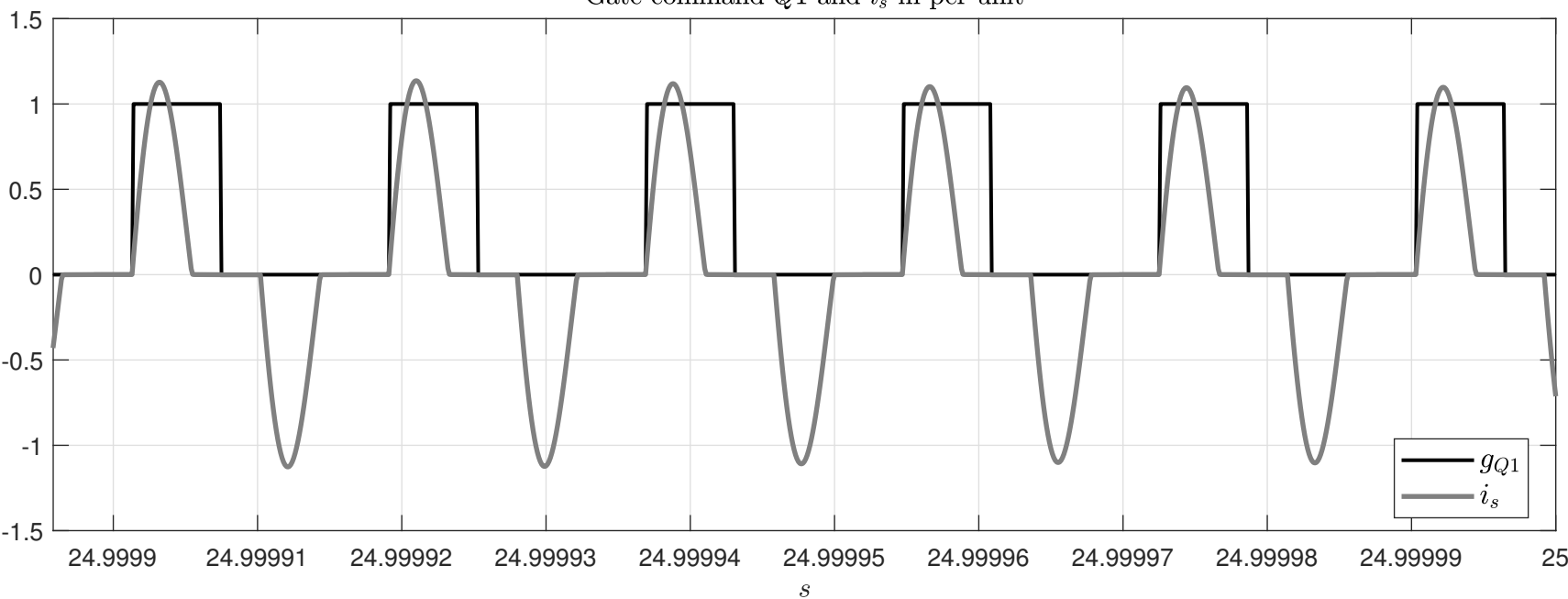


Gate command Q_1 and i_s in per unitGate command Q_2 and i_s in per unit