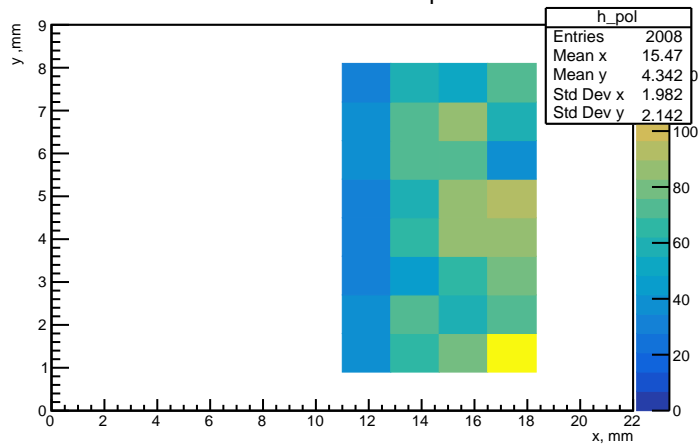
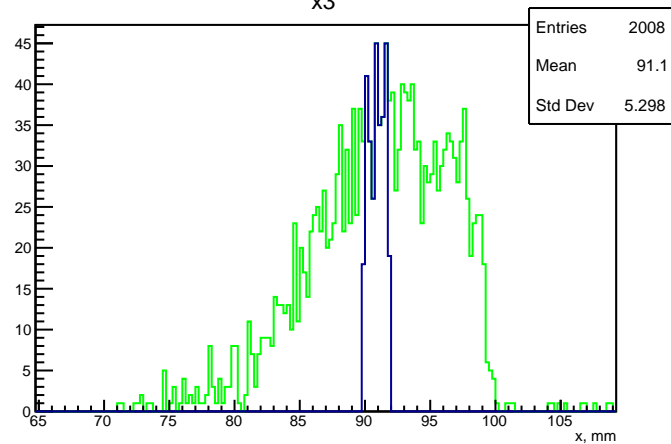


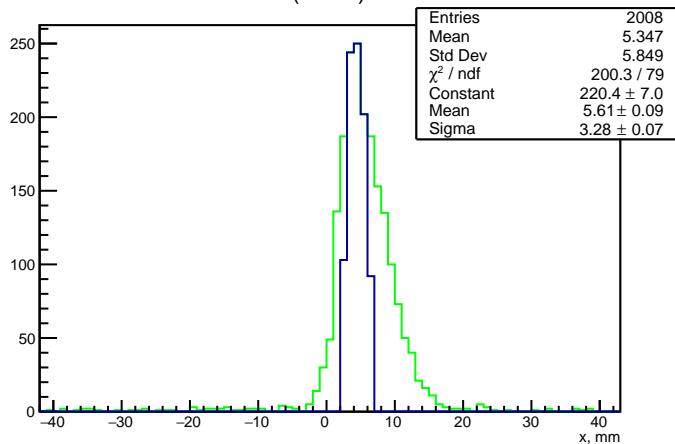
Polarimeter hitmap



x3



(x2-x3)



(x1\* - x1)

