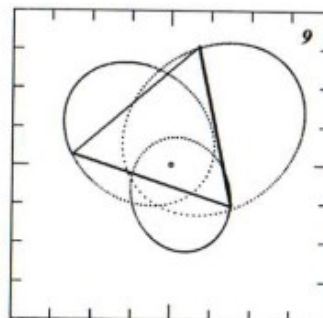
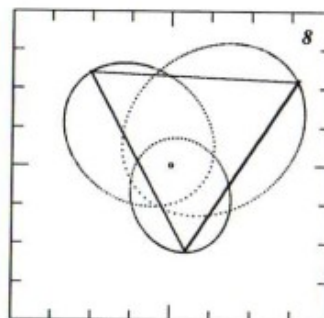
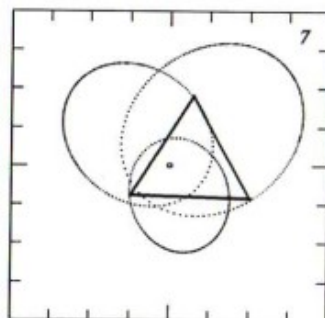
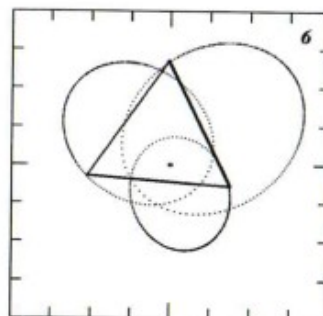
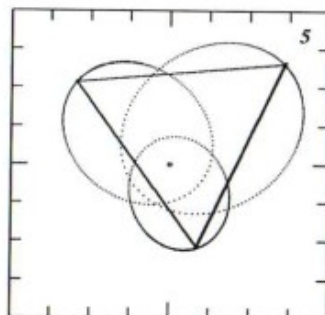
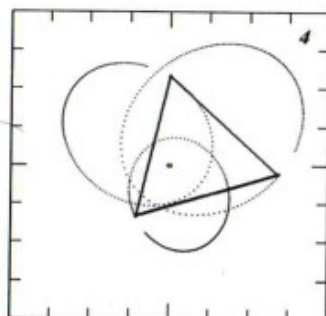
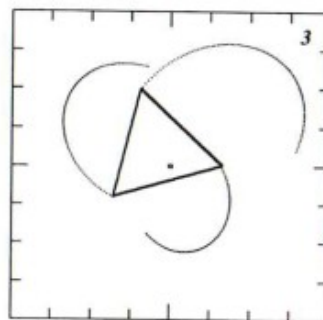
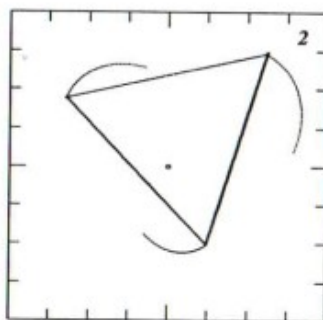
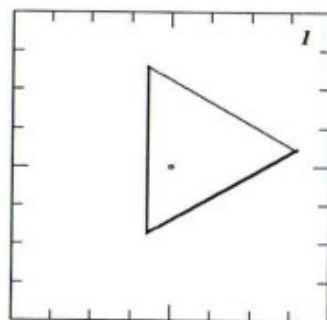


-4 -3 -2 -1 0 1 2 3 4

4
3
2
1
0
-1
-2
-3
-4



CONFIG.
EQUILAT. TRIANGLE
NBODY= 3

DATA:
MASSES,
(M1,M2,M3)=
(1.0, 2.0, 3.0)

R, DISTANCE
BARYCENTER-
TRIANGLE VERTEX

R= 2.5

ALPHA,
ANGLE

POSITION VECTOR-
VELOCITY VECTOR
(ORIGIN= C.M.)

ALPHA(DEG.)= 60.0

INITIAL CONDITIONS:

POSITIONS:

R[0]=

(3.1, 0.4, 0.0)

R[1]=

(-0.6, 2.5, 0.0)

R[2]=

(-0.6,-1.8, 0.0)

MODULE OF

VELOCITIES:

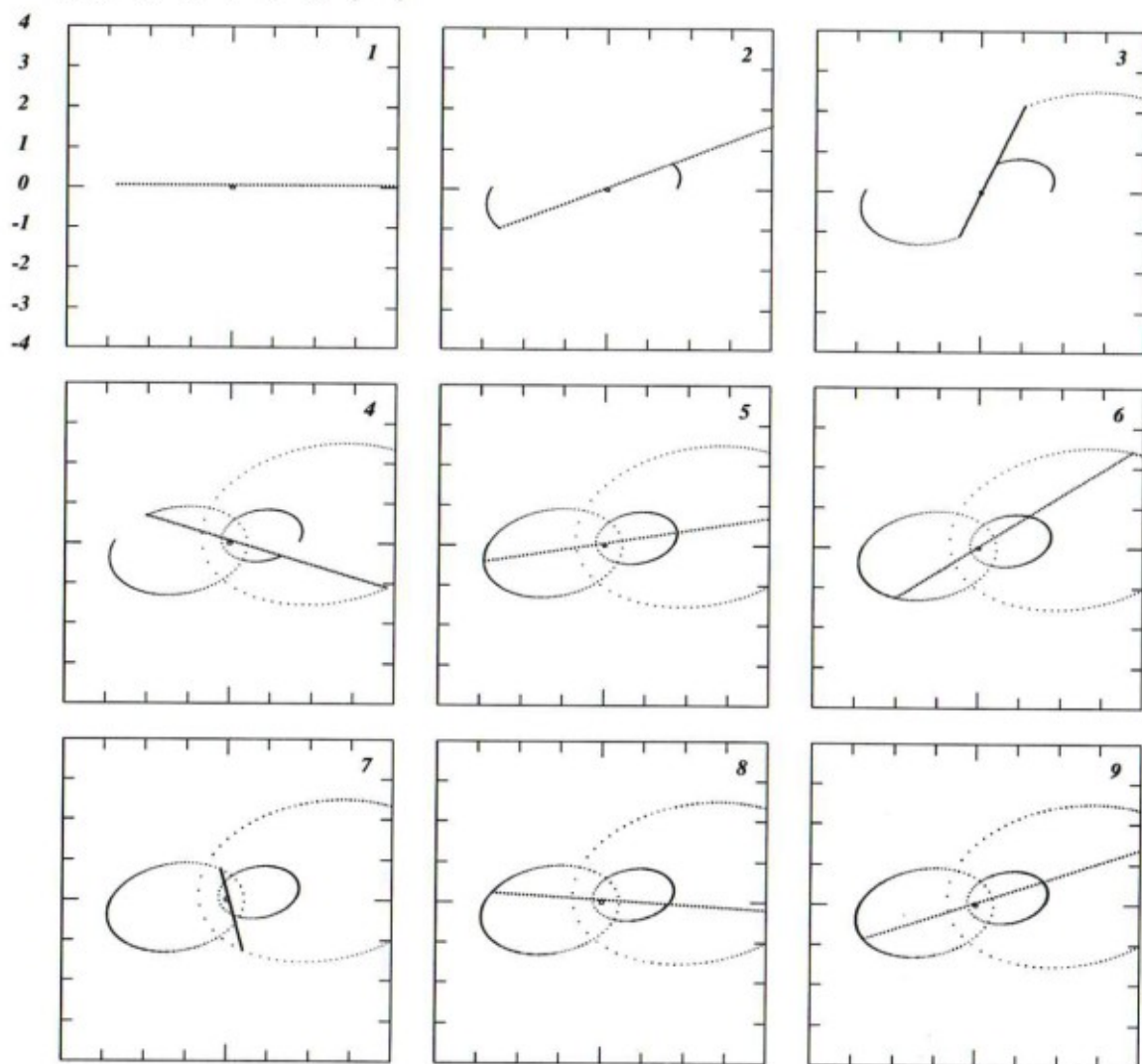
MOD_VEL=

(0.73, 0.60, 0.44)

DT, INC. OF TIME

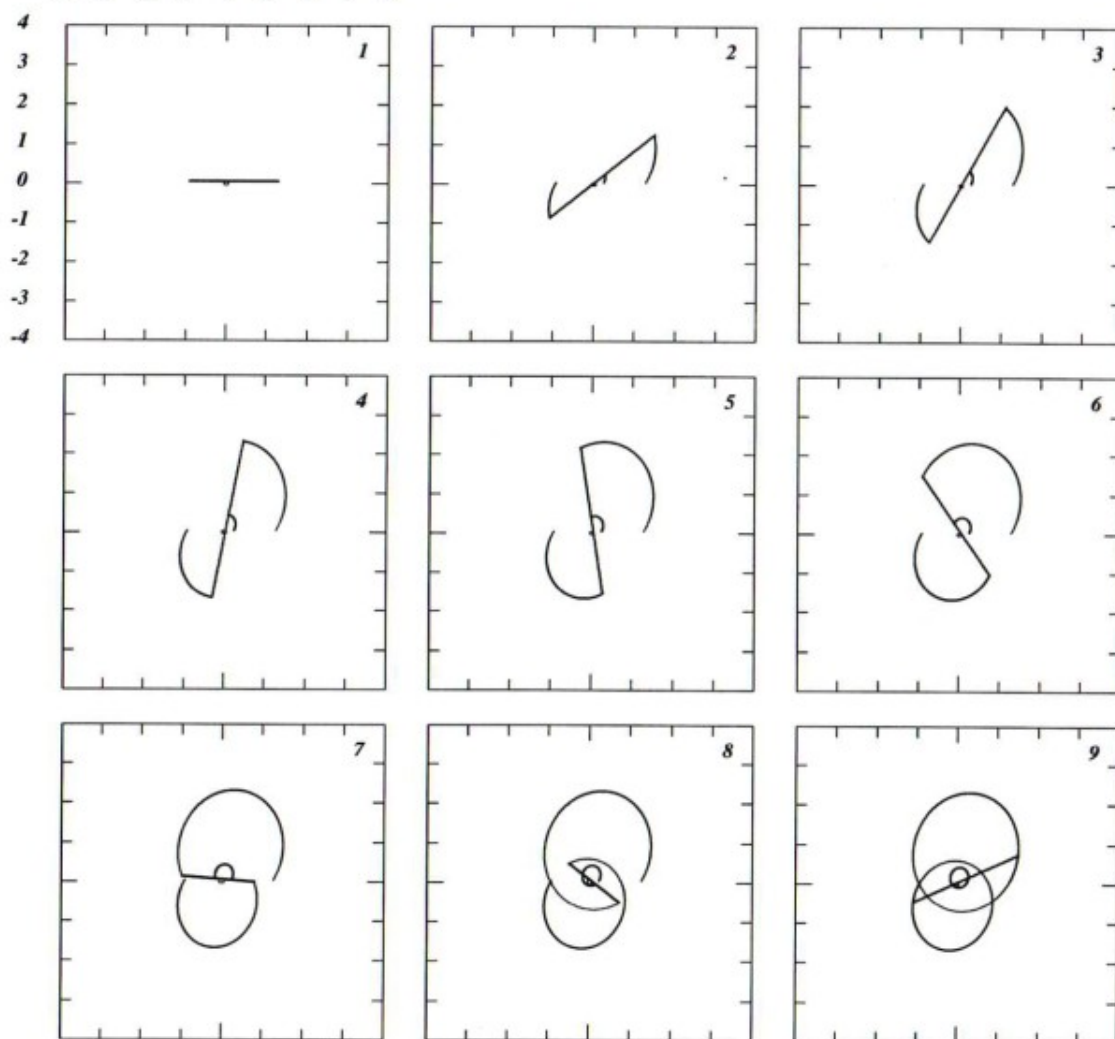
DT= 5.0

-4 -3 -2 -1 0 1 2 3 4



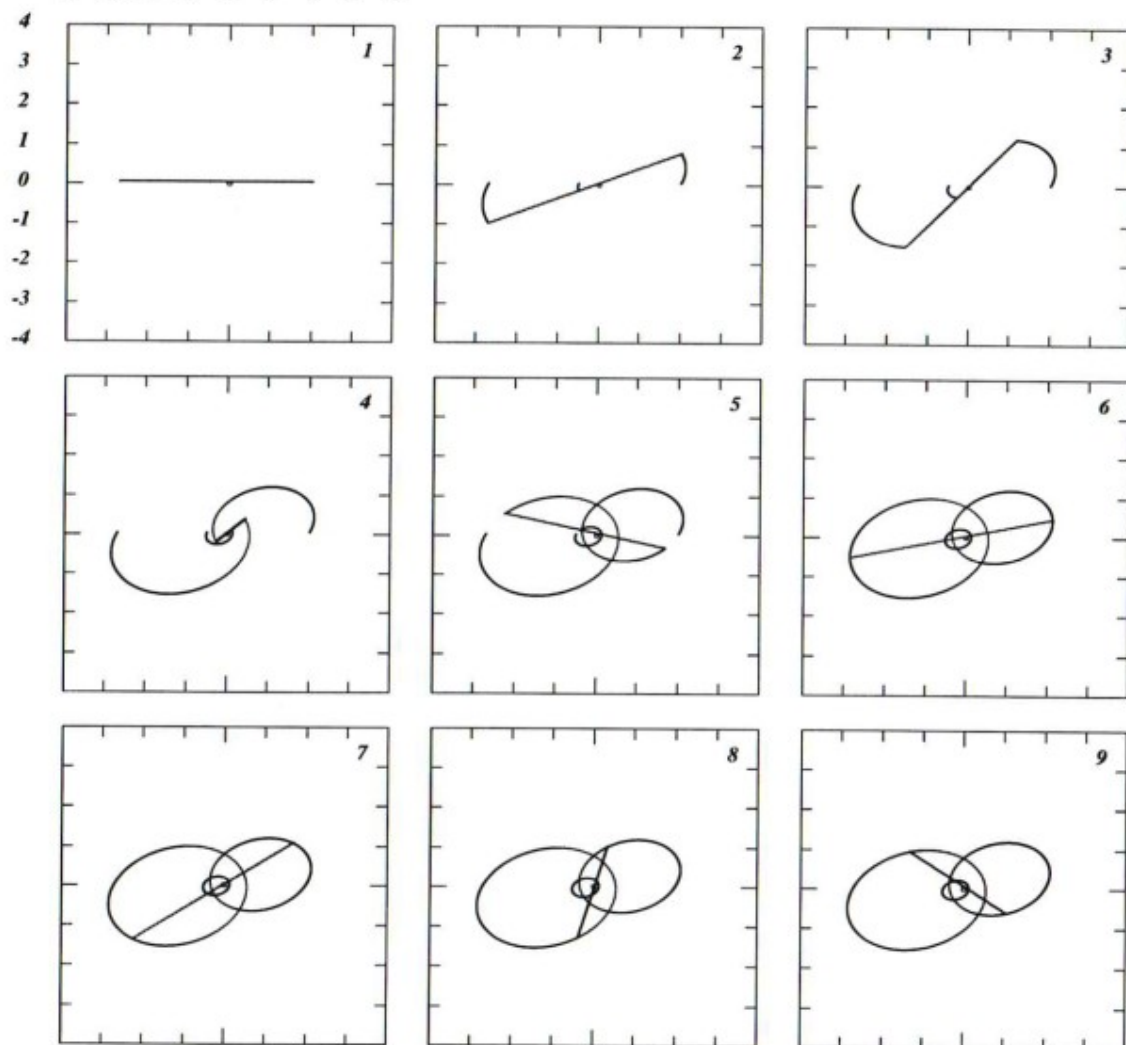
CONFIG.
3 ON LINE, 321
NBODY= 3
DATA:
MASSES,
(M1,M2,M3)=
(1.0, 2.0, 3.0)
(X1,X2)
2 MASSES POSITIONS
ON X AXIS
(X1,X2)=
(2.0,-1.5)
ALPHA,
ANGLE
POSITION VECTOR-
VELOCITY VECTOR
(ORIGIN= C.M.)
ALPHA(DEG.)= 60.0
INITIAL CONDITIONS:
POSITIONS:
R[0]=
(5.2, 0.0, 0.0)
R[1]=
(1.7, 0.0, 0.0)
R[2]=
(-2.8, 0.0, 0.0)
MODULE OF
VELOCITIES:
MOD_VEL=
(0.60, 0.19, 0.33)
DT, INC. OF TIME
DT= 4.0

-4 -3 -2 -1 0 1 2 3 4



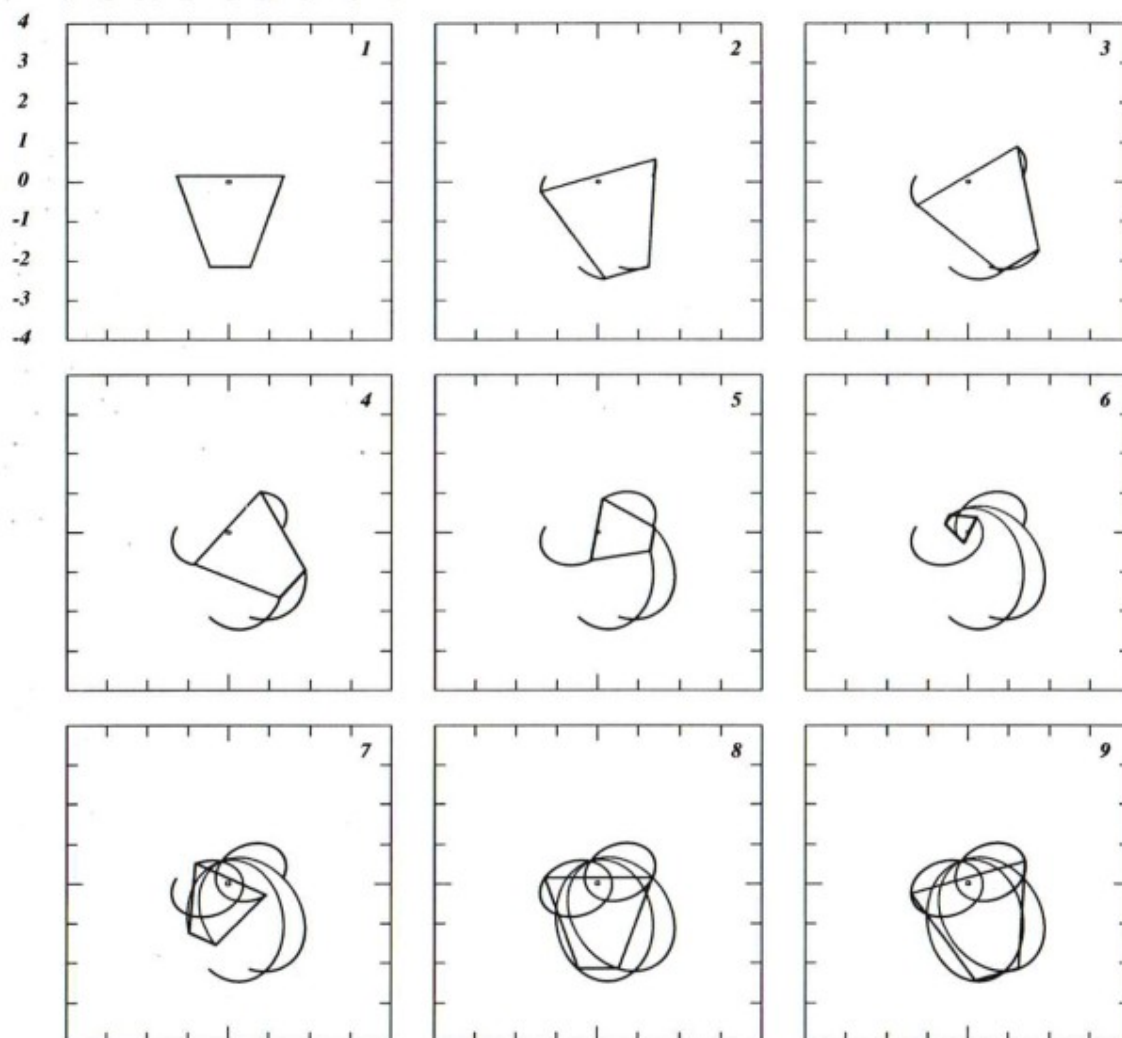
CONFIG.
3 ON LINE, 231
NBODY= 3
DATA:
MASSES,
(M1,M2,M3)=
(1.0, 2.0, 3.0)
(X1,X2)
2 MASSES POSITIONS
ON X AXIS
(X1,X2)=
(1.5,-0.7)
ALPHA,
ANGLE
POSITION VECTOR-
VELOCITY VECTOR
(ORIGIN= C.M.)
ALPHA(DEG.)= 60.0
INITIAL CONDITIONS:
POSITIONS:
R[0]=
(1.3, 0.0, 0.0)
R[1]=
(-0.9, 0.0, 0.0)
R[2]=
(0.2, 0.0, 0.0)
MODULE OF
VELOCITIES:
MOD_VEL=
(2.17, 1.64, 0.37)
DT, INC. OF TIME
DT= 0.7

-4 -3 -2 -1 0 1 2 3 4



CONFIG.
 3 ON LINE, 213
 NBODY= 3
 DATA:
 MASSES,
 (M1,M2,M3)=
 (1.0, 2.0, 3.0)
 (X1,X2)
 2 MASSES POSITIONS
 ON X AXIS
 (X1,X2)=
 (1.5,-0.7)
 ALPHA,
 ANGLE
 POSITION VECTOR-
 VELOCITY VECTOR
 (ORIGIN= C.M.)
 ALPHA(DEG.)= 60.0
 INITIAL CONDITIONS:
 POSITIONS:
 R[0]=
 (-0.5, 0.0, 0.0)
 R[1]=
 (-2.7, 0.0, 0.0)
 R[2]=
 (2.0, 0.0, 0.0)
 MODULE OF
 VELOCITIES:
 MOD_VEL=
 (0.12, 0.63, 0.46)
 DT, INC. OF TIME
 DT= 2.0

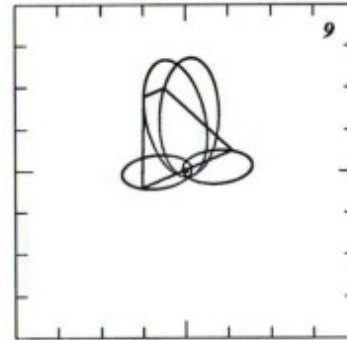
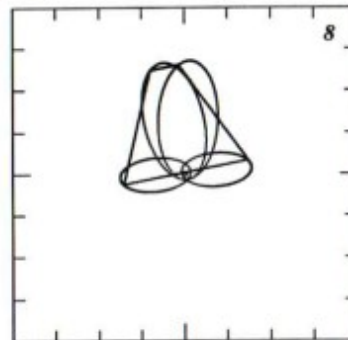
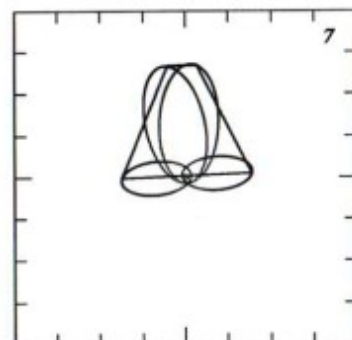
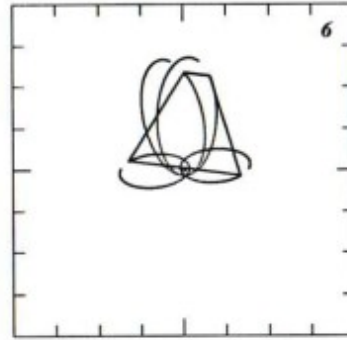
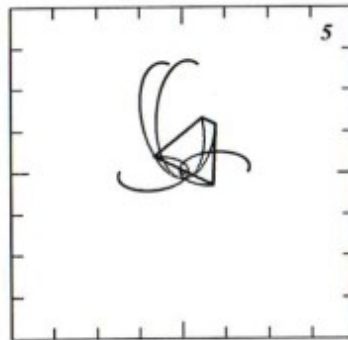
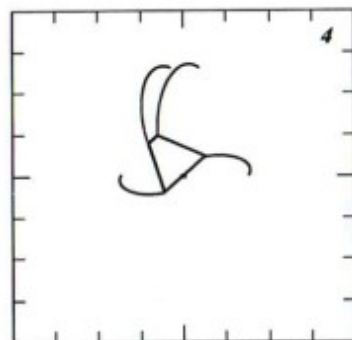
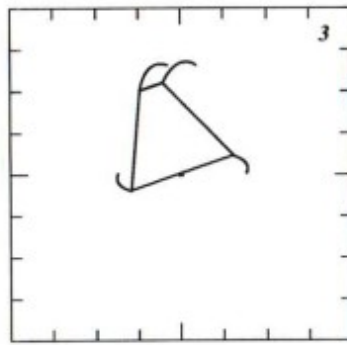
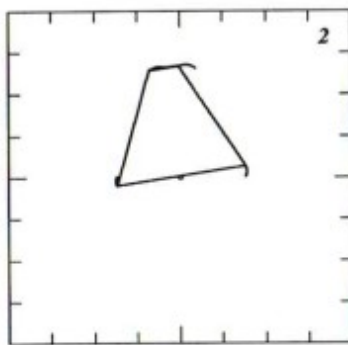
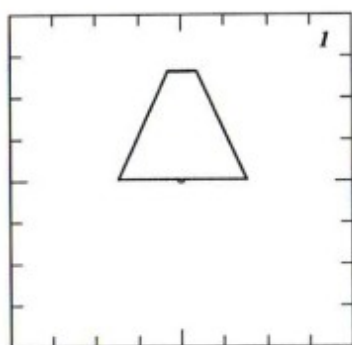
-4 -3 -2 -1 0 1 2 3 4



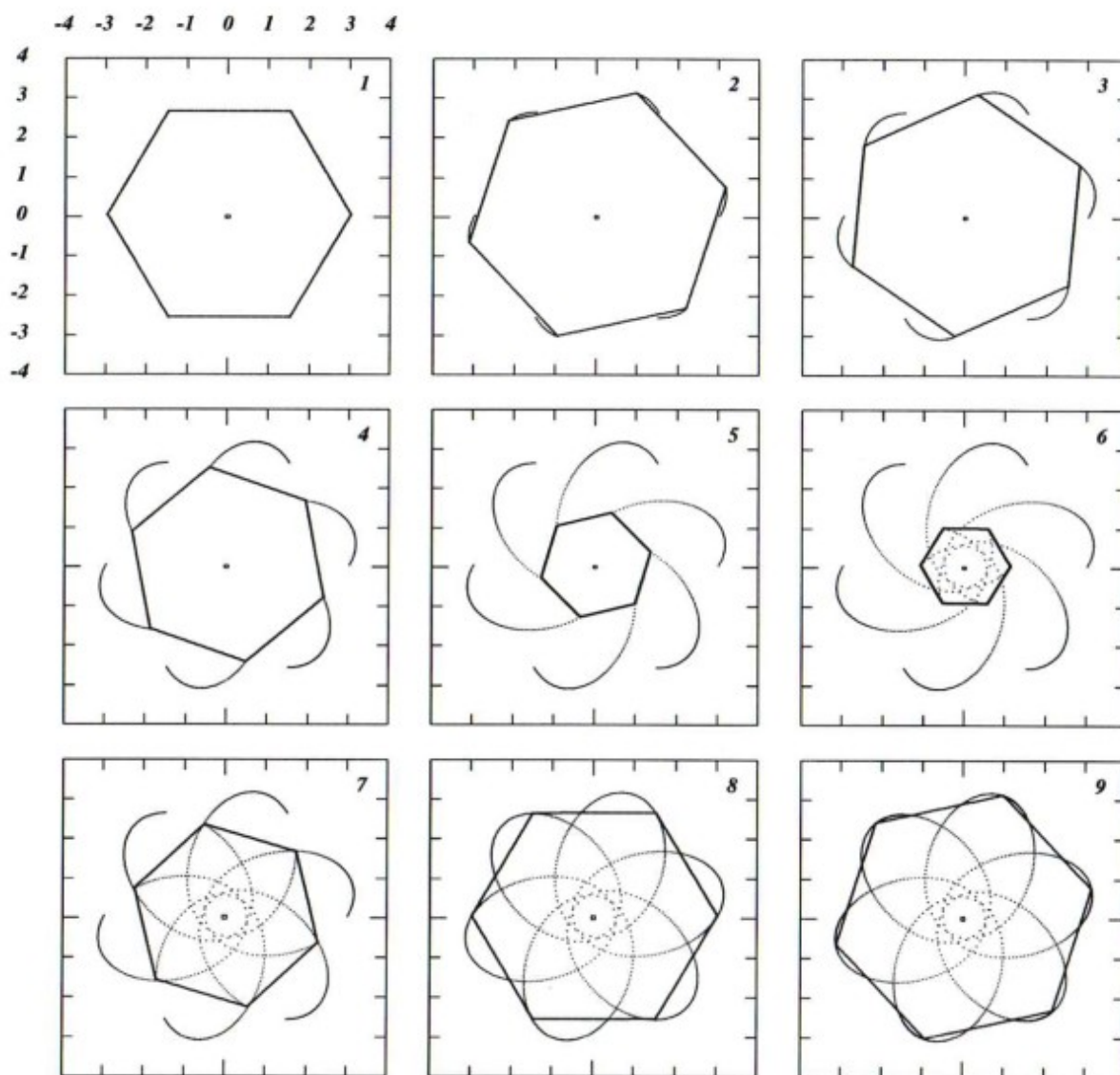
CONFIG.
TRAPECIO ISOSCELES
NBODY= 4
DATA:
MASS(3)= 3.50
BASE= 1.00
kappa= 1.50
SOLUCION TYPE= v-
MASSES,
(M1,M2,M4)=
(0.14, 0.14, 3.50)
ALPHA,
ANGLE
POSITION VECTOR-
VELOCITY VECTOR
(ORIGIN= C.M.)
ALPHA(DEG.)= 60.0
INITIAL CONDITIONS:
POSITIONS:
R[0]=
(-0.50,-2.20, 0.00)
R[1]=
(0.50,-2.20, 0.00)
R[2]=
(1.31, 0.09, 0.00)
R[3]=
(-1.31, 0.09, 0.00)
MODULE OF
VELOCITIES:
MOD_VEL=
[1.04, 1.04
0.61, 0.61]
DT, INC. OF TIME
DT= 0.8

-4 -3 -2 -1 0 1 2 3 4

4
3
2
1
0
-1
-2
-3
-4



CONFIG.
TRAPECIO ISOSCELES
NBODY= 4
DATA:
MASS(3)= 3.50
BASE= 3.00
kappa= 2.00
SOLUCION TYPE= v+
MASSES,
(M1,M2,M4)=
(409.58,409.58, 3.50)
ALPHA,
ANGLE
POSITION VECTOR-
VELOCITY VECTOR
(ORIGIN= C.M.)
ALPHA(DEG.)= 60.0
INITIAL CONDITIONS:
POSITIONS:
R[0]=
(-1.50,-0.02, 0.00)
R[1]=
(1.50,-0.02, 0.00)
R[2]=
(0.34, 2.58, 0.00)
R[3]=
(-0.34, 2.58, 0.00)
MODULE OF
VELOCITIES:
MOD_VEL=
[3.46, 3.46
6.01, 6.01]
DT, INC. OF TIME
DT= 0.1



CONFIG.
 NBODY ON REG. POLIG.
 NBODY= 6
 DATA:
 R, DISTANCE
 BARYCENTER-
 TRIANGLE VERTEX
 R= 3.0
 ALPHA,
 ANGLE
 POSITION VECTOR-
 VELOCITY VECTOR
 (ORIGIN= C.M.)
 ALPHA(DEG.)= 60.0
 INITIAL CONDITIONS:
 POSITIONS:
 NBODIES ON VERTEX
 OF REG. POLIG.
 MODULE OF
 VELOCITIES:
 MOD_VEL[I]
 (I=1,NBODY)
 =0.693
 DT, INC. OF TIME
 DT= 1.2