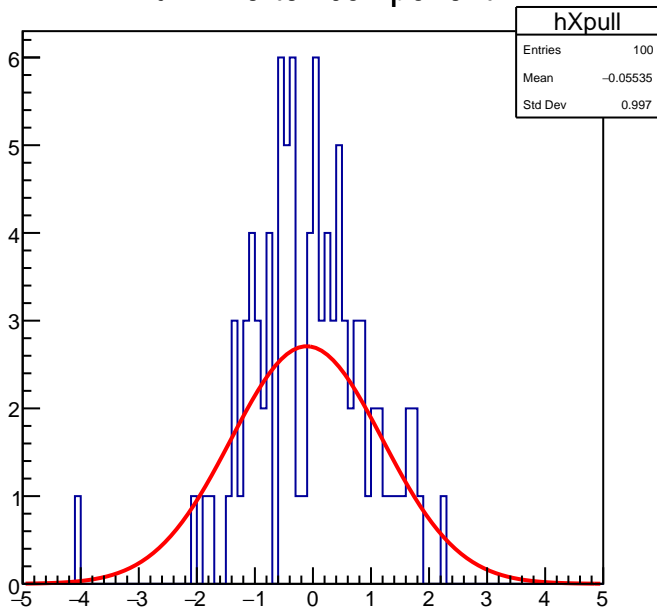
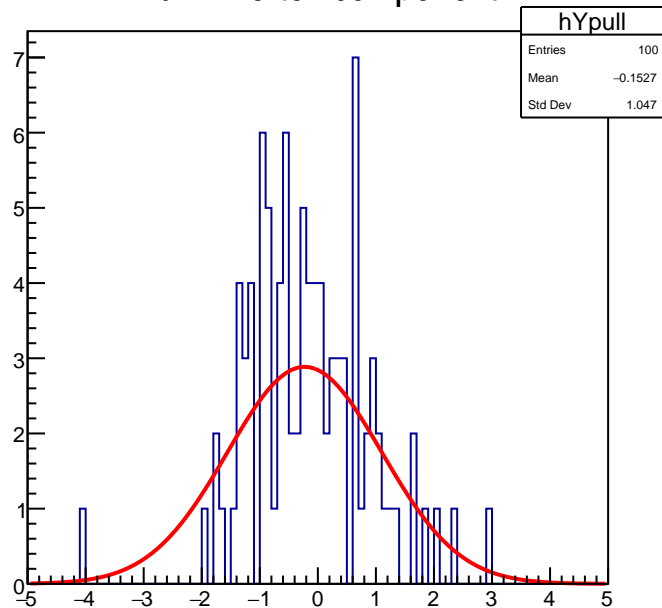


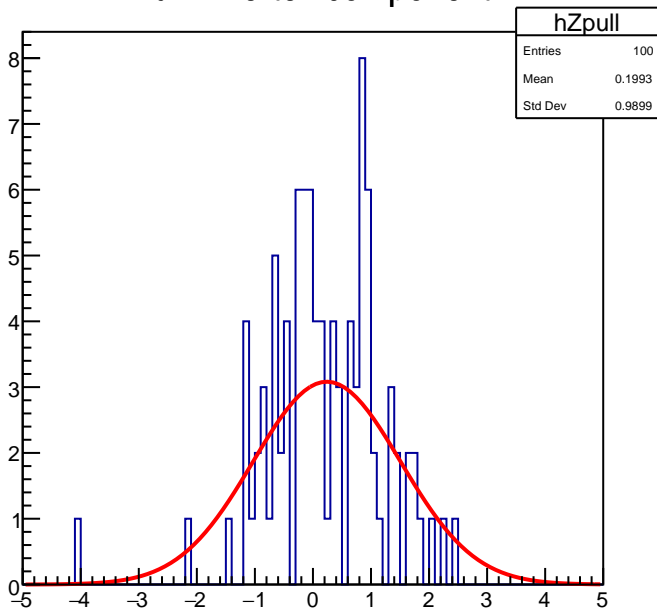
Pull X vertex component



Pull Y vertex component



Pull Z vertex component

Vertex χ^2 