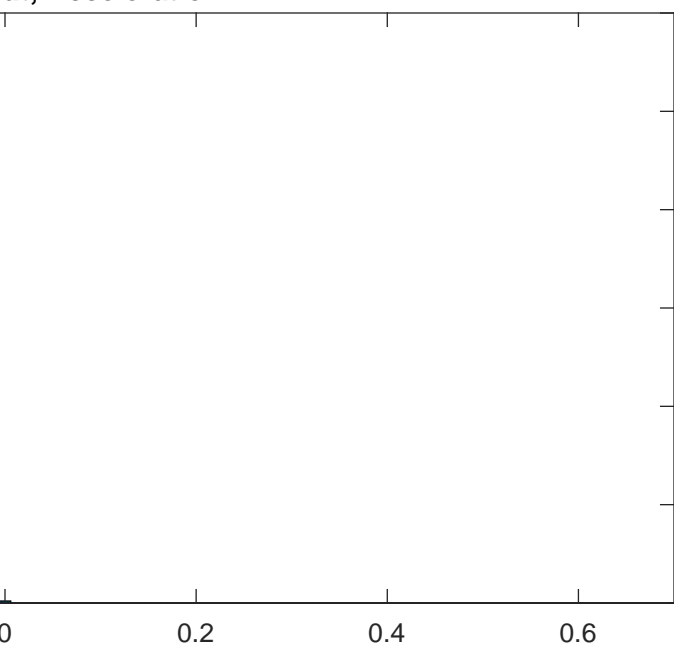
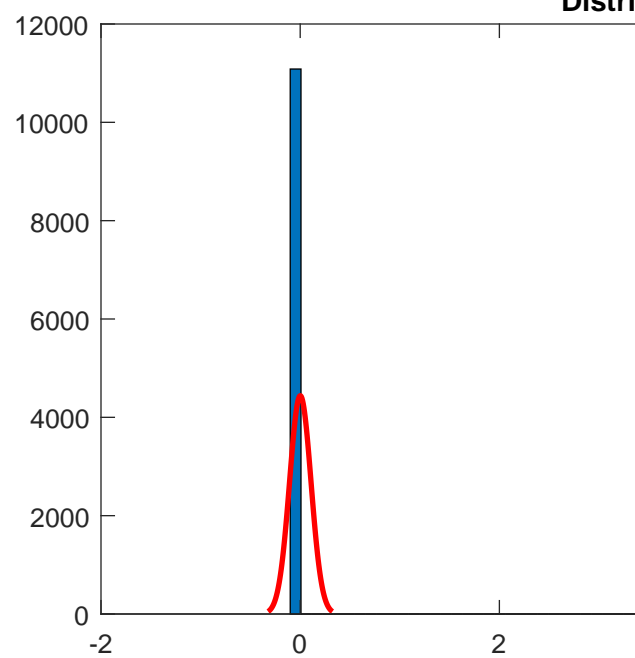


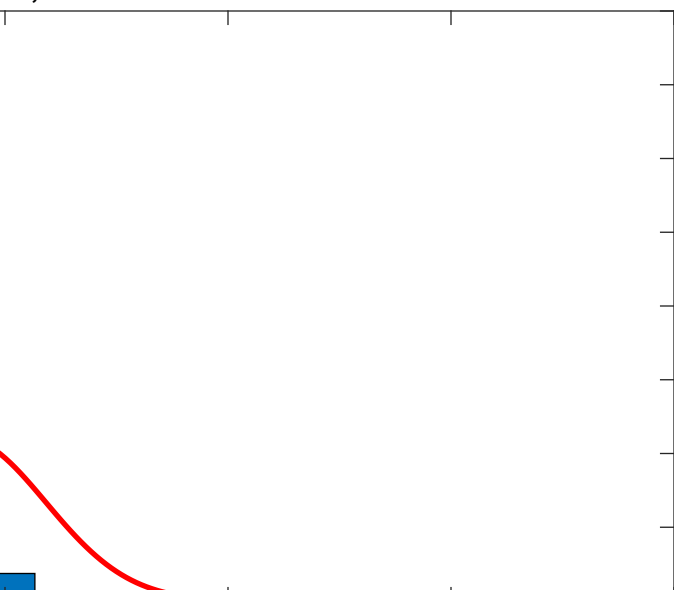
ut, Acceleration in Y



Distri



ut, Acceleration in Z



Distri

