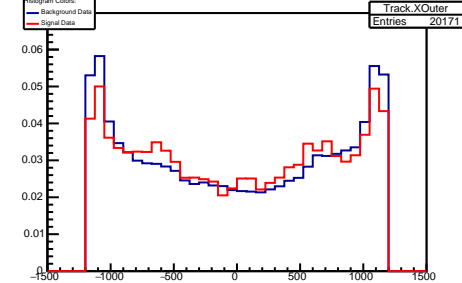
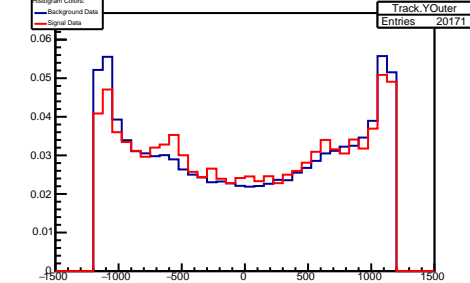


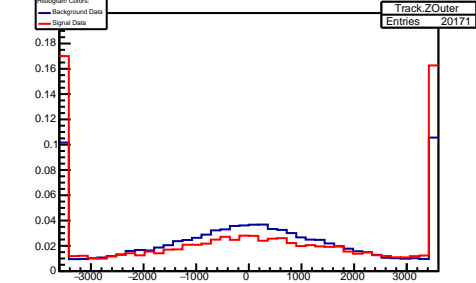
Track.XOuter



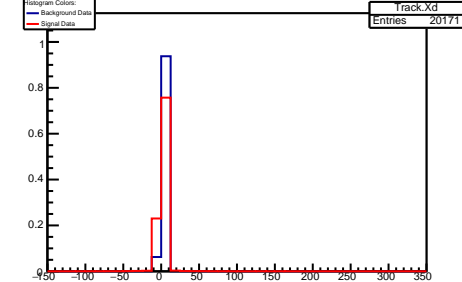
Track.YOuter



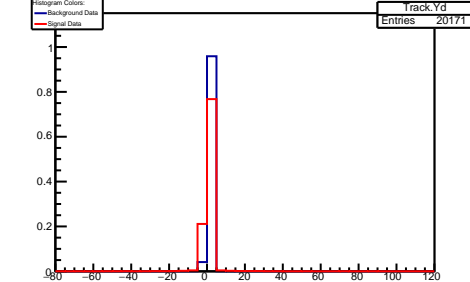
Track.ZOuter



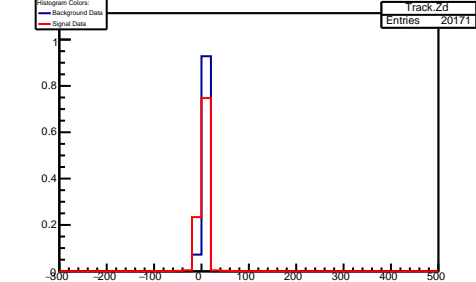
Track.Xd



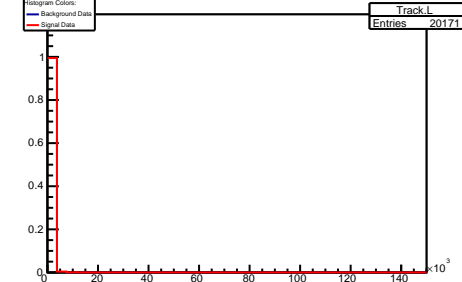
Track.Yd



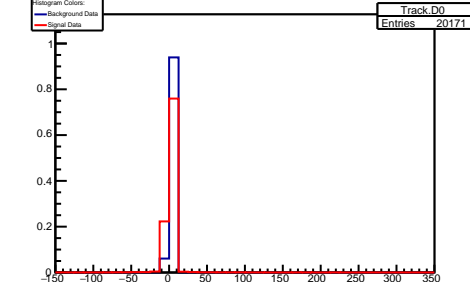
Track.Zd



Track.L



Track.D0



Track.DZ

