



0.5

0.0

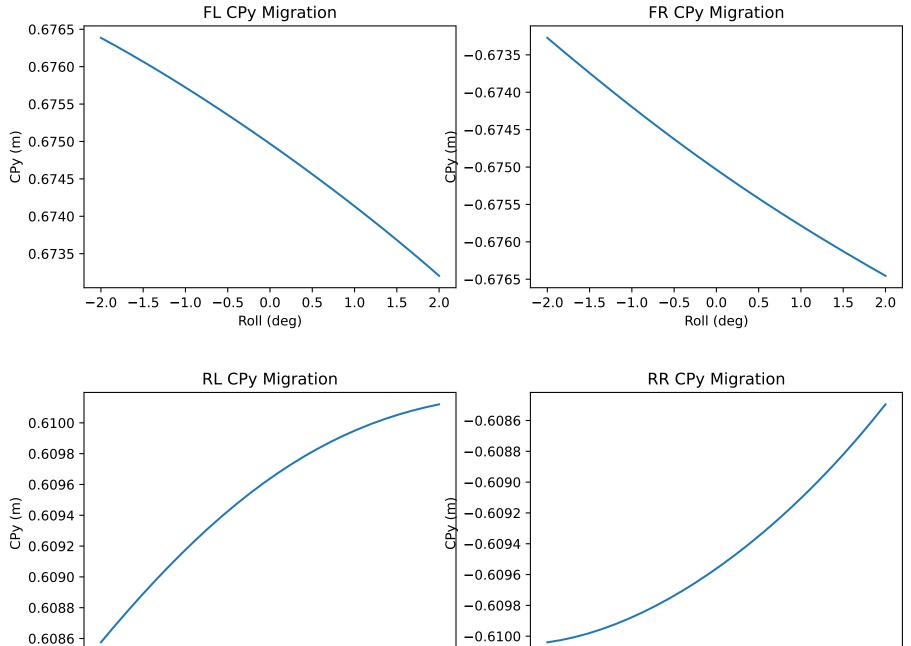
Roll (deg)

-2.0 -1.5 -1.0 -0.5

1.5

2.0

1.0



0.5

Roll (deg)

1.0

1.5

2.0

-2.0 -1.5 -1.0 -0.5 0.0



