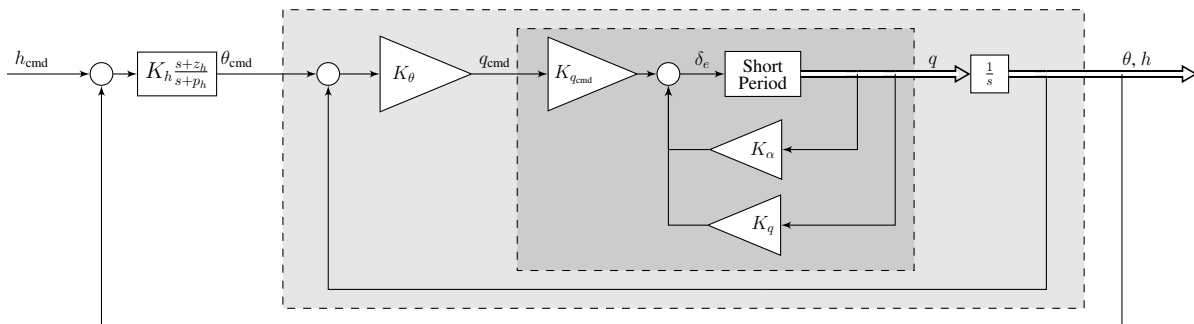
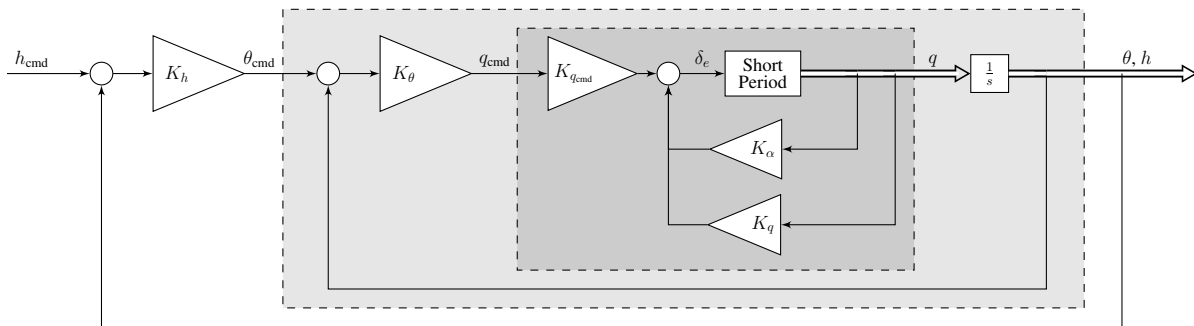
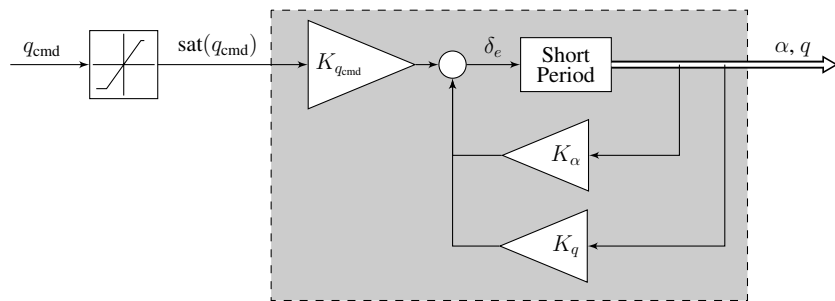
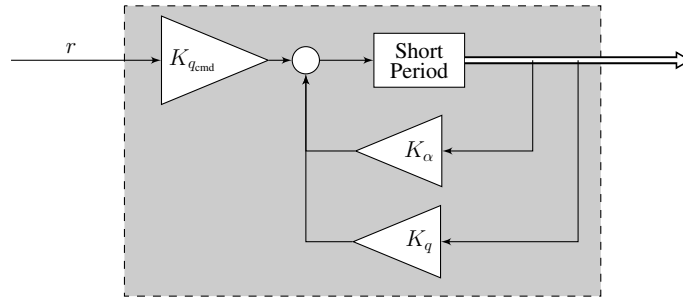
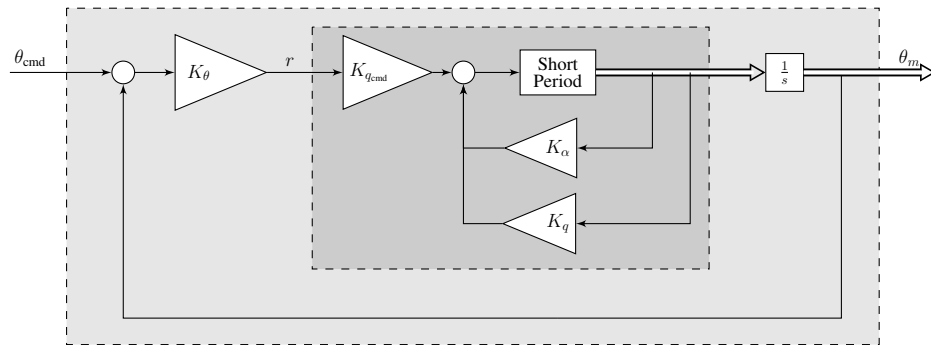
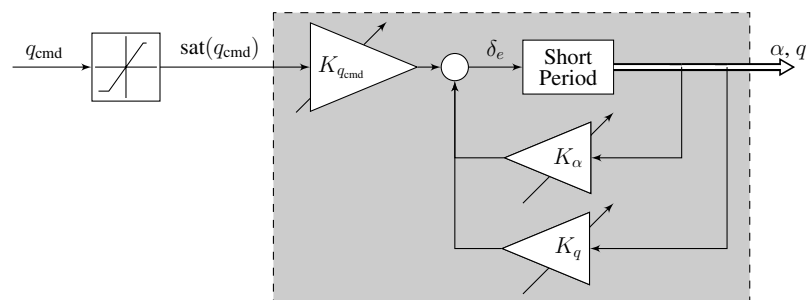
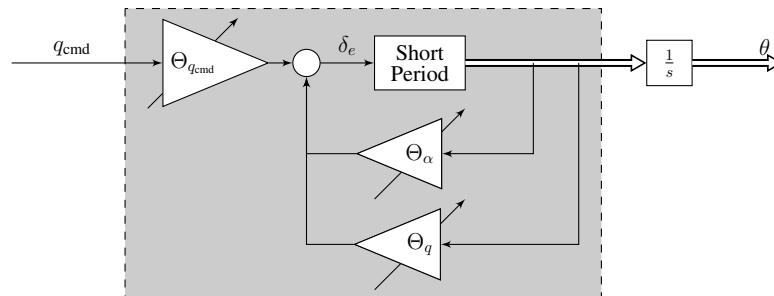
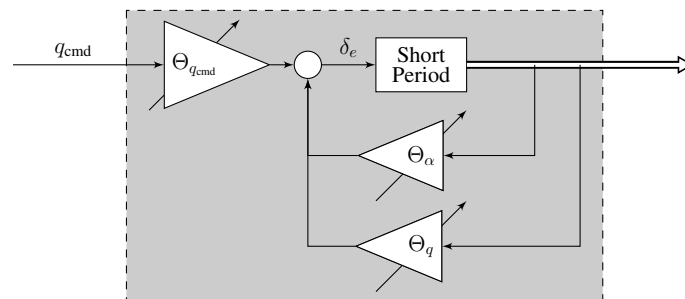
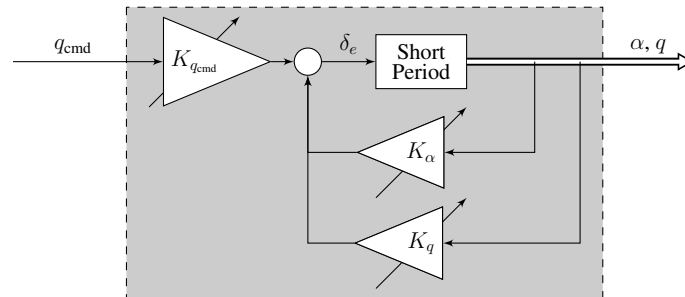


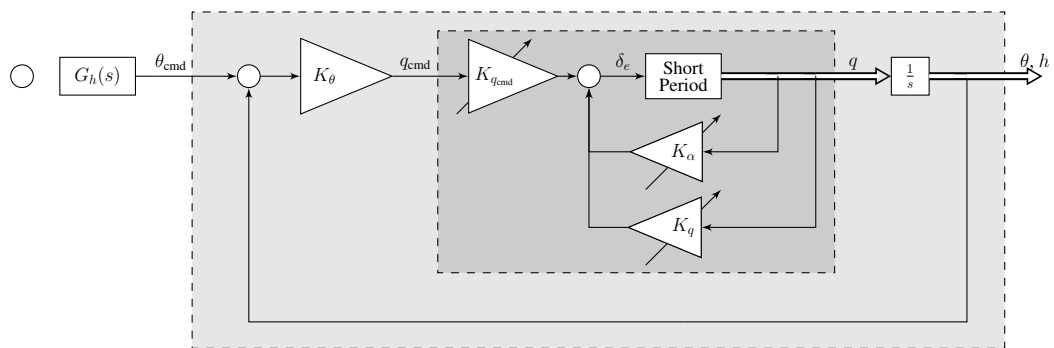
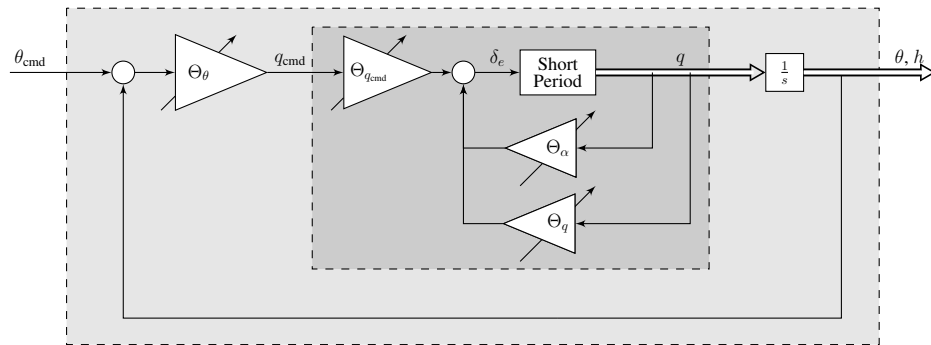
1 Baseline



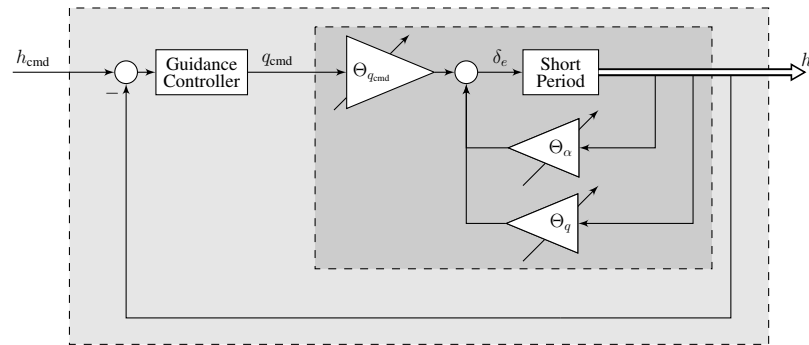


2 Adaptive

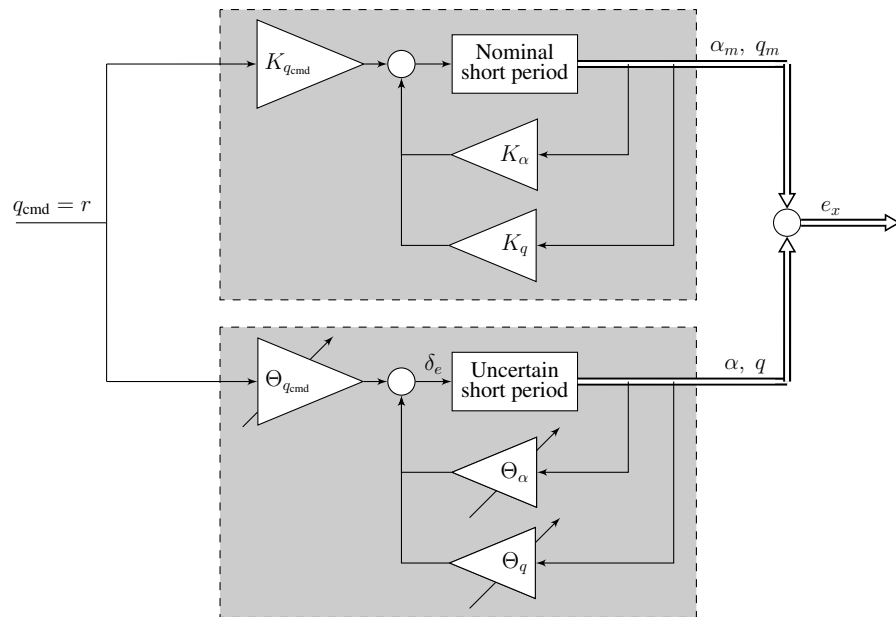




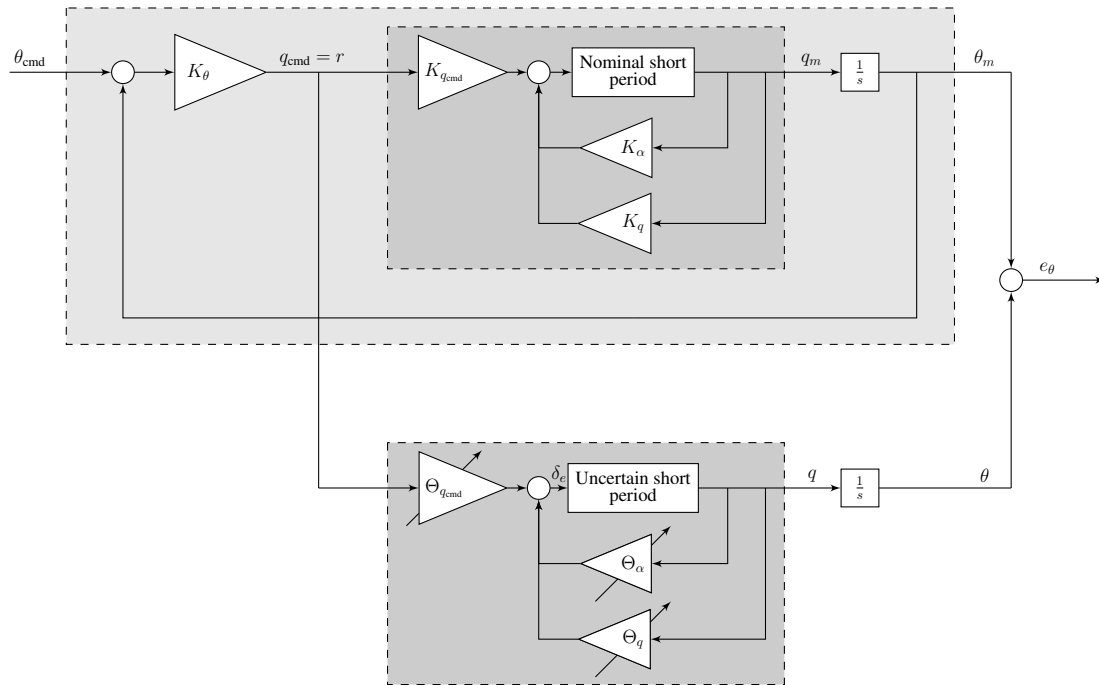
3 Block



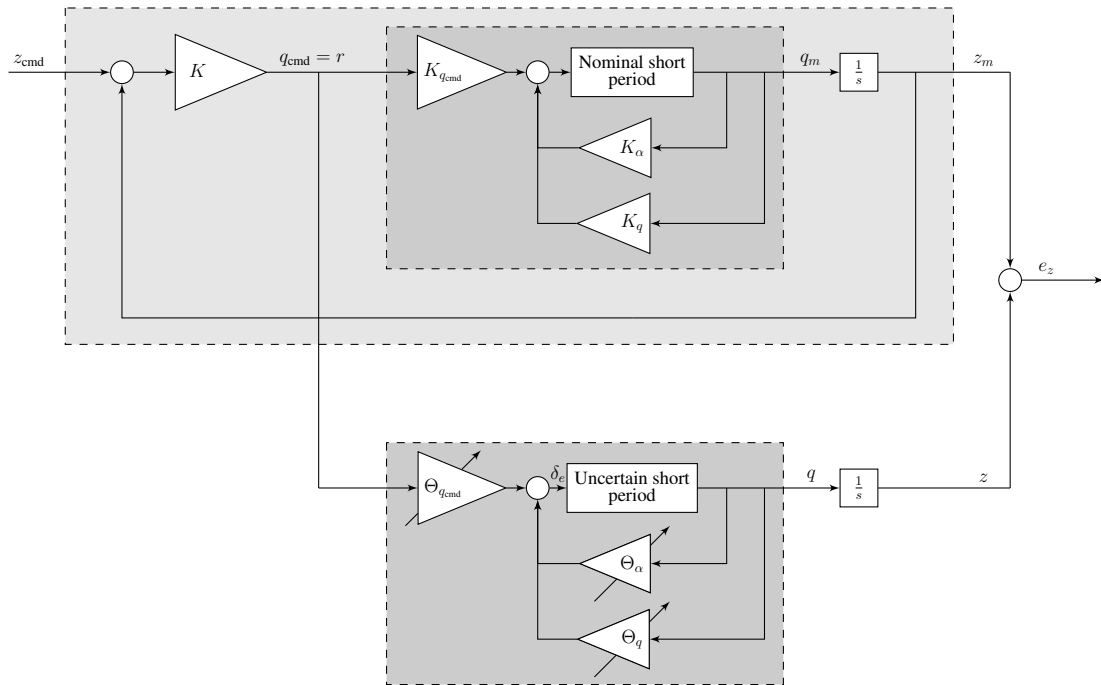
4 Reference Model with Adaptive



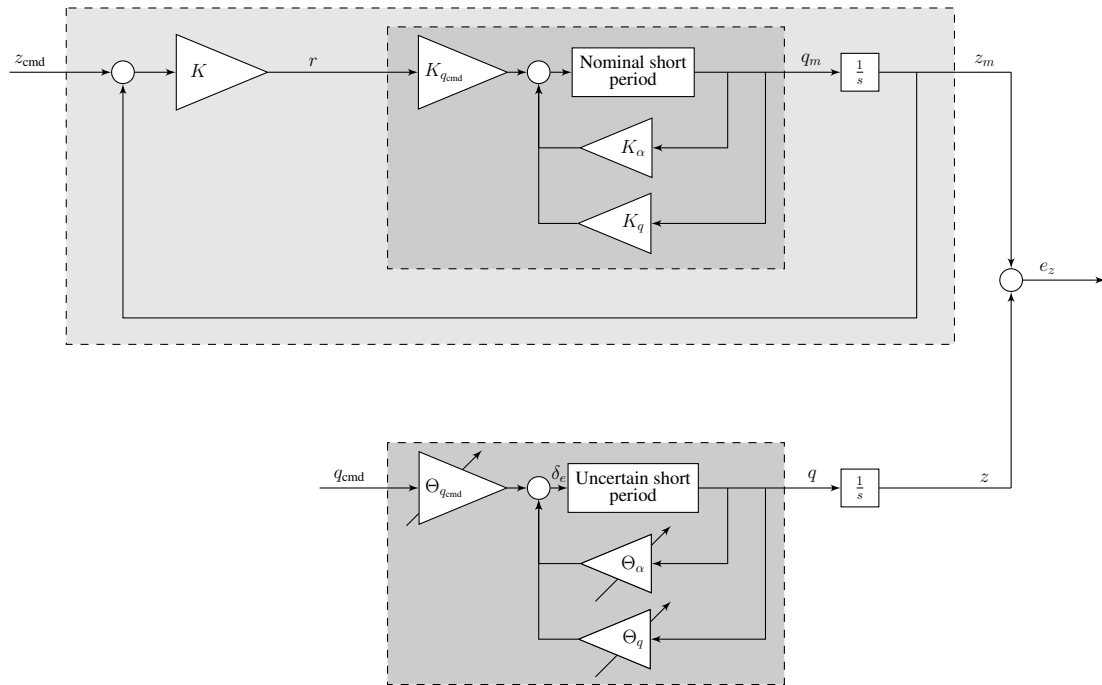
5 Reference Model with Adaptive and Pitch Angle Loop



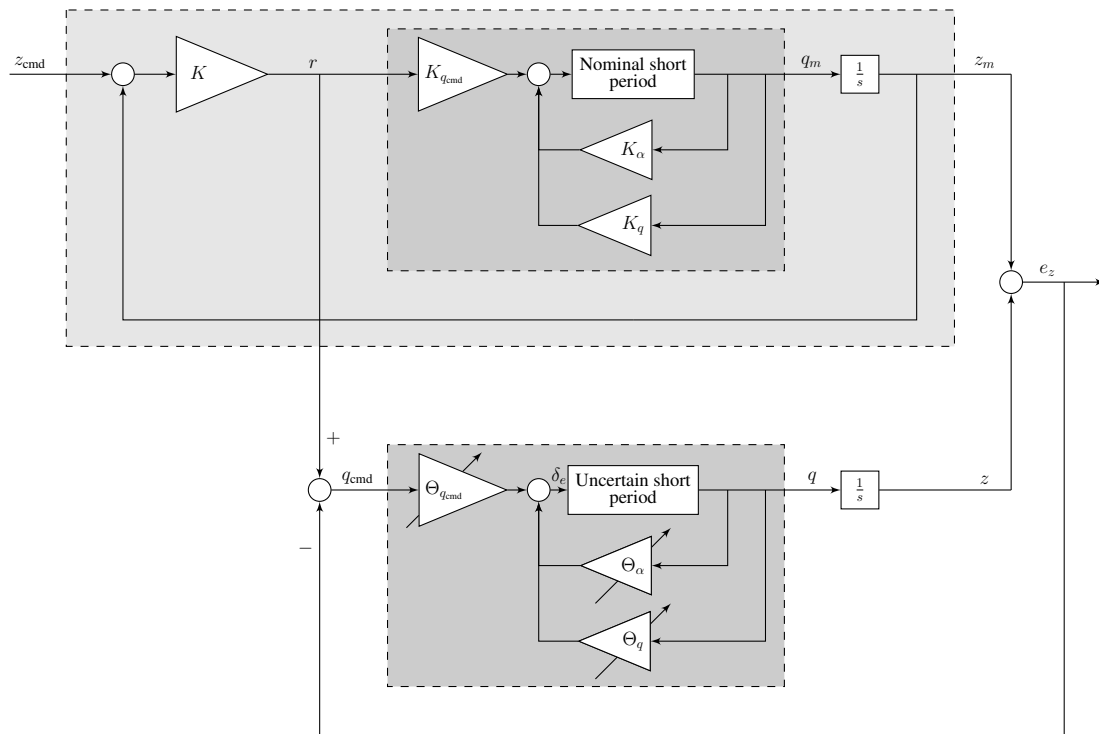
6 Using Variable z



7 New Control Structure



8 Pitch Rate Feedback Law



9 Altitude Control

