# Computational Companion to "Flexible 3×3 Nets of Equimodular Elliptic Type" — Example 1

Author: Abdukhomid Nurmatov Tested on: Mathematica 14.0

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In[1587]:=
     ====*)
     (*Quit*)
     (*All angle sets in degrees*)
     anglesDeg = {
       {105, 15, 120, 90}, (*Vertex 1*)
       {90, 120, 15, 105}, (*Vertex 2*)
       {90, 60, 165, 75}, (*Vertex 3*)
       {105, 15, 120, 90} (*Vertex 4*)};
     (*anglesDeg={
       {26.20863403213998,82.2407675648952,
        {16.166237389600262,130.87095233025335,
        {134.65533802039442,34.44439013740831,145.3694664686027,80.0},(*Vertex 3*)
       {117.95117201340666,49.52829397349284,
        (*Function to compute sigma from 4 angles*)
     computeSigma[\{\alpha_{-}, \beta_{-}, \gamma_{-}, \delta_{-}\}] := (\alpha + \beta + \gamma + \delta) / 2;
     (*Function to compute a,b,c,d from angles*)
     computeABCD[\{\alpha_{-}, \beta_{-}, \gamma_{-}, \delta_{-}\}] :=
      Module[{alpha = \alpha Degree, beta = \beta Degree, gamma = \gamma Degree,
        delta = \delta Degree, sigma}, sigma = computeSigma[\{\alpha, \beta, \gamma, \delta\} Degree];
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{Sin[alpha] / Sin[sigma - alpha], Sin[beta] / Sin[sigma - beta],
   Sin[gamma] / Sin[sigma - gamma], Sin[delta] / Sin[sigma - delta]}];
(*----*)
(*Compute all \sigma values*)
sigmas = computeSigma /@ anglesDeg;
(*Compute all {a,b,c,d} values*)
results = computeABCD /@ anglesDeg;
(*Optional:extract individual values*)
{a1, b1, c1, d1} = results[1];
{a2, b2, c2, d2} = results[2];
{a3, b3, c3, d3} = results[3];
{a4, b4, c4, d4} = results[4];
\{\sigma 1, \sigma 2, \sigma 3, \sigma 4\} = sigmas;
====*)
CONDITION (N.0) =======*)
uniqueCombos = \{\{1, 1, 1, 1\}, \{1, 1, 1, -1\}, \{1, 1, -1, -1\}, \{1, 1, -1, 1\},
  \{1, -1, 1, 1\}, \{1, -1, -1, 1\}, \{1, -1, 1, -1\}, \{1, -1, -1, -1\}\};
checkConditionN0Degrees[\{\alpha_{-}, \beta_{-}, \gamma_{-}, \delta_{-}\}] :=
 Module[{angles = {\alpha, \beta, \gamma, \delta}, results},
  results = Mod[uniqueCombos.angles, 360] // Chop;
  ! MemberQ[results, 0]];
conditionsN0 = checkConditionN0Degrees /@ anglesDeg;
allVerticesPass = And @@ conditionsN0;
Column[{TextCell[Style["======== CONDITION (N.0) ===========",
   Darker[Green], Bold, 16], "Text"],
 If[allVerticesPass,
  Style["✓ All vertices satisfy (N.0).", Darker[Green], Bold],
  Style["X Some vertices fail (N.0).", Red, Bold]]}]
====*)
CONDITION (N.3) ========*)
```

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====*)
Ms = FullSimplify[Times@@@ results];
allEqualQ = Simplify[Equal@@Ms];
Column[{TextCell[Style["======== CONDITION (N.3) ===========",
   Darker[Blue], Bold, 16], "Text"], If[allEqualQ,
  Row[{Style[" \checkmark M1 = M2 = M3 = M4 = ", Bold], Ms[[1]]}],
  Style["X M i are not all equal.", Red, Bold]]}]
aList = results[All, 1];
cList = results[All, 3];
dList = results[All, 4];
rList = FullSimplify /@ (aList * dList); {r1, r2, r3, r4} = rList;
sList = FullSimplify /@ (cList * dList); {s1, s2, s3, s4} = sList;
Column[{TextCell[Style["======== CONDITION (N.4) ===========",
   Darker[Purple], Bold, 16], "Text"],
 If[r1 == r2 && r3 == r4 && s1 == s4 && s2 == s3, Column[
   \{Row[\{Style[" < r1 = r2 = ", Bold], r1, Style["; < r3 = r4 = ", Bold], r3\}],
    Row[{Style[" ✓ s1 = s4 = ", Bold], s1, Style["; ✓ s2 = s3 = ", Bold],
      s2}]}], Style["X Condition (N.4) fails.", Red, Bold]]
}]
====*)
CONDITION (N.5) ========*)
====*)
fList = FullSimplify /@ (aList * cList); {f1, f2, f3, f4} = fList;
M1 = Ms[1];
m[M1_] := Piecewise[{{1 - M1, M1 < 1}, {(M1 - 1) / M1, M1 > 1}}] // N;
K = EllipticK[m[M1]] // N;
Kp = EllipticK[1 - m[M1]] // N;
computeTi[i_] :=
 Module[{sigma = sigmas[i], r = rList[i], s = sList[i], f = fList[i], base},
  base = I * Im[InverseJacobiDN[Piecewise[
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{{Sqrt[f], M1 < 1}, {1 / Sqrt[f], M1 > 1}}], m[M1]]] / Kp;
   Which[sigma < 180, Which[r > 1 \& \& s > 1, base, (r < 1 \& \& s > 1) \mid | (r > 1 \& \& s < 1),
      1 + base, r < 1 \&\& s < 1, 2 + base, sigma > 180, Which[r > 1 && s > 1,
      2 + base, (r < 1 \&\& s > 1) \mid | (r > 1 \&\& s < 1), 3 + base, r < 1 \&\& s < 1, base]]];
tList = computeTi /@ Range[4];
RoundWithTolerance[x_, tol_:10^-6] := Module[{nearest}, nearest = Round[x];
   If[Abs[x - nearest] ≤ tol, nearest, x]];
checkValidCombination[M1_, \varepsilon_:10^-6]:=
  Module [{i, combo, dotProd, rePart, imPart, n2, expr, foundQ = False},
   Print[Style["\triangle Approximate validation using \epsilon-tolerance. For rigorous
        proof, see the referenced paper.", Darker@Orange, Italic]];
   Do[combo = uniqueCombos[i];
    dotProd = tList.combo;
    rePart = Abs[Re[dotProd]];
    imPart = Abs[Im[dotProd]];
    If M1 < 1,
      If \lceil Mod \lceil RoundWithTolerance \lceil rePart \rceil, 4] < \epsilon,
       If[Mod[RoundWithTolerance[imPart], 2] < ε, expr =</pre>
          tList[1] + combo[2] \times tList[2] + combo[3] \times tList[3] + combo[4] \times tList[4];
        Print[Style["▼ Valid Combination Found (M < 1):",
           Darker[Green], Bold], "\n", Style["e1 = ", Bold], combo[[2]],
         Style[", e2 = ", Bold], combo[[3]], Style[", e3 = ", Bold], combo[[4]],
          "\n", Style["t1 = ", Bold], Re[tList[[1]]], "K + ", Im[tList[[1]]], "iK'",
          "\n", Style["t2 = ", Bold], Re[tList[2]], "K + ", Im[tList[2]], "iK'",
         "\n", Style["t3 = ", Bold], Re[tList[3]], "K + ", Im[tList[3]], "iK'",
          "\n", Style["t4 = ", Bold], Re[tList[4]], "K + ", Im[tList[4]],
         "iK'", "\n", Style["t1 + e1*t2 + e2*t3 + e3*t4 = ", Bold],
         Re[expr], "K + ", Im[expr], "iK'"];
        foundQ = True;
        Break[]]]];
    If M1 > 1,
      If \lceil Mod \lceil RoundWithTolerance \lceil imPart \rceil, 2] < \epsilon,
       n2 = Quotient[RoundWithTolerance[imPart], 2];
       If [Mod[RoundWithTolerance[Abs[rePart - 2 n2]], 4] < \varepsilon, expr =
          tList[1] + combo[2] \times tList[2] + combo[3] \times tList[3] + combo[4] \times tList[4];
        Print[Style["▼ Valid Combination Found (M > 1):",
           Darker[Green], Bold], "\n", Style["e1 = ", Bold], combo[2],
         Style[", e2 = ", Bold], combo[[3]], Style[", e3 = ", Bold], combo[[4]],
          "\n", Style["t1 = ", Bold], Re[tList[[1]]], "K + ", Im[tList[[1]]], "iK'",
          "\n", Style["t2 = ", Bold], Re[tList[2]]], "K + ", Im[tList[2]]], "iK'",
          "\n", Style["t3 = ", Bold], Re[tList[3]], "K + ", Im[tList[3]], "iK'",
          "\n", Style["t4 = ", Bold], Re[tList[4]], "K + ", Im[tList[4]],
          "iK'", "\n", Style["t1 + e1*t2 + e2*t3 + e3*t4 = ", Bold],
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Re[expr], "K + ", Im[expr], "iK'"];
       foundQ = True;
       Break[]]]], {i, Length[uniqueCombos]}];
   If[! foundQ, Print[Style["X No valid combination found.", Red, Bold], "\n",
     Style["t1 = ", Bold], Re[tList[1]], "K + ", Im[tList[1]], "iK'", "\n",
     Style["t2 = ", Bold], Re[tList[2]], "K + ", Im[tList[2]], "iK'", "\n",
     Style["t3 = ", Bold], Re[tList[3]], "K + ", Im[tList[3]], "iK'", "\n",
     Style["t4 = ", Bold], Re[tList[4]], "K + ", Im[tList[4]], "iK'", "\n"]];];
Column[{TextCell[Style["======= CONDITION (N.5) ============,
    Darker[Red], Bold, 16], "Text"]}]
res = checkValidCombination[M1];
 ====*)
OTHER PARAMETER=======*)
====*)
Column[
 {TextCell[Style["========= OTHER PARAMETERS =========",
    Darker[Orange], Bold, 16], "Text"],
  Row[{Style["u = ", Bold], 1 - M1}],
  Row[{Style["\sigma1 = ", Bold], \sigma1 Degree, Style[", \sigma2 = ", Bold], \sigma2 Degree,
    Style[", \sigma3 = ", Bold], \sigma3 Degree, Style[", \sigma4 = ", Bold], \sigma4 Degree}],
  Row[{Style["f1 = ", Bold], f1, Style[", f2 = ", Bold],
    f2, Style[", f3 = ", Bold], f3, Style[", f4 = ", Bold], f4}],
  Row[\{Style["z1 = ", Bold], FullSimplify[1/(f1-1)], Style[", z2 = ", Bold], \}]
    Full Simplify [1 / (f2-1)], Style[", z3 = ", Bold], Full Simplify [1 / (f3-1)],
    Style[", z4 = ", Bold], FullSimplify[1/(f4-1)]}],
  Row[\{Style["x1 = ", Bold], FullSimplify[1/(r1-1)], Style[", x2 = ", Bold], \}]
    Full Simplify[1/(r2-1)], Style[", x3 = ", Bold], Full Simplify[1/(r3-1)],
    Style[", x4 = ", Bold], FullSimplify[1/(r4-1)]}],
  Row[\{Style["y1 = ", Bold], FullSimplify[1/(s1-1)], Style[", y2 = ", Bold], \}]
    Full Simplify[1/(s2-1)], Style[", y3 = ", Bold], Full Simplify[1/(s3-1)],
    Style[", y4 = ", Bold], FullSimplify[1/(s4-1)]}],
  Row[{Style["p1 = ", Bold], Simplify[Sqrt[r1-1]],
    Style[", p2 = ", Bold], Simplify[Sqrt[r2-1]], Style[", p3 = ", Bold],
    Simplify[Sqrt[r3-1]], Style[", p4 = ", Bold], Simplify[Sqrt[r4-1]]}],
  Row[{Style["q1 = ", Bold], Simplify[Sqrt[s1-1]],
    Style[", q2 = ", Bold], Simplify[Sqrt[s2-1]], Style[", q3 = ", Bold],
    Simplify[Sqrt[s3-1]], Style[", q4 = ", Bold], Simplify[Sqrt[s4-1]]}],
  Row[\{Style["p1\cdot q1 = ", Bold], Simplify[Sqrt[r1-1] Sqrt[s1-1]]\},
    Style[", p2 \cdot q2 = ", Bold], Simplify[Sqrt[r2-1] Sqrt[s2-1]],
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Style[", p3.q3 = ", Bold], Simplify[Sqrt[r3-1] Sqrt[s3-1]],
     Style[", p4\cdot q4 = ", Bold], Simplify[Sqrt[r4-1] Sqrt[s4-1]]]],
  Row[\{Style["\setminus!\setminus(\land*OverscriptBox[\setminus(\alpha1\setminus), \setminus(\_\setminus)]\setminus) = ", Bold],\}]
     \sigma1 - anglesDeg[[1, 1]], "°", Style[
      "", Style[", \!\(\*0verscriptBox[\(\gamma1\), \(_\)]\) = ", Bold],
     \sigma1 - anglesDeg[[1, 3]], "°",
     \sigma1 - anglesDeg[[1, 4]], "°"}],
  Row[Module[\{\alpha b1 = \sigma1 - anglesDeg[[1, 1]], \beta b1 = \sigma1 - anglesDeg[[1, 2]],
      \gamma b1 = \sigma 1 - anglesDeg[[1, 3]], \delta b1 = \sigma 1 - anglesDeg[[1, 4]], ineq1, ineq2, ineq3},
     ineq1 = Sin[anglesDeg[1, 1]]Degree] > Sin[abl Degree]Sin[\deltableDlegree];
     ineq2 = Sin[anglesDeg[1, 3]] Degree] > Sin[\gamma b1 Degree] Sin[\delta b1 Degree];
     ineq3 = Sin[anglesDeg[1, 1] Degree] Sin[anglesDeg[1, 2] Degree] <</pre>
       Sin[αb1 Degree] Sin[βb1 Degree];
     {Style["Inequalities (vertex 1): ", Bold], TraditionalForm@
       (Sin[Subscript[\alpha, 1]] > Sin[Overscript[Subscript[\alpha, 1], _]] *
           Sin[Overscript[Subscript[\delta, 1], _]]),
      ": ", Simplify[ineq1], ", TraditionalForm@
       (Sin[Subscript[γ, 1]] > Sin[Overscript[Subscript[γ, 1], _]] *
           Sin[Overscript[Subscript[\delta, 1], _]]), ": ", Simplify[ineq2],
              ", TraditionalForm@(Sin[Subscript[\alpha, 1]] Sin[Subscript[\beta, 1]] <
         Sin[Overscript[Subscript[\alpha, 1], _]] *
           Sin[Overscript[Subscript[β, 1], _]]), ": ", Simplify[ineq3]}]]
 }]
(*-----
BRICARD's EQUATIONS=======**)
====*)
 FLEXION 1 ========*)
Z[t] := t;
W1[t_] := \frac{\left(3+2\sqrt{3}\right)t-\sqrt{1+\sqrt{3}}\sqrt{\left(\sqrt{3}t^2-1\right)\left(1-\left(2\sqrt{3}+3\right)t^2\right)}}{1+\sqrt{3}+\left(3+2\sqrt{3}\right)t^2};
U[t_{-}] := \frac{\left(36 + 17 \sqrt{3}\right) t - 2 \sqrt{3\left(1 + \sqrt{3}\right)} \sqrt{\left(\sqrt{3} t^{2} - 1\right) \left(1 - \left(2 \sqrt{3} + 3\right) t^{2}\right)}}{\sqrt{3} + 12 \left(9 + 5 \sqrt{3}\right) t^{2}};
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W2[t_] := \frac{\sqrt{2} \left(-2 t + \sqrt{1 + \sqrt{3}} \sqrt{(\sqrt{3} t^2 - 1) (1 - (2 \sqrt{3} + 3) t^2)}\right)}{(1 + \sqrt{3}) (-1 + 3 t^2)};
(*General polynomial constructor*)
BricardsEquation[\{\alpha_{-}, \beta_{-}, \gamma_{-}, \delta_{-}\}, \sigma_{-}, x_{-}, y_{-}\}:=
   Module[{c22, c20, c02, c11, c00},
     c22 = Sin[\sigma - \delta] Sin[\sigma - \delta - \beta];
     c20 = Sin[\sigma - \alpha] Sin[\sigma - \alpha - \beta];
     c02 = Sin[\sigma - \gamma] Sin[\sigma - \gamma - \beta];
     c11 = -Sin[\alpha] Sin[\gamma];
     c00 = Sin[\sigma] Sin[\sigma - \beta];
     c22 x^2 + c20 x^2 + c02 y^2 + c11 x y + c00;
(*Compute and print all P_i for flexion 1*)
TextCell[
  Darker[Cyan], Bold, 16], "Text"]
funcs = \{\{Z, W1\}, \{Z, W2\}, \{U, W2\}, \{U, W1\}\};
Do[angles = anglesDeg[i] Degree;
   sigma = sigmas[i] Degree;
   \{\alpha, \beta, \gamma, \delta\} = angles;
   poly = Which[i == 1, BricardsEquation[\{\alpha, \beta, \gamma, \delta\}, sigma, Z[t], W1[t]],
       i = 2, BricardsEquation[{\alpha, \beta, \gamma, \delta}, sigma, Z[t], W2[t]],
       i = 3, BricardsEquation[\{\alpha, \beta, \gamma, \delta\}, sigma, U[t], W2[t]],
       i = 4, BricardsEquation[{\alpha, \beta, \gamma, \delta}, sigma, U[t], W1[t]]];
   Print[Row[{Subscript["P", i], "[", funcs[i, 1],
        ", ", funcs[i, 2], "] = ", FullSimplify[poly]}]], {i, 1, 4}];
FLEXION 2=======*)
Z2[t_] := t;
W12[t_] := \frac{\left(3+2\sqrt{3}\right)t+\sqrt{1+\sqrt{3}}\sqrt{\left(\sqrt{3}t^2-1\right)\left(1-\left(2\sqrt{3}+3\right)t^2\right)}}{1+\sqrt{3}+\left(3+2\sqrt{3}\right)t^2};
U2[t_{-}] := \frac{\left(36 + 17 \sqrt{3}\right) t + 2 \sqrt{3\left(1 + \sqrt{3}\right)} \sqrt{\left(\sqrt{3} t^{2} - 1\right) \left(1 - \left(2\sqrt{3} + 3\right) t^{2}\right)}}{\sqrt{3} + 12\left(9 + 5\sqrt{3}\right) t^{2}}
W22[t_{-}] := \frac{\sqrt{2} \left(-2 t - \sqrt{1 + \sqrt{3}} \sqrt{\left(\sqrt{3} t^{2} - 1\right) \left(1 - \left(2 \sqrt{3} + 3\right) t^{2}\right)}\right)}{\left(1 + \sqrt{3}\right) \left(-1 + 3 t^{2}\right)};
(*General polynomial constructor*)
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BricardsEquation[ $\{\alpha_{-}, \beta_{-}, \gamma_{-}, \delta_{-}\}, \sigma_{-}, x_{-}, y_{-}\}$ :=

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Module[{c22, c20, c02, c11, c00},
   c22 = Sin[\sigma - \delta] Sin[\sigma - \delta - \beta];
   c20 = Sin[\sigma - \alpha] Sin[\sigma - \alpha - \beta];
   c02 = Sin[\sigma - \gamma] Sin[\sigma - \gamma - \beta];
   c11 = -Sin[\alpha] Sin[\gamma];
   c00 = Sin[\sigma] Sin[\sigma - \beta];
   c22 x^2 y^2 + c20 x^2 + c02 y^2 + 2 c11 x y + c00];
(*Compute and print all P_i for flexion 2*)
TextCell[
 Cyan, Bold, 16], "Text"]
funcs = \{\{Z, W1\}, \{Z, W2\}, \{U, W2\}, \{U, W1\}\};
Do[angles = anglesDeg[i] Degree;
  sigma = sigmas[i] Degree;
  \{\alpha, \beta, \gamma, \delta\} = angles;
  poly = Which[i == 1, BricardsEquation[\{\alpha, \beta, \gamma, \delta\}, sigma, Z2[t], W12[t]],
    i = 2, BricardsEquation[\{\alpha, \beta, \gamma, \delta\}, sigma, Z2[t], W22[t]],
    i = 3, BricardsEquation[{\alpha, \beta, \gamma, \delta}, sigma, U2[t], W22[t]],
    i = 4, BricardsEquation[\{\alpha, \beta, \gamma, \delta\}, sigma, U2[t], W12[t]]];
  Print[Row[{Subscript["P", i], "[", funcs[i, 1]],
     ", ", funcs[i, 2], "] = ", FullSimplify[poly]}]], {i, 1, 4}];
====:*)
NOT TRIVIAL========*)
====*)
(*Define domain limits for t*)
tMin = 1 / Sqrt[2 Sqrt[3] + 3];
tMax = 1/2;
FLEXION 1========*)
(*List of expressions to plot*)
expressions = {Z[t], W2[t], U[t], W1[t]};
labels = {"Z", "W2", "U", "W1"};
Column[{TextCell[
   Style["========== NOT TRIVIAL (FLEXION 1) ==========",
    Darker[Brown], Bold, 16], "Text"],
  (*Explanatory text*)
  TextCell[Style["This configuration does not belong to the trivial class -
      even after switching the boundary strips - since none of the
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functions Z, W2, U, or W1 is constant.", GrayLevel[0.3]], "Text"],
  Spacer[12],
  (*Plots in a light panel*)
  Panel[GraphicsGrid[Partition[Table[Plot[expressions[i]], {t, tMin, tMax},
      PlotLabel → Style[labels[i]], Bold, 14], PlotRange → All,
      AxesLabel → {"t", None}, ImageSize → 250], {i, Length[expressions]}], 2],
   Spacings \rightarrow {2, 2}], Background \rightarrow Lighter[Gray, 0.95], FrameMargins \rightarrow 15]
}]
FLEXION 2=======*)
(*List of expressions to plot*)
expressions = {Z2[t], W22[t], U2[t], W12[t]};
labels = {"Z", "W2", "U", "W1"};
Column[{TextCell[
  Style["========= NOT TRIVIAL (FLEXION 2) ==============,
   Brown, Bold, 16], "Text"],
  (*Explanatory text*)
  TextCell[Style["This configuration does not belong to the trivial class -
     even after switching the boundary strips - since none of the
     functions Z, W2, U, or W1 is constant.", GrayLevel[0.3]], "Text"],
  Spacer[12],
  (*Plots in a light panel*)
  Panel[GraphicsGrid[Partition[Table[Plot[expressions[i]], {t, tMin, tMax},
      PlotLabel → Style[labels[i], Bold, 14], PlotRange → All,
      AxesLabel → {"t", None}, ImageSize → 250], {i, Length[expressions]}], 2],
   Spacings \rightarrow {2, 2}], Background \rightarrow Lighter[Gray, 0.95], FrameMargins \rightarrow 15]
}]
====*)
(*=========
NOT LINEAR COMPOUND & NOT LINEAR CONJUGATE===========*)
====*)
(*Define domain limits for t*)
tMin = 1 / Sqrt[2 Sqrt[3] + 3];
tMax = 1/2;
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FLEXION 1=======*)
(*List of expressions& labels*)
expressions =
  {Z[t] * U[t], Z[t] / U[t], W1[t] * W2[t], W1[t] / W2[t], Z[t] * W2[t], Z[t] / W2[t],}
   U[t] * W1[t], U[t] / W1[t], Z[t] * W1[t], Z[t] / W1[t], W2[t] * U[t], W2[t] / U[t]};
labels = {"Z * U", "Z / U", "W1 * W2", "W1 / W2", "Z * W2", "Z / W2",
   "U * W1", "U / W1", "Z * W1", "Z / W1", "W2 * U", "W2 / U"};
Column [
 {TextCell[Style["======== NOT LINEAR COMPOUND & NOT LINEAR CONJUGATE
      (FLEXION 1) =========", Darker[Magenta], Bold, 16], "Text"],
  (*Explanatory text*)TextCell[
   Style["This configuration does not belong to the Linear compound class nor
      to the linear conjugate class - even after switching the boundary
      strips - since none of the functions ZU, Z/U, W1W2, W1/W2, ZW2,
      Z/W2, UW1, and U/W1 is constant. In addition, none of ZW1,
      Z/W1, W2U, W2/U is constant as well.", GrayLevel[0.3]], "Text"],
  Spacer[12],
  (*Plots panel*)
  Panel[GraphicsGrid[Partition[Table[Plot[expressions[i]], {t, tMin, tMax},
       PlotLabel → Style[labels[i]], Bold, 14], PlotRange → All,
       AxesLabel \rightarrow {"t", None}, ImageSize \rightarrow 250], {i, Length[expressions]}], 2],
    Spacings \rightarrow {2, 2}], Background \rightarrow Lighter[Gray, 0.95], FrameMargins \rightarrow 15]
 }]
FLEXION 2========*)
(*List of expressions& labels*)
expressions = \{Z2[t] * U2[t], Z2[t] / U2[t], W12[t] * W22[t], W12[t] / W22[t],
   Z2[t] * W22[t], Z2[t] / W22[t], U2[t] * W12[t], U2[t] / W12[t],
   Z2[t] * W12[t], Z2[t] / W12[t], W22[t] * U2[t], W22[t] / U2[t]};
labels = {"Z * U", "Z / U", "W1 * W2", "W1 / W2", "Z * W2", "Z / W2",
   "U * W1", "U / W1", "Z * W1", "Z / W1", "W2 * U", "W2 / U"};
Column [
 {TextCell[Style["========= NOT LINEAR COMPOUND & NOT LINEAR CONJUGATE
      (FLEXION 2) =========", Magenta, Bold, 16], "Text"],
  (*Explanatory text*)TextCell[
   Style["This configuration does not belong to the Linear compound class nor
      to the linear conjugate class - even after switching the boundary
      strips - since none of the functions ZU, Z/U, W1W2, W1/W2, ZW2,
      Z/W2, UW1, and U/W1 is constant. In addition, none of ZW1,
      Z/W1, W2U, W2/U is constant as well.", GrayLevel[0.3]], "Text"],
  Spacer[12],
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(*Plots panel*)
  Panel[GraphicsGrid[Partition[Table[Plot[expressions[i]], {t, tMin, tMax},
       PlotLabel → Style[labels[i]], Bold, 14], PlotRange → All,
       AxesLabel → {"t", None}, ImageSize → 250], {i, Length[expressions]}], 2],
    Spacings \rightarrow {2, 2}], Background \rightarrow Lighter[Gray, 0.95], FrameMargins \rightarrow 15]
 }]
====*)
SWITCHING BOUNDARY STRIPS==========*)
SwitchingRightBoundaryStrip[anglesDeg_List] := Module[{modified = anglesDeg},
  (*Indices:{row,column}={1,2},{1,3},{4,2},{4,3}*)
  modified[1, 2] = 180 - anglesDeg[1, 2]; (*\beta1*)
  modified[1, 3] = 180 - anglesDeg[1, 3]; (*γ1*)
  modified [4, 2] = 180 - angles Deg[4, 2]; (*\beta4*)
  modified[4, 3] = 180 - anglesDeg[4, 3]; (*γ4*)
  modified]
SwitchingLeftBoundaryStrip[anglesDeg List] := Module[{modified = anglesDeg},
  (*Indices:{row,column}={2,2},{2,3},{3,2},{3,3}*)
  modified[2, 2] = 180 - anglesDeg[2, 2]; (*\beta2*)
  modified[2, 3] = 180 - anglesDeg[2, 3]; (*\gamma2*)
  modified[3, 2] = 180 - anglesDeg[3, 2]; (*\beta 3*)
  modified[3, 3] = 180 - anglesDeg[3, 3]; (*γ3*)
  modified]
SwitchingLowerBoundaryStrip[anglesDeg List] := Module[{modified = anglesDeg},
  (*Indices:{row,column}={1,1},{1,2},{2,1},{2,2}*)
  {\tt modified[[1,1]] = 180 - anglesDeg[[1,1]]; (*\alpha1*)}
  modified[1, 2] = 180 - anglesDeg[1, 2]; (*\beta1*)
  modified[2, 1] = 180 - anglesDeg[2, 1]; (*\alpha 2*)
  modified[2, 2] = 180 - anglesDeg[2, 2]; (*\beta2*)
  modified]
SwitchingUpperBoundaryStrip[anglesDeg List] := Module[{modified = anglesDeg},
  (*Indices:{row,column}={3,1},{3,2},{4,1},{4,2}*)
  modified[3, 1] = 180 - anglesDeg[3, 1]; (*\alpha 3*)
  modified[3, 2] = 180 - anglesDeg[3, 2]; (*\beta 3*)
  modified[4, 1] = 180 - anglesDeg[4, 1]; (*\alpha 4*)
  modified[4, 2] = 180 - anglesDeg[4, 2]; (*\beta 4*)
  modified]
```

```
NOT CONIC========**)
====*)
Column[{TextCell[Style["======== NOT CONIC ==========",
   Pink, Bold, 16], "Text"],
 TextCell[Style["Condition (N.0) is satisfied ⇒
     this configuration is NOT equimodular-conic. Applying
     any boundary-strip switch still preserves (N.0), so
     no conic form emerges.", GrayLevel[0.3]], "Text"]
}]
(*Now the exact same Module for checking all switch combinations...*)
Module[{angles = anglesDeg, switchers, combinations, results},
 (*Define switch functions*)
switchers = <|"Right" → SwitchingRightBoundaryStrip,</pre>
  "Left" → SwitchingLeftBoundaryStrip, "Lower" → SwitchingLowerBoundaryStrip,
  "Upper" → SwitchingUpperBoundaryStrip|>;
 (*Generate all combinations of switches (from size 1 to 4)*)
combinations = Subsets[Keys[switchers], {1, Length[switchers]}];
 (*Evaluate condition after each combination of switches*)results = Table[
  Module[{switched = angles, name, passQ}, name = StringRiffle[combo, " + "];
   Do[switched = switchers[sw][switched], {sw, combo}];
   passQ = And @@ (checkConditionNODegrees /@ switched);
   (*Print the result after switching*)
   (*Print["\nSwitch combination: ",name];
   Print["Switched anglesDeg:"];
   Print[MatrixForm[switched]];*)
   {name, passQ}], {combo, combinations}];
 (*Display results*)
Column[Prepend[Table[Module[{comboName = res[1], passQ = res[2]}},
    Row[{Style[comboName <> ": ", Bold],
      If[passQ,
       Style["Condition (N.0) is still satisfied.", Darker[Green]],
       Style["Condition (N.0) fails.", Red, Bold]
      ]
     }
    ]], {res, results}], TextCell[
   Style["CONDITION (N.0) AFTER SWITCHING BOUNDARY STRIPS", 14], "Text"]]]]
====*)
```

```
NOT ORTHODIAGONAL======*)
====:*)
Column[
 {TextCell[Style["========= NOT ORTHODIAGONAL =========",
    Purple, Bold, 16], "Text"],
  TextCell[Style[
    "cos(\alpha i) \cdot cos(\gamma i) \neq cos(\beta i) \cdot cos(\delta i) for each i = 1...4 \Rightarrow NOT orthodiagonal.
      Switching boundary strips does not
      correct this.", GrayLevel[0.3]], "Text"]
 }]
Module[{angles = anglesDeg, switchers, combinations, results},
 (*Define switch functions*)
 switchers = <|"Right" → SwitchingRightBoundaryStrip,</pre>
   "Left" → SwitchingLeftBoundaryStrip, "Lower" → SwitchingLowerBoundaryStrip,
   "Upper" → SwitchingUpperBoundaryStrip|>;
 (*Helper function:compute and print difference only*)
 formatOrthodiagonalCheck[quad_List] := Module[{vals},
   vals = Table[Module[{a, b, c, d, lhs, rhs, diff}, {a, b, c, d} = quad[i];
      lhs = FullSimplify[Cos[a Degree] Cos[c Degree]];
      rhs = FullSimplify[Cos[b Degree] Cos[d Degree]];
      diff = Chop[lhs - rhs];
      Style[Row[{"cos(\alpha" <> ToString[i] <> ") · cos(\gamma" <> ToString[i] <> ") - ",
          "\cos(\beta" <> ToString[i] <> ") · \cos(\delta" <> ToString[i] <> ") = ", NumberForm[
           diff, {5, 3}]}], If[diff == 0, Red, Black]]], {i, Length[quad]}];
   Column[vals]];
 (*Orthodiagonal check for anglesDeg before any switching*)
 Print[TextCell[Style["\nInitial anglesDeg (no switches):", Bold]]];
 Print[MatrixForm[angles]];
 Print[TextCell[Style[
    "Orthodiagonal check: cos(\alpha i) \cdot cos(\gamma i) - cos(\beta i) \cdot cos(\delta i) for i = 1...4",
    Italic]]];
 Print[formatOrthodiagonalCheck[angles]];
 (*Generate all combinations of switches (from size 1 to 4)*)
 combinations = Subsets[Keys[switchers], {1, Length[switchers]}];
 (*Evaluate condition after each combination of switches*)results = Table[
   Module[{switched = angles, name, passQ}, name = StringRiffle[combo, " + "];
    Do[switched = switchers[sw][switched], {sw, combo}];
    passQ = And @@ (checkConditionNODegrees /@ switched);
    Print[Style["\nSwitch combination: ", Bold], name];
    Print[Style["Switched anglesDeg:", Italic]];
    Print[MatrixForm[switched]];
    Print[TextCell[Style[
       "Orthodiagonal check: cos(\alpha_i) \cdot cos(\gamma_i) - cos(\beta_i) \cdot cos(\delta_i) for i = 1..4",
       Italic]]];
    Print[formatOrthodiagonalCheck[switched]];
```

```
{name, passQ}], {combo, combinations}];]
```

```
====*)
NOT ISOGONAL========**)
====*)
Column[
 {TextCell[Style["========= NOT ISOGONAL ==========", Orange,
     Bold, 15], "Text"],
  TextCell[
   Style["Condition (N.0) holds AND for all i = 1...4: \alpha_i \neq \beta_i, \alpha_i \neq \gamma_i, \alpha_i
        \neq \deltai, \betai \neq \gammai, \betai \neq \deltai, \gammai \neq \deltai, \alphai+\betai \neq \pi \neq \gammai+\deltai, \alphai+\gammai
       \neq \pi \neq \beta i + \delta i, \alpha i + \delta i \neq \pi \neq \beta i + \gamma i \Rightarrow NOT isogonal. Switching
       boundary strips do not change this.", GrayLevel[0.3]], "Text"]}]
Module[{angles = anglesDeg, switchers, combinations, results},
 (*Define switch functions*)
 switchers = <|"Right" → SwitchingRightBoundaryStrip,</pre>
   "Left" → SwitchingLeftBoundaryStrip, "Lower" → SwitchingLowerBoundaryStrip,
   "Upper" → SwitchingUpperBoundaryStrip|>;
 (*Helper function:extended angle relations*)
 formatAngleRelations[quad_List] :=
  Module[{vals}, vals = Table[Module[{a, b, c, d, exprs}, {a, b, c, d} = quad[i]];
        exprs = \{Row[\{"\alpha" \leftrightarrow ToString[i] \leftrightarrow " - \beta" \leftrightarrow ToString[i] \leftrightarrow " = ",
             NumberForm[N[a - b], \{5, 3\}], Row[\{\alpha'' <> ToString[i] <> \}
              " - γ" <> ToString[i] <> " = ", NumberForm[N[a - c], {5, 3}]}],
          Row[\{"\alpha" \Leftrightarrow ToString[i] \Leftrightarrow " - \delta" \Leftrightarrow ToString[i] \Leftrightarrow " = ",
             NumberForm[N[a-d], \{5,3\}], Row[{"\beta" <> ToString[i] <>
              " - γ" <> ToString[i] <> " = ", NumberForm[N[b - c], {5, 3}]}],
          Row[\{"\beta" \Leftrightarrow ToString[i] \Leftrightarrow " - \delta" \Leftrightarrow ToString[i] \Leftrightarrow " = ",
             NumberForm[N[b-d], {5, 3}]}], Row[{"γ" <> ToString[i] <>
              " - \delta" <> ToString[i] <> " = ", NumberForm[N[c - d], {5, 3}]}],
          Row[\{"\alpha" \Leftrightarrow ToString[i] \Leftrightarrow " + \beta" \Leftrightarrow ToString[i] \Leftrightarrow " - 180 = ",
             NumberForm[N[a+b-180], \{5,3\}]}],
          Row[{"}\gamma" \Leftrightarrow ToString[i] \Leftrightarrow " + \delta" \Leftrightarrow ToString[i] \Leftrightarrow " - 180 = ",
             NumberForm[N[c+d-180], {5, 3}]}],
          Row[\{"\alpha" <> ToString[i] <> " + \gamma" <> ToString[i] <> " - 180 = ",
             NumberForm[N[a+c-180], {5, 3}]}],
          Row[\{"\beta" <> ToString[i] <> " + \delta" <> ToString[i] <> " - 180 = ",
             NumberForm[N[b+d-180], {5, 3}]}],
          Row[\{"\alpha" \Leftrightarrow ToString[i] \Leftrightarrow " + \delta" \Leftrightarrow ToString[i] \Leftrightarrow " - 180 = ",
             NumberForm[N[a+d-180], {5, 3}]}],
          Row[{"\beta" <> ToString[i] <> " + \gamma" <> ToString[i] <> " - 180 = ",}
             NumberForm[N[b+c-180], {5, 3}]}],
```

```
Row[\{"\alpha" <> ToString[i] <> " + \beta" <> ToString[i] <> " - \chi" <> ToString[i] <> ToString[i] <> " - \chi" <> ToString[i] <> ToString[
                                            " - \delta" <> ToString[i] <> " = ", NumberForm[N[a + b - c - d], {5, 3}]}],
                                Row[\{"\alpha" <> ToString[i] <> " + \gamma" <> ToString[i] <> " - \beta" <> ToString[i] <> " - \begin{align*} \text{prop} \text{ of } \tex
                                            " - \delta" <> ToString[i] <> " = ", NumberForm[N[a+c-b-d], {5, 3}]}],
                                Row[\{"\alpha" <> ToString[i] <> " + \delta" <> ToString[i] <> " - \beta" <> ToString[i] <> " - \begin{align*} \text{prop} \text{ of } \tex
                                            " - γ" <> ToString[i] <> " = ", NumberForm[N[a + d - b - c], {5, 3}]}]};
                        Column[Prepend[exprs, Style["Vertex " <> ToString[i], Bold]]]],
                    {i, Length[quad]}];
           Column[vals, Spacings → 1.5]];
    (*Angle relation check for anglesDeg before any switching*)
   Print[TextCell[Style["\nInitial anglesDeg (no switches):", Bold]]];
   Print[MatrixForm[angles]];
   Print[TextCell[Style["Angle relation checks for i = 1..4:", Italic]]];
   Print[formatAngleRelations[angles]];
    (*Generate all combinations of switches (from size 1 to 4)*)
   combinations = Subsets[Keys[switchers], {1, Length[switchers]}];
    (*Evaluate condition after each combination of switches*)results = Table[
           Module[{switched = angles, name, passQ}, name = StringRiffle[combo, " + "];
               Do[switched = switchers[sw][switched], {sw, combo}];
               passQ = And @@ (checkConditionNODegrees /@ switched);
               Print[Style["\nSwitch combination: ", Bold], name];
               Print[Style["Switched anglesDeg:", Italic]];
               Print[MatrixForm[switched]];
               Print[TextCell[Style["Angle relation checks for i = 1..4:", Italic]]];
               Print[formatAngleRelations[switched]];
                {name, passQ}], {combo, combinations}];]
NOT CONJUGATE-MODULAR=========*)
====*)
Column[
    {TextCell[Style["=========== NOT CONJUGATE-MODULAR ==============,
               Brown, Bold, 16], "Text"],
       TextCell[Style["Mi < 1 and pi \in \mathbb{R} for all i = 1...4 \Rightarrow NOT conjugate-modular.
                       Boundary-strip switches preserve this.", GrayLevel[0.3]], "Text"]
   }]
Module[{angles = anglesDeg, switchers, combinations, results,
       computeConjugateModularInfo}, (*Define switch functions*)
   switchers = <|"Right" → SwitchingRightBoundaryStrip,</pre>
           "Left" → SwitchingLeftBoundaryStrip, "Lower" → SwitchingLowerBoundaryStrip,
           "Upper" → SwitchingUpperBoundaryStrip|>;
```

```
(*Computes Mi and pi and prints them,
with classification*)computeConjugateModularInfo[quad_List] :=
  Module[{abcdList, Ms, aList, dList, rList, pList, summary},
   abcdList = computeABCD /@ quad;
   Ms = FullSimplify[Times@@@ abcdList];
   aList = abcdList[All, 1];
   dList = abcdList[All, 4];
   rList = FullSimplify /@ (aList * dList);
   pList = FullSimplify[Sqrt[#-1]] & /@rList;
   summary = If[AllTrue[Ms, # < 1 &] && AllTrue[pList, Element[#, Reals] &],</pre>
     Style["Mi < 1 and pi \in \mathbb{R} for all i = 1, ..., 4", Bold],
     Style["Either Mi \geq 1 or pi \notin \mathbb{R} for some i = 1, ..., 4", Red, Bold]];
   Column[{Style["Mi values:", Bold],
     Row[{"M1 = ", Ms[1], ", M2 = ", Ms[2], ", M3 = ", Ms[3], ", M4 = ", Ms[4]}],
     Style["pi values:", Bold], Row[{"p1 = ", pList[1], ", p2 = ",
       pList[2], ", p3 = ", pList[3], ", p4 = ", pList[4]}], summary}]];
 (*Original anglesDeg check*)
 Print[
 TextCell[Style["\nInitial configuration (no switches applied):", Bold]]];
 Print[MatrixForm[angles]];
 Print[computeConjugateModularInfo[angles]];
 (*Generate all switch combinations (from size 1 to 4)*)
 combinations = Subsets[Keys[switchers], {1, Length[switchers]}];
 (*Evaluate each switched configuration*)results = Table[
   Module[{switched = angles, name, passQ}, name = StringRiffle[combo, " + "];
    Do[switched = switchers[sw][switched], {sw, combo}];
    passQ = And @@ (checkConditionNODegrees /@ switched);
    Print[Style["\nSwitch combination: ", Bold], name];
    Print[Style["Switched anglesDeg:", Italic]];
    Print[MatrixForm[switched]];
    Print[computeConjugateModularInfo[switched]];
    {name, passQ}], {combo, combinations}];]
NOT CHIMERA=======*)
====*)
Column
 {TextCell[Style["=======" NOT CHIMERA =========", Blue,
    Bold, 16], "Text"],
 TextCell[
   Style["Fails conic, orthodiagonal & isogonal tests for all i=1, ...,
      4 ⇒ NOT chimera. Boundary-strip switches preserve these
      failures as demonstrated in the NOT CONIC, NOT ORTHODIAGONAL,
```

```
and NOT ISOGONAL sections.", GrayLevel[0.3]], "Text"]
}]
EXTRA INFO========*)
====*)
\{\alpha 1, \beta 1, \gamma 1, \delta 1\} = anglesDeg[[1]] * Degree;
\{\alpha^2, \beta^2, \gamma^2, \delta^2\} = \text{anglesDeg}[2] * \text{Degree};
\{\alpha 3, \beta 3, \gamma 3, \delta 3\} = anglesDeg[3] * Degree;
\{\alpha 4, \beta 4, \gamma 4, \delta 4\} = anglesDeg[4] * Degree;
FLEXION 1=======*)
(*---Link lengths (parameters)---*)
(*A-links:l1=A1A2,l2=A2A3,l3=A1A4,l4=A3A4*)
Clear[l1, l2, l3, l4];
(*B-links:m1=A1B1,m2=A2B2,m3=A3B3,m4=A4B4*)
Clear[m1, m2, m3, m4];
(*C-links:n1=A1C1,n2=A2C2,n3=A3C3,n4=A4C4*)
Clear[n1, n2, n3, n4];
(*---Joint half-angle formulas:cosθi,sinθi---*)
cos\theta1[t_] := FullSimplify[((Z[t])^2 - 1) / ((Z[t])^2 + 1)];
sin\theta1[t_] := FullSimplify[2Z[t]/((Z[t])^2+1)];
cos\theta2[t_] := FullSimplify[((W2[t])^2 - 1) / ((W2[t])^2 + 1)];
sin\theta 2[t_] := FullSimplify[2 W2[t] / ((W2[t])^2 + 1)];
cosθ3[t_] := FullSimplify[((U[t])^2-1)/((U[t])^2+1)];
sin\theta 3[t_] := FullSimplify[2U[t]/((U[t])^2+1)];
cos\theta 4[t_] := FullSimplify[((W1[t])^2 - 1) / ((W1[t])^2 + 1)];
sin04[t_] := FullSimplify[2 W1[t] / ((W1[t]) ^2 + 1)];
xA2 = 0;
xA1 = l1;
xA3 = l2 Cos[\delta 2];
xA4 = l1 - l3 Cos[\delta 1];
yA2 = 0;
yA1 = 0;
yA3 = l2 Sin[\delta 2];
yA4 = l3 Sin[\delta 1];
zA2 = 0; zA1 = 0; zA3 = 0; zA4 = 0;
```

```
xB1[t_] := xA1 - m1 Cos[\alpha 1];
yB1[t_] := yA1 + m1 Sin[\alpha1] cos\theta1[t];
zB1[t] := zA1 + m1 Sin[\alpha 1] sin\theta 1[t];
xB2[t_] := xA2 + m2 Cos[\alpha 2];
yB2[t_] := yA2 + m2 Sin[\alpha 2] cos\theta1[t];
zB2[t_] := zA2 + m2 Sin[\alpha 2] sin\theta1[t];
xB3[t_] := xA3 - m3 (Cos[\alpha3] Cos[\delta2 + \delta3] + Sin[\alpha3] cos\theta3[t] Sin[\delta2 + \delta3]);
yB3[t] := yA3 - m3 (Cos[\alpha3] Sin[\delta2 + \delta3] - Sin[\alpha3] cos\theta3[t] Cos[\delta2 + \delta3]);
zB3[t_] := zA3 + m3 Sin[\alpha 3] sin\theta 3[t];
xB4[t_] := xA4 + m4 (Cos[\alpha 4] Cos[\delta 2 + \delta 3] - Sin[\alpha 4] cos\theta 3[t] Sin[\delta 2 + \delta 3]);
yB4[t] := yA4 + m4 (Cos[\alpha4] Sin[\delta2 + \delta3] + Sin[\alpha4] cos\theta3[t] Cos[\delta2 + \delta3]);
zB4[t_] := zA4 + m4 Sin[\alpha 4] sin\theta 3[t];
xC1[t_{-}] := xA1 - n1 (Cos[\gamma 1] Cos[\delta 1] + Sin[\gamma 1] cos\theta 4[t_{-}] Sin[\delta 1]);
yC1[t_] := yA1 + n1 (Cos[\gamma1] Sin[\delta1] - Sin[\gamma1] cos\theta4[t] Cos[\delta1]);
zC1[t_] := zA1 + n1 Sin[\gamma 1] sin\theta 4[t];
xC2[t_] := xA2 + n2 (Cos[\gamma 2] Cos[\delta 2] + Sin[\gamma 2] cos\theta 2[t] Sin[\delta 2]);
yC2[t_] := yA2 + n2 (Cos[\gamma 2] Sin[\delta 2] - Sin[\gamma 2] cos\theta 2[t] Cos[\delta 2]);
zC2[t_] := zA2 + n2 Sin[\gamma 2] sin\theta 2[t];
xC3[t_] := xA3 - n3 (Cos[\gamma 3] Cos[\delta 2] - Sin[\gamma 3] cos\theta 2[t] Sin[\delta 2]);
yC3[t_] := yA3 - n3 (Cos[\gamma3] Sin[\delta2] + Sin[\gamma3] cos\theta2[t] Cos[\delta2]);
zC3[t_] := zA3 + n3 Sin[\gamma 3] sin\theta 2[t];
xC4[t_] := xA4 + n4 (Cos[\gamma 4] Cos[\delta 1] - Sin[\gamma 4] cos\theta 4[t] Sin[\delta 1]);
yC4[t_] := yA4 - n4 (Cos[\gamma 4] Sin[\delta 1] + Sin[\gamma 4] cos\theta 4[t] Cos[\delta 1]);
zC4[t_] := zA4 + n4 Sin[\gamma 4] sin\theta 4[t];
(*COPLANARITY (DET-VALUE) FUNCTIONS*) detA2A1A2C2A1C1[t ] :=
   Module[{vA2A1, vA2C2, vA1C1}, vA2A1 = {xA1, yA1, zA1} - {xA2, yA2, zA2};
    vA2C2 = \{xC2[t], yC2[t], zC2[t]\} - \{xA2, yA2, zA2\};
    vA1C1 = {xC1[t], yC1[t], zC1[t]} - {xA1, yA1, zA1};
    Simplify[Det[{vA2A1, vA2C2, vA1C1}]]];
detA3A4A3C3A4C4[t ] :=
   Module[{vA3A4, vA3C3, vA4C4}, vA3A4 = {xA4, yA4, zA4} - {xA3, yA3, zA3};
    vA3C3 = \{xC3[t], yC3[t], zC3[t]\} - \{xA3, yA3, zA3\};
    vA4C4 = \{xC4[t], yC4[t], zC4[t]\} - \{xA4, yA4, zA4\};
    Simplify[Det[{vA3A4, vA3C3, vA4C4}]]];
detA1A4A1B1A4B4[t ] :=
   Module[{vA1A4, vA1B1, vA4B4}, vA1A4 = {xA4, yA4, zA4} - {xA1, yA1, zA1};
    vA1B1 = {xB1[t], yB1[t], zB1[t]} - {xA1, yA1, zA1};
    vA4B4 = \{xB4[t], yB4[t], zB4[t]\} - \{xA4, yA4, zA4\};
    Simplify[Det[{vA1A4, vA1B1, vA4B4}]]];
detA2A3A2B2A3B3[t_] :=
   Module[{vA2A3, vA2B2, vA3B3}, vA2A3 = {xA3, yA3, zA3} - {xA2, yA2, zA2};
```

```
vA2B2 = \{xB2[t], yB2[t], zB2[t]\} - \{xA2, yA2, zA2\};
   vA3B3 = \{xB3[t], yB3[t], zB3[t]\} - \{xA3, yA3, zA3\};
   Simplify[Det[{vA2A3, vA2B2, vA3B3}]]];
(*---t-range---*)
tMin = 1 / Sqrt[2 * Sqrt[3] + 3];
tMax = 1/2;
Column[{TextCell[
   Style["======== EXTRA INFO (FLEXION 1) =============,
    Darker[Red], Bold, 16], "Text"], (*Explanatory text*)TextCell[
   Style["This example does NOT have planar parameter lines (C2A2A1C1,
      C3A3A4C4, B1A1A4B4, B2A2A3B3)", GrayLevel[0.3]], "Text"],
  Spacer[12],
  TextCell[Style["Coplanarity Check: A2A1-A2C2-A1C1",
    Darker[Green], Bold, 12], "Text"],
  TextCell[Style["Determinant of {A2A1, A2C2, A1C1} as a function of t",
    GrayLevel[0.3]], "Text"],
  Spacer[5],
  detA2A1A2C2A1C1[t],
  Spacer[5],
  TextCell[Style["Coplanarity Check: A3A4-A3C3-A4C4",
    Darker[Blue], Bold, 12], "Text"],
  TextCell[Style["Determinant of {A3A4, A3C3, A4C4} as a function of t",
    GrayLevel[0.3]], "Text"],
  Spacer[5],
  detA3A4A3C3A4C4[t],
  Spacer[5],
  TextCell[Style["Coplanarity Check: A2A3-A2B2-A3B3",
    Darker[Purple], Bold, 12], "Text"],
  TextCell[Style["Determinant of {A2A3, A2B2, A3B3} as a function of t",
    GrayLevel[0.3]], "Text"],
  Spacer[5],
  detA2A3A2B2A3B3[t],
  Spacer[5],
  TextCell[Style["Coplanarity Check: A1A4-A1B1-A4B4",
    Darker[Brown], Bold, 12], "Text"],
  TextCell[Style["Determinant of {A1A4, A1B1, A4B4} as a function of t",
    GrayLevel[0.3]], "Text"],
  Spacer[5],
  detA1A4A1B1A4B4[t],
  Spacer[5],
```

```
(*---Numeric parameter values ---*)
  l1 = 4; l2 = 4; l3 = 3.863703305156273; l4 = 5.035276180410083;
m1 = 4.528845917006416; m2 = 5.0554559073559995;
  m3 = 6.363904177855777; m4 = 5.700997492662467;
  n1 = 6.181925288250036; n2 = 6.954665949281291;
  n3 = 3.090962644125018; n4 = 6.181925288250037;
  (*Plots in a light panel arranged in a 2x2 grid*)
  TextCell[
   Style["Determinant Plots for Our Example", Darker[Cyan], Bold, 14], "Text"],
  Panel[GraphicsGrid[{{(*1) A2A1-A2C2-A1C1*)Plot[detA2A1A2C2A1C1[t],
       {t, tMin, tMax}, PlotLabel → Style["det(A2A1, A2C2, A1C1)", Bold, 14],
       AxesLabel → {"t", "det"}, PlotRange → All, ImageSize → 250],
      (*2) A3A4-A3C3-A4C4*) Plot[detA3A4A3C3A4C4[t], {t, tMin, tMax},
       PlotLabel → Style["det(A3A4, A3C3, A4C4)", Bold, 14],
       AxesLabel → {"t", "det"}, PlotRange → All, ImageSize → 250]},
     {(*3) A1A4-A1B1-A4B4*)Plot[detA1A4A1B1A4B4[t], {t, tMin, tMax},
       PlotLabel → Style["det(A1A4, A1B1, A4B4)", Bold, 14],
       AxesLabel → {"t", "det"}, PlotRange → All, ImageSize → 250],
      (*4) A2A3-A2B2-A3B3*)Plot[detA2A3A2B2A3B3[t], {t, tMin, tMax},
       PlotLabel → Style["det(A2A3, A2B2, A3B3)", Bold, 14],
       AxesLabel → {"t", "det"}, PlotRange → All, ImageSize → 250]}}],
   Background → Lighter[Gray, 0.95], FrameMargins → 15]}]
FLEXION 2========*)
(*---Link lengths (parameters)---*)
(*A-links:l1=A1A2,l2=A2A3,l3=A1A4,l4=A3A4*)
Clear[l1, l2, l3, l4];
(*B-links:m1=A1B1,m2=A2B2,m3=A3B3,m4=A4B4*)
Clear[m1, m2, m3, m4];
(*C-links:n1=A1C1,n2=A2C2,n3=A3C3,n4=A4C4*)
Clear[n1, n2, n3, n4];
(*---Joint half-angle formulas:cosθi,sinθi---*)
cosθ1[t]:= FullSimplify[((Z2[t])^2-1)/((Z2[t])^2+1)];
sinθ1[t_] := FullSimplify[2 Z2[t] / ((Z2[t]) ^2 + 1)];
cosθ2[t_] := FullSimplify[((W22[t])^2-1)/((W22[t])^2+1)];
\sin\theta 2[t] := FullSimplify[2 W22[t] / ((W22[t])^2 + 1)];
\cos\theta 3[t_{]} := FullSimplify[((U2[t])^2 - 1) / ((U2[t])^2 + 1)];
sinθ3[t_] := FullSimplify[2 U2[t] / ((U2[t]) ^2 + 1)];
cos\theta 4[t_] := FullSimplify[((W12[t])^2 - 1) / ((W12[t])^2 + 1)];
sinθ4[t_] := FullSimplify[2 W12[t] / ((W12[t]) ^2 + 1)];
xA2 = 0;
```

```
xA1 = l1;
xA3 = 12 Cos[\delta 2];
xA4 = l1 - l3 Cos[\delta 1];
yA2 = 0;
yA1 = 0;
yA3 = l2 Sin[\delta 2];
yA4 = 13 Sin[\delta 1];
zA2 = 0; zA1 = 0; zA3 = 0; zA4 = 0;
xB1[t] := xA1 - m1 Cos[\alpha 1];
yB1[t_] := yA1 + m1 Sin[\alpha1] cos\theta1[t];
zB1[t_] := zA1 + m1 Sin[\alpha 1] sin\theta 1[t];
xB2[t] := xA2 + m2 Cos[\alpha 2];
yB2[t_] := yA2 + m2 Sin[\alpha2] cos\theta1[t];
zB2[t_] := zA2 + m2 Sin[\alpha 2] sin\theta1[t];
xB3[t_] := xA3 - m3 (Cos[\alpha3] Cos[\delta2 + \delta3] + Sin[\alpha3] cos\theta3[t] Sin[\delta2 + \delta3]);
yB3[t_] := yA3 - m3 (Cos[\alpha3] Sin[\delta2 + \delta3] - Sin[\alpha3] cos\theta3[t] Cos[\delta2 + \delta3]);
zB3[t_] := zA3 + m3 Sin[\alpha 3] sin\theta 3[t];
xB4[t_] := xA4 + m4 (Cos[\alpha 4] Cos[\delta 2 + \delta 3] - Sin[\alpha 4] cos\theta3[t] Sin[\delta 2 + \delta 3]);
yB4[t_] := yA4 + m4 (Cos[\alpha4] Sin[\delta2 + \delta3] + Sin[\alpha4] cos\theta3[t] Cos[\delta2 + \delta3]);
zB4[t_] := zA4 + m4 Sin[\alpha 4] sin\theta3[t];
xC1[t_] := xA1 - n1 (Cos[\gamma 1] Cos[\delta 1] + Sin[\gamma 1] cos\theta 4[t] Sin[\delta 1]);
yC1[t_] := yA1 + n1 (Cos[\gamma1] Sin[\delta1] - Sin[\gamma1] cos\theta4[t] Cos[\delta1]);
zC1[t_] := zA1 + n1 Sin[\gamma 1] sin\theta 4[t];
xC2[t] := xA2 + n2 (Cos[\gamma 2] Cos[\delta 2] + Sin[\gamma 2] cos\theta2[t] Sin[\delta 2]);
yC2[t_] := yA2 + n2 (Cos[\gamma 2] Sin[\delta 2] - Sin[\gamma 2] cos\theta 2[t] Cos[\delta 2]);
zC2[t_] := zA2 + n2 Sin[\gamma 2] sin\theta 2[t];
xC3[t_] := xA3 - n3 (Cos[\gamma 3] Cos[\delta 2] - Sin[\gamma 3] cos\theta 2[t] Sin[\delta 2]);
yC3[t]:= yA3 - n3 (Cos[\gamma3] Sin[\delta2] + Sin[\gamma3] cos\theta2[t] Cos[\delta2]);
zC3[t_] := zA3 + n3 Sin[\gamma 3] sin\theta 2[t];
xC4[t_] := xA4 + n4 (Cos[\gamma 4] Cos[\delta 1] - Sin[\gamma 4] cos\theta 4[t] Sin[\delta 1]);
yC4[t_] := yA4 - n4 (Cos[\gamma 4] Sin[\delta 1] + Sin[\gamma 4] cos\theta 4[t] Cos[\delta 1]);
zC4[t_] := zA4 + n4 Sin[\gamma 4] sin \theta 4[t];
(*COPLANARITY (DET-VALUE) FUNCTIONS*) detA2A1A2C2A1C1[t_] :=
   Module[{vA2A1, vA2C2, vA1C1}, vA2A1 = {xA1, yA1, zA1} - {xA2, yA2, zA2};
    vA2C2 = \{xC2[t], yC2[t], zC2[t]\} - \{xA2, yA2, zA2\};
    vA1C1 = {xC1[t], yC1[t], zC1[t]} - {xA1, yA1, zA1};
    Simplify[Det[{vA2A1, vA2C2, vA1C1}]]];
detA3A4A3C3A4C4[t_] :=
   Module[{vA3A4, vA3C3, vA4C4}, vA3A4 = {xA4, yA4, zA4} - {xA3, yA3, zA3};
    vA3C3 = {xC3[t], yC3[t], zC3[t]} - {xA3, yA3, zA3};
    vA4C4 = \{xC4[t], yC4[t], zC4[t]\} - \{xA4, yA4, zA4\};
```

```
Simplify[Det[{vA3A4, vA3C3, vA4C4}]]];
detA1A4A1B1A4B4[t ] :=
  Module[{vA1A4, vA1B1, vA4B4}, vA1A4 = {xA4, yA4, zA4} - {xA1, yA1, zA1};
   vA1B1 = {xB1[t], yB1[t], zB1[t]} - {xA1, yA1, zA1};
   vA4B4 = \{xB4[t], yB4[t], zB4[t]\} - \{xA4, yA4, zA4\};
   Simplify[Det[{vA1A4, vA1B1, vA4B4}]]];
detA2A3A2B2A3B3[t_] :=
  Module[{vA2A3, vA2B2, vA3B3}, vA2A3 = {xA3, yA3, zA3} - {xA2, yA2, zA2};
   vA2B2 = \{xB2[t], yB2[t], zB2[t]\} - \{xA2, yA2, zA2\};
   vA3B3 = \{xB3[t], yB3[t], zB3[t]\} - \{xA3, yA3, zA3\};
   Simplify[Det[{vA2A3, vA2B2, vA3B3}]]];
(*---t-range---*)
tMin = 1 / Sqrt[2 * Sqrt[3] + 3];
tMax = 1/2;
Column[{TextCell[
   Style["======== EXTRA INFO (FLEXION 2) ============,
    Red, Bold, 16], "Text"], (*Explanatory text*)TextCell[
   Style["This example does NOT have planar parameter lines (C2A2A1C1,
      C3A3A4C4, B1A1A4B4, B2A2A3B3)", GrayLevel[0.3]], "Text"],
  Spacer[12],
  TextCell[
   Style["Coplanarity Check: A2A1-A2C2-A1C1", Green, Bold, 12], "Text"],
  TextCell[Style["Determinant of {A2A1, A2C2, A1C1} as a function of t",
    GrayLevel[0.3]], "Text"],
  Spacer[5],
  detA2A1A2C2A1C1[t],
  Spacer[5],
  TextCell[
   Style["Coplanarity Check: A3A4-A3C3-A4C4", Blue, Bold, 12], "Text"],
  TextCell[Style["Determinant of {A3A4, A3C3, A4C4} as a function of t",
    GrayLevel[0.3]], "Text"],
  Spacer[5],
  detA3A4A3C3A4C4[t],
  Spacer[5],
  TextCell[
   Style["Coplanarity Check: A2A3-A2B2-A3B3", Purple, Bold, 12], "Text"],
  TextCell[Style["Determinant of {A2A3, A2B2, A3B3} as a function of t",
    GrayLevel[0.3]], "Text"],
  Spacer[5],
  detA2A3A2B2A3B3[t],
```

```
Spacer[5],
       TextCell[
        Style["Coplanarity Check: A1A4-A1B1-A4B4", Brown, Bold, 12], "Text"],
       TextCell[Style["Determinant of {A1A4, A1B1, A4B4} as a function of t",
         GrayLevel[0.3]], "Text"],
       Spacer[5],
       detA1A4A1B1A4B4[t],
       Spacer[5],
       (*---Numeric parameter values ---*)
       l1 = 4; l2 = 4; l3 = 3.863703305156273; l4 = 5.035276180410083;
     m1 = 4.528845917006416; m2 = 5.0554559073559995;
       m3 = 6.363904177855777; m4 = 5.700997492662467;
       n1 = 6.181925288250036; n2 = 6.954665949281291;
       n3 = 3.090962644125018; n4 = 6.181925288250037;
       (*Plots in a light panel arranged in a 2x2 grid*)
       TextCell[Style["Determinant Plots for Our Example", Cyan, Bold, 14], "Text"],
       Panel[GraphicsGrid[{{(*1) A2A1-A2C2-A1C1*)Plot[detA2A1A2C2A1C1[t],
             {t, tMin, tMax}, PlotLabel → Style["det(A2A1, A2C2, A1C1)", Bold, 14],
            AxesLabel → {"t", "det"}, PlotRange → All, ImageSize → 250],
            (*2) A3A4-A3C3-A4C4*) Plot[detA3A4A3C3A4C4[t], {t, tMin, tMax},
            PlotLabel → Style["det(A3A4, A3C3, A4C4)", Bold, 14],
            AxesLabel → {"t", "det"}, PlotRange → All, ImageSize → 250]},
           {(*3) A1A4-A1B1-A4B4*)Plot[detA1A4A1B1A4B4[t], {t, tMin, tMax},
            PlotLabel → Style["det(A1A4, A1B1, A4B4)", Bold, 14],
            AxesLabel → {"t", "det"}, PlotRange → All, ImageSize → 250],
            (*4) A2A3-A2B2-A3B3*) Plot[detA2A3A2B2A3B3[t], {t, tMin, tMax},
            PlotLabel → Style["det(A2A3, A2B2, A3B3)", Bold, 14],
            AxesLabel → {"t", "det"}, PlotRange → All, ImageSize → 250]}}],
        Background → Lighter[Gray, 0.95], FrameMargins → 15]}]
Out[1601]=
     ✓ All vertices satisfy (N.0).
Out[1604]=
     ✓ M1 = M2 = M3 = M4 = -1 + \sqrt{3}
Out[1610]=
     ✓ r1 = r2 = \frac{2}{\sqrt{3}}; ✓ r3 = r4 = \frac{2}{\sqrt{3}}
     ✓ s1 = s4 = 3 - \sqrt{3}; ✓ s2 = s3 = \frac{1}{\sqrt{3}}
Out[1620]=
```

```
△ Approximate validation using
```

 $\varepsilon$ -tolerance. For rigorous proof, see the referenced paper.

# ✓ Valid Combination Found (M < 1): </p>

$$e1 = -1$$
,  $e2 = -1$ ,  $e3 = 1$ 

$$t1 = 0.K + 0.446521iK'$$

$$t3 = 3.K + 0.446521iK'$$

$$t1 + e1*t2 + e2*t3 + e3*t4 = -4.K + 0.iK'$$

Out[1622]=

# ========= OTHER PARAMETERS ===========

$$u = 2 - \sqrt{3}$$

$$\sigma$$
1 = 165 °,  $\sigma$ 2 = 165 °,  $\sigma$ 3 = 195 °,  $\sigma$ 4 = 165 °

**f1** = 
$$\frac{1}{2}$$
 (1 +  $\sqrt{3}$ ), **f2** = 4 - 2  $\sqrt{3}$ , **f3** = 4 - 2  $\sqrt{3}$ , **f4** =  $\frac{1}{2}$  (1 +  $\sqrt{3}$ )

**z1** = 1 + 
$$\sqrt{3}$$
, **z2** = -1 -  $\frac{2}{\sqrt{3}}$ , **z3** = -1 -  $\frac{2}{\sqrt{3}}$ , **z4** = 1 +  $\sqrt{3}$ 

**x1** = 3 + 2 
$$\sqrt{3}$$
, **x2** = 3 + 2  $\sqrt{3}$ , **x3** = 3 + 2  $\sqrt{3}$ , **x4** = 3 + 2  $\sqrt{3}$ 

$$y1 = 2 + \sqrt{3}$$
,  $y2 = \frac{1}{-1 + \frac{1}{\sqrt{3}}}$ ,  $y3 = \frac{1}{-1 + \frac{1}{\sqrt{3}}}$ ,  $y4 = 2 + \sqrt{3}$ 

**p1** = 
$$\sqrt{-1 + \frac{2}{\sqrt{3}}}$$
, **p2** =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ , **p3** =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ , **p4** =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ 

**q1** = 
$$\sqrt{2-\sqrt{3}}$$
, **q2** =  $\frac{1}{2}\sqrt{1-\frac{1}{\sqrt{3}}}$ , **q3** =  $\frac{1}{2}\sqrt{1-\frac{1}{\sqrt{3}}}$ , **q4** =  $\sqrt{2-\sqrt{3}}$ 

$$p1 \cdot q1 = \sqrt{-4 + \frac{7}{\sqrt{3}}}$$
,  $p2 \cdot q2 = i \sqrt{-\frac{5}{3} + \sqrt{3}}$ ,  $p3 \cdot q3 = i \sqrt{-\frac{5}{3} + \sqrt{3}}$ ,  $p4 \cdot q4 = \sqrt{-4 + \frac{7}{\sqrt{3}}}$ 

$$\overline{\alpha 1}$$
 = 60°,  $\overline{\beta 1}$  = 150°,  $\overline{\gamma 1}$  = 45°,  $\overline{\delta 1}$  = 75°

Inequalities (vertex 1):  $sin(2.05864_1) > sin(\overline{2.05864_1}) sin(\overline{105}_{10})$ :

True ,  $\sin(2.60102_1) > \sin(\overline{2.60102_1}) \sin(\overline{105}_1)$  : True

 $\sin(0.864432_1) \sin(2.05864_1) < \sin(\overline{0.864432_1}) \sin(\overline{2.05864_1})$ : True

Out[1628]=

# ========= FLEXIBILITY (FLEXION 1) ===========

$$P_1[Z, W1] = 0$$

$$P_2[Z, W2] = 0$$

$$P_3[U, W2] = 0$$

$$P_4[U, W1] = 0$$

Out[1636]=

#### ========== FLEXIBILITY (FLEXION 2) =============

$$P_1[Z, W1] = 0$$

$$P_2[Z, W2] = 0$$

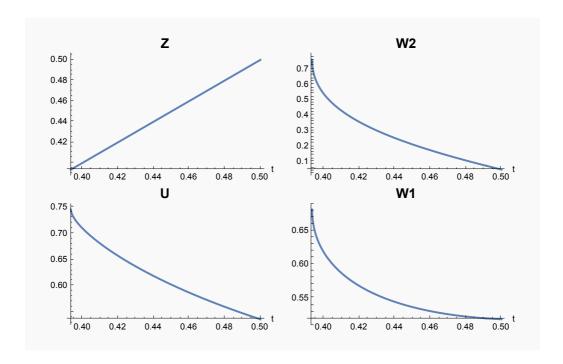
$$P_3[U, W2] = 0$$

$$P_4[U, W1] = 0$$

Out[1643]=

# ======== NOT TRIVIAL (FLEXION 1) ==========

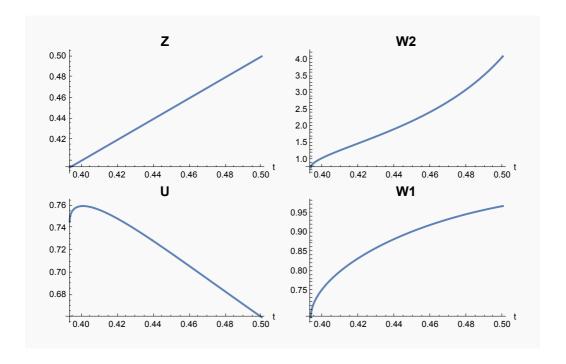
This configuration does not belong to the trivial class - even after switching the boundary strips since none of the functions  ${\sf Z}$ ,  ${\sf W2}$ ,  ${\sf U}$ , or  ${\sf W1}$  is constant.



Out[1646]=

# ======== NOT TRIVIAL (FLEXION 2) ==========

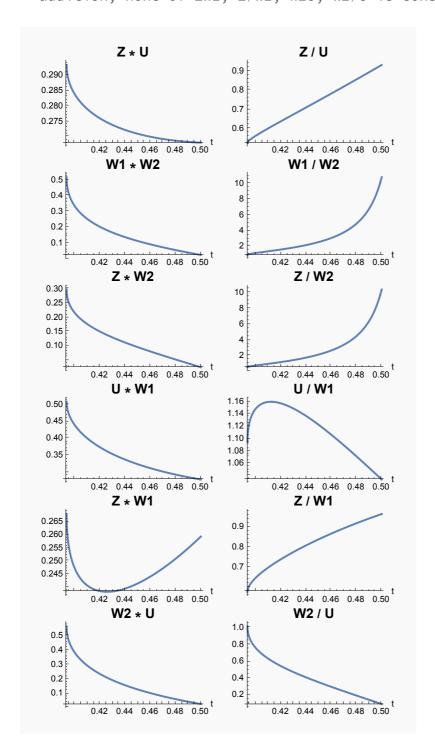
This configuration does not belong to the trivial class - even after switching the boundary strips since none of the functions  ${\sf Z}$ ,  ${\sf W2}$ ,  ${\sf U}$ , or  ${\sf W1}$  is constant.



Out[1651]=

# ======== NOT LINEAR COMPOUND & NOT LINEAR CONJUGATE (FLEXION 1) =========

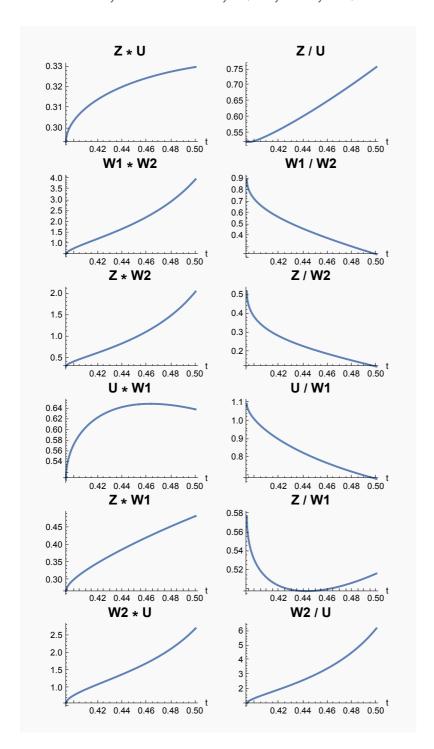
This configuration does not belong to the Linear compound class nor to the linear conjugate class - even after switching the boundary strips - since none of the functions ZU, Z/U, W1W2, W1/W2, ZW2, Z/W2, UW1, and U/W1 is constant. In addition, none of ZW1, Z/W1, W2U, W2/U is constant as well.



Out[1654]=

# ======== NOT LINEAR COMPOUND & NOT LINEAR CONJUGATE (FLEXION 2) =========

This configuration does not belong to the Linear compound class nor to the linear conjugate class - even after switching the boundary strips - since none of the functions ZU, Z/U, W1W2, W1/W2, ZW2, Z/W2, UW1, and U/W1 is constant. In addition, none of ZW1, Z/W1, W2U, W2/U is constant as well.



Out[1659]=

# ========= NOT CONIC ==========

Condition (N.O) is satisfied ⇒ this configuration is NOT equimodular-conic. Applying any boundary-strip switch still preserves (N.0), so no conic form emerges.

Out[1660]=

```
CONDITION (N.0) AFTER SWITCHING BOUNDARY STRIPS
```

**Right:** Condition (N.0) is still satisfied. **Left:** Condition (N.0) is still satisfied. Lower: Condition (N.0) is still satisfied.

**Upper:** Condition (N.0) is still satisfied.

Right + Left: Condition (N.0) is still satisfied.

Right + Lower: Condition (N.0) is still satisfied. Right + Upper: Condition (N.0) is still satisfied.

**Left + Lower:** Condition (N.0) is still satisfied.

**Left + Upper:** Condition (N.0) is still satisfied.

Lower + Upper: Condition (N.0) is still satisfied. Right + Left + Lower: Condition (N.0) is still satisfied.

Right + Left + Upper: Condition (N.0) is still satisfied.

Right + Lower + Upper: Condition (N.0) is still satisfied.

Left + Lower + Upper: Condition (N.0) is still satisfied.

Right + Left + Lower + Upper: Condition (N.0) is still satisfied.

Out[1661]=

# ======== NOT ORTHODIAGONAL ==========

 $\cos(\alpha_i) \cdot \cos(\gamma_i) \neq \cos(\beta_i) \cdot \cos(\delta_i)$  for each  $i = 1...4 \Rightarrow NOT$ orthodiagonal. Switching boundary strips does not correct this.

# Initial anglesDeg (no switches):

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1...4

$$\cos(\alpha 1) \cdot \cos(\gamma 1) - \cos(\beta 1) \cdot \cos(\delta 1) = \frac{\sqrt{2 - \sqrt{3}}}{4}$$

$$\cos(\alpha 2) \cdot \cos(\gamma 2) - \cos(\beta 2) \cdot \cos(\delta 2) = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos(\alpha 3) \cdot \cos(\gamma 3) - \cos(\beta 3) \cdot \cos(\delta 3) = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos(\alpha 4) \cdot \cos(\gamma 4) - \cos(\beta 4) \cdot \cos(\delta 4) = \frac{\sqrt{2 - \sqrt{3}}}{4}$$

# Switch combination: Right

Switched anglesDeg:

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1...4

$$\cos{(\alpha 1)} \cdot \cos{(\gamma 1)} - \cos{(\beta 1)} \cdot \cos{(\delta 1)} = \frac{1}{8} \left( \sqrt{2} - \sqrt{6} \right)$$

$$\cos{(\alpha 2)} \cdot \cos{(\gamma 2)} - \cos{(\beta 2)} \cdot \cos{(\delta 2)} = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos{(\alpha 3)} \cdot \cos{(\gamma 3)} - \cos{(\beta 3)} \cdot \cos{(\delta 3)} = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos{(\alpha 4)} \cdot \cos{(\gamma 4)} - \cos{(\beta 4)} \cdot \cos{(\delta 4)} = \frac{1}{8} \left( \sqrt{2} - \sqrt{6} \right)$$

#### Switch combination: Left

Switched anglesDeg:

Orthodiagonal check:  $cos(\alpha i) \cdot cos(\gamma i) - cos(\beta i) \cdot cos(\delta i)$  for i = 1..4

#### Switch combination: Lower

Switched anglesDeg:

Orthodiagonal check:  $cos(\alpha i) \cdot cos(\gamma i) - cos(\beta i) \cdot cos(\delta i)$  for i = 1..4

$$\cos(\alpha 1) \cdot \cos(\gamma 1) - \cos(\beta 1) \cdot \cos(\delta 1) = \frac{1}{8} \left( \sqrt{2} - \sqrt{6} \right)$$

$$\cos(\alpha 2) \cdot \cos(\gamma 2) - \cos(\beta 2) \cdot \cos(\delta 2) = \frac{1}{8} \left( -\sqrt{2} + \sqrt{6} \right)$$

$$\cos(\alpha 3) \cdot \cos(\gamma 3) - \cos(\beta 3) \cdot \cos(\delta 3) = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos(\alpha 4) \cdot \cos(\gamma 4) - \cos(\beta 4) \cdot \cos(\delta 4) = \frac{\sqrt{2 - \sqrt{3}}}{4}$$

## Switch combination: Upper

Switched anglesDeg:

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1...4

$$\begin{array}{llll} \cos{(\alpha 1)} \cdot \cos{(\gamma 1)} & - & \cos{(\beta 1)} \cdot \cos{(\delta 1)} & = & \frac{\sqrt{2 - \sqrt{3}}}{4} \\ \cos{(\alpha 2)} \cdot \cos{(\gamma 2)} & - & \cos{(\beta 2)} \cdot \cos{(\delta 2)} & = & -\frac{1}{4} \sqrt{2 - \sqrt{3}} \\ \cos{(\alpha 3)} \cdot \cos{(\gamma 3)} & - & \cos{(\beta 3)} \cdot \cos{(\delta 3)} & = & \frac{1}{8} \left( -\sqrt{2} + \sqrt{6} \right) \\ \cos{(\alpha 4)} \cdot \cos{(\gamma 4)} & - & \cos{(\beta 4)} \cdot \cos{(\delta 4)} & = & \frac{1}{8} \left( \sqrt{2} - \sqrt{6} \right) \end{array}$$

### Switch combination: Right + Left

Switched anglesDeg:

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1...4

#### Switch combination: Right + Lower

Switched anglesDeg:

Orthodiagonal check:  $cos(\alpha i) \cdot cos(\gamma i) - cos(\beta i) \cdot cos(\delta i)$  for i = 1..4

$$\begin{array}{llll} \cos{(\alpha 1)} \cdot \cos{(\gamma 1)} & - & \cos{(\beta 1)} \cdot \cos{(\delta 1)} & = & \frac{\sqrt{2-\sqrt{3}}}{4} \\ \cos{(\alpha 2)} \cdot \cos{(\gamma 2)} & - & \cos{(\beta 2)} \cdot \cos{(\delta 2)} & = & \frac{1}{8} \left( -\sqrt{2} + \sqrt{6} \right) \\ \cos{(\alpha 3)} \cdot \cos{(\gamma 3)} & - & \cos{(\beta 3)} \cdot \cos{(\delta 3)} & = & -\frac{1}{4} \sqrt{2-\sqrt{3}} \\ \cos{(\alpha 4)} \cdot \cos{(\gamma 4)} & - & \cos{(\beta 4)} \cdot \cos{(\delta 4)} & = & \frac{1}{8} \left( \sqrt{2} - \sqrt{6} \right) \end{array}$$

#### Switch combination: Right + Upper

Switched anglesDeg:

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1..4

$$\begin{array}{llll} \cos{(\alpha 1)} \cdot \cos{(\gamma 1)} & - & \cos{(\beta 1)} \cdot \cos{(\delta 1)} & = & \frac{1}{8} \left( \sqrt{2} - \sqrt{6} \right) \\ \cos{(\alpha 2)} \cdot \cos{(\gamma 2)} & - & \cos{(\beta 2)} \cdot \cos{(\delta 2)} & = & -\frac{1}{4} \sqrt{2 - \sqrt{3}} \\ \cos{(\alpha 3)} \cdot \cos{(\gamma 3)} & - & \cos{(\beta 3)} \cdot \cos{(\delta 3)} & = & \frac{1}{8} \left( - \sqrt{2} + \sqrt{6} \right) \\ \cos{(\alpha 4)} \cdot \cos{(\gamma 4)} & - & \cos{(\beta 4)} \cdot \cos{(\delta 4)} & = & \frac{\sqrt{2 - \sqrt{3}}}{4} \end{array}$$

### Switch combination: Left + Lower

Switched anglesDeg:

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1...4

$$\cos(\alpha 1) \cdot \cos(\gamma 1) - \cos(\beta 1) \cdot \cos(\delta 1) = \frac{1}{8} \left(\sqrt{2} - \sqrt{6}\right)$$

$$\cos(\alpha 2) \cdot \cos(\gamma 2) - \cos(\beta 2) \cdot \cos(\delta 2) = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos(\alpha 3) \cdot \cos(\gamma 3) - \cos(\beta 3) \cdot \cos(\delta 3) = \frac{1}{8} \left(-\sqrt{2} + \sqrt{6}\right)$$

$$\cos(\alpha 4) \cdot \cos(\gamma 4) - \cos(\beta 4) \cdot \cos(\delta 4) = \frac{\sqrt{2-\sqrt{3}}}{4}$$

# Switch combination: Left + Upper

Switched anglesDeg:

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1...4

$$\cos{(\alpha 1)} \cdot \cos{(\gamma 1)} - \cos{(\beta 1)} \cdot \cos{(\delta 1)} = \frac{\sqrt{2 - \sqrt{3}}}{4}$$

$$\cos(\alpha 2) \cdot \cos(\gamma 2) - \cos(\beta 2) \cdot \cos(\delta 2) = \frac{1}{8} \left(-\sqrt{2} + \sqrt{6}\right)$$

$$\cos(\alpha 3) \cdot \cos(\gamma 3) - \cos(\beta 3) \cdot \cos(\delta 3) = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos(\alpha 4) \cdot \cos(\gamma 4) - \cos(\beta 4) \cdot \cos(\delta 4) = \frac{1}{8} \left(\sqrt{2} - \sqrt{6}\right)$$

## Switch combination: Lower + Upper

Switched anglesDeg:

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1..4

$$\cos\left(\alpha\mathbf{1}\right)\cdot\cos\left(\gamma\mathbf{1}\right)\ -\ \cos\left(\beta\mathbf{1}\right)\cdot\cos\left(\delta\mathbf{1}\right)\ =\ \frac{1}{8}\,\left(\,\sqrt{2}\ -\ \sqrt{6}\,\right)$$

$$\cos(\alpha 2) \cdot \cos(\gamma 2) - \cos(\beta 2) \cdot \cos(\delta 2) = \frac{1}{8} \left(-\sqrt{2} + \sqrt{6}\right)$$

$$\cos(\alpha 3) \cdot \cos(\gamma 3) - \cos(\beta 3) \cdot \cos(\delta 3) = \frac{1}{8} \left( -\sqrt{2} + \sqrt{6} \right)$$

$$\cos(\alpha 4) \cdot \cos(\gamma 4) - \cos(\beta 4) \cdot \cos(\delta 4) = \frac{1}{8} \left(\sqrt{2} - \sqrt{6}\right)$$

#### Switch combination: Right + Left + Lower

Switched anglesDeg:

Orthodiagonal check:  $cos(\alpha i) \cdot cos(\gamma i) - cos(\beta i) \cdot cos(\delta i)$  for i = 1..4

$$\cos{(\alpha 1)} \cdot \cos{(\gamma 1)} - \cos{(\beta 1)} \cdot \cos{(\delta 1)} = \frac{\sqrt{2-\sqrt{3}}}{4}$$

$$\cos(\alpha 2) \cdot \cos(\gamma 2) - \cos(\beta 2) \cdot \cos(\delta 2) = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos(\alpha 3) \cdot \cos(\gamma 3) - \cos(\beta 3) \cdot \cos(\delta 3) = \frac{1}{8} \left(-\sqrt{2} + \sqrt{6}\right)$$

$$\cos(\alpha 4) \cdot \cos(\gamma 4) - \cos(\beta 4) \cdot \cos(\delta 4) = \frac{1}{8} \left(\sqrt{2} - \sqrt{6}\right)$$

### Switch combination: Right + Left + Upper

Switched anglesDeg:

Orthodiagonal check:  $cos(\alpha i) \cdot cos(\gamma i) - cos(\beta i) \cdot cos(\delta i)$  for i = 1..4

$$\begin{array}{llll} \cos{(\alpha 1)} \cdot \cos{(\gamma 1)} & - & \cos{(\beta 1)} \cdot \cos{(\delta 1)} & = & \frac{1}{8} \left( \sqrt{2} - \sqrt{6} \right) \\ \cos{(\alpha 2)} \cdot \cos{(\gamma 2)} & - & \cos{(\beta 2)} \cdot \cos{(\delta 2)} & = & \frac{1}{8} \left( - \sqrt{2} + \sqrt{6} \right) \\ \cos{(\alpha 3)} \cdot \cos{(\gamma 3)} & - & \cos{(\beta 3)} \cdot \cos{(\delta 3)} & = & -\frac{1}{4} \sqrt{2 - \sqrt{3}} \\ \cos{(\alpha 4)} \cdot \cos{(\gamma 4)} & - & \cos{(\beta 4)} \cdot \cos{(\delta 4)} & = & \frac{\sqrt{2 - \sqrt{3}}}{4} \end{array}$$

## Switch combination: Right + Lower + Upper

Switched anglesDeg:

Orthodiagonal check:  $cos(\alpha_i) \cdot cos(\gamma_i) - cos(\beta_i) \cdot cos(\delta_i)$  for i = 1..4

$$\begin{array}{llll} \cos{(\alpha 1)} \cdot \cos{(\gamma 1)} & - & \cos{(\beta 1)} \cdot \cos{(\delta 1)} & = & \frac{\sqrt{2 - \sqrt{3}}}{4} \\ \cos{(\alpha 2)} \cdot \cos{(\gamma 2)} & - & \cos{(\beta 2)} \cdot \cos{(\delta 2)} & = & \frac{1}{8} \left( -\sqrt{2} + \sqrt{6} \right) \\ \cos{(\alpha 3)} \cdot \cos{(\gamma 3)} & - & \cos{(\beta 3)} \cdot \cos{(\delta 3)} & = & \frac{1}{8} \left( -\sqrt{2} + \sqrt{6} \right) \\ \cos{(\alpha 4)} \cdot \cos{(\gamma 4)} & - & \cos{(\beta 4)} \cdot \cos{(\delta 4)} & = & \frac{\sqrt{2 - \sqrt{3}}}{4} \end{array}$$

# Switch combination: Left + Lower + Upper

Switched anglesDeg:

Orthodiagonal check:  $cos(\alpha_i) \cdot cos(\gamma_i) - cos(\beta_i) \cdot cos(\delta_i)$  for i = 1..4

#### Switch combination: Right + Left + Lower + Upper

Switched anglesDeg:

Orthodiagonal check:  $\cos(\alpha i) \cdot \cos(\gamma i) - \cos(\beta i) \cdot \cos(\delta i)$  for i = 1...4

$$\cos(\alpha 1) \cdot \cos(\gamma 1) - \cos(\beta 1) \cdot \cos(\delta 1) = \frac{\sqrt{2 - \sqrt{3}}}{4}$$

$$\cos(\alpha 2) \cdot \cos(\gamma 2) - \cos(\beta 2) \cdot \cos(\delta 2) = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos(\alpha 3) \cdot \cos(\gamma 3) - \cos(\beta 3) \cdot \cos(\delta 3) = -\frac{1}{4} \sqrt{2 - \sqrt{3}}$$

$$\cos(\alpha 4) \cdot \cos(\gamma 4) - \cos(\beta 4) \cdot \cos(\delta 4) = \frac{\sqrt{2 - \sqrt{3}}}{4}$$

Out[1663]=

# ========= NOT ISOGONAL ==========

Condition (N.0) holds AND for all i = 1...4:  $\alpha_i \neq \beta_i$ ,  $\alpha i \neq \gamma i$ ,  $\alpha i \neq \delta i$ ,  $\beta i \neq \gamma i$ ,  $\beta i \neq \delta i$ ,  $\gamma i \neq \delta i$ ,  $\alpha i + \beta i \neq \delta i$  $\pi \neq \gamma_{i} + \delta_{i}$ ,  $\alpha_{i} + \gamma_{i} \neq \pi \neq \beta_{i} + \delta_{i}$ ,  $\alpha_{i} + \delta_{i} \neq \pi \neq \beta_{i} + \gamma_{i} \Rightarrow NOT$ isogonal. Switching boundary strips do not change this.

# Initial anglesDeg (no switches):

Angle relation checks for i = 1..4:

#### Vertex 1

 $\alpha 1 - \beta 1 = 90.000$ 

 $\alpha$ 1 -  $\gamma$ 1 = -15.000

 $\alpha \mathbf{1} - \delta \mathbf{1} = \mathbf{15.000}$ 

 $\beta 1 - \gamma 1 = -105.000$ 

 $\beta 1 - \delta 1 = -75.000$ 

 $\gamma 1 - \delta 1 = 30.000$ 

 $\alpha 1 + \beta 1 - 180 = -60.000$ 

 $\gamma 1 + \delta 1 - 180 = 30.000$ 

 $\alpha$ 1 +  $\gamma$ 1 - 180 = 45.000

 $\beta$ 1 +  $\delta$ 1 - 180 = -75.000

 $\alpha$ 1 +  $\delta$ 1 - 180 = 15.000  $\beta$ 1 +  $\gamma$ 1 - 180 = -45.000

 $\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = -90.000$ 

 $\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = 120.000$ 

 $\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = 60.000$ 

# Vertex 2

 $\alpha 2 - \beta 2 = -30.000$ 

 $\alpha 2 - \gamma 2 = 75.000$ 

 $\alpha 2 - \delta 2 = -15.000$ 

 $\beta 2 - \gamma 2 = 105.000$ 

 $\beta$ 2 -  $\delta$ 2 = 15.000

 $\gamma 2 - \delta 2 = -90.000$ 

 $\alpha$ 2 +  $\beta$ 2 - 180 = 30.000

 $\gamma 2 + \delta 2 - 180 = -60.000$ 

 $\alpha 2 + \gamma 2 - 180 = -75.000$ 

 $\beta$ 2 +  $\delta$ 2 - 180 = 45.000

 $\alpha$ 2 +  $\delta$ 2 - 180 = 15.000

 $\beta$ 2 +  $\gamma$ 2 - 180 = -45.000

 $\alpha 2 + \beta 2 - \gamma 2 - \delta 2 = 90.000$ 

 $\alpha$ 2 +  $\gamma$ 2 -  $\beta$ 2 -  $\delta$ 2 = -120.000

 $\alpha$ 2 +  $\delta$ 2 -  $\beta$ 2 -  $\gamma$ 2 = 60.000

## Vertex 3

```
\alpha3 - \beta3 = 30.000
\alpha 3 - \gamma 3 = -75.000
\alpha3 - \delta3 = 15.000
\beta3 - \gamma3 = -105.000
\beta3 - \delta3 = -15.000
\gamma3 - \delta3 = 90.000
\alpha3 + \beta3 - 180 = -30.000
\gamma 3 + \delta 3 - 180 = 60.000
\alpha3 + \gamma3 - 180 = 75.000
\beta3 + \delta3 - 180 = -45.000
\alpha 3 + \delta 3 - 180 = -15.000
\beta3 + \gamma3 - 180 = 45.000
\alpha 3 + \beta 3 - \gamma 3 - \delta 3 = -90.000
\alpha3 + \gamma3 - \beta3 - \delta3 = 120.000
\alpha3 + \delta3 - \beta3 - \gamma3 = -60.000
```

## Vertex 4

```
\alpha 4 - \beta 4 = 90.000
\alpha 4 - \gamma 4 = -15.000
\alpha4 - \delta4 = 15.000
\beta 4 - \gamma 4 = -105.000
\beta 4 - \delta 4 = -75.000
\gamma 4 - \delta 4 = 30.000
\alpha 4 + \beta 4 - 180 = -60.000
\gamma4 + \delta4 - 180 = 30.000
\alpha4 + \gamma4 - 180 = 45.000
\beta4 + \delta4 - 180 = -75.000
\alpha4 + \delta4 - 180 = 15.000
\beta4 + \gamma4 - 180 = -45.000
\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = -90.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = 120.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = 60.000
```

# Switch combination: Right

Switched anglesDeg:

```
105 165 60 90
 90 120 15 105
 90 60 165 75
105 165 60 90
```

Angle relation checks for i = 1..4:

## Vertex 1

```
\alpha 1 - \beta 1 = -60.000
\alpha 1 - \gamma 1 = 45.000
\alpha 1 - \delta 1 = 15.000
\beta 1 - \gamma 1 = 105.000
\beta 1 - \delta 1 = 75.000
\gamma 1 - \delta 1 = -30.000
\alpha1 + \beta1 - 180 = 90.000
\gamma 1 + \delta 1 - 180 = -30.000
\alpha 1 + \gamma 1 - 180 = -15.000
\beta1 + \delta1 - 180 = 75.000
\alpha1 + \delta1 - 180 = 15.000
\beta1 + \gamma1 - 180 = 45.000
\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = 120.000
\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = -90.000
\alpha1 + \delta1 - \beta1 - \gamma1 = -30.000
```

#### Vertex 2

$$\alpha$$
2 -  $\beta$ 2 = -30.000

 $\alpha 2 - \gamma 2 = 75.000$  $\alpha$ 2 -  $\delta$ 2 = -15.000  $\beta 2 - \gamma 2 = 105.000$  $\beta 2 - \delta 2 = 15.000$  $\gamma 2 - \delta 2 = -90.000$  $\alpha$ 2 +  $\beta$ 2 - 180 = 30.000  $\gamma 2 + \delta 2 - 180 = -60.000$  $\alpha$ 2 +  $\gamma$ 2 - 180 = -75.000  $\beta$ 2 +  $\delta$ 2 - 180 = 45.000  $\alpha$ 2 +  $\delta$ 2 - 180 = 15.000  $\beta$ 2 +  $\gamma$ 2 - 180 = -45.000  $\alpha 2 + \beta 2 - \gamma 2 - \delta 2 = 90.000$  $\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = -120.000$  $\alpha 2 + \delta 2 - \beta 2 - \gamma 2 = 60.000$ 

#### Vertex 3

 $\alpha$ 3 -  $\beta$ 3 = 30.000  $\alpha 3 - \gamma 3 = -75.000$  $\alpha$ 3 -  $\delta$ 3 = 15.000  $\beta$ 3 -  $\gamma$ 3 = -105.000  $\beta 3 - \delta 3 = -15.000$  $\gamma$ 3 -  $\delta$ 3 = 90.000  $\alpha$ 3 +  $\beta$ 3 - 180 = -30.000  $\gamma$ 3 +  $\delta$ 3 - 180 = 60.000  $\alpha$ 3 +  $\gamma$ 3 - 180 = 75.000  $\beta$ 3 +  $\delta$ 3 - 180 = -45.000  $\alpha$ 3 +  $\delta$ 3 - 180 = -15.000  $\beta$ 3 +  $\gamma$ 3 - 180 = 45.000  $\alpha$ 3 +  $\beta$ 3 -  $\gamma$ 3 -  $\delta$ 3 = -90.000  $\alpha$ 3 +  $\gamma$ 3 -  $\beta$ 3 -  $\delta$ 3 = 120.000  $\alpha 3 + \delta 3 - \beta 3 - \gamma 3 = -60.000$ 

# Vertex 4

 $\alpha 4 - \beta 4 = -60.000$  $\alpha 4 - \gamma 4 = 45.000$  $\alpha 4 - \delta 4 = 15.000$  $\beta 4 - \gamma 4 = 105.000$  $\beta$ 4 -  $\delta$ 4 = 75.000  $\gamma 4 - \delta 4 = -30.000$  $\alpha 4 + \beta 4 - 180 = 90.000$  $\gamma$ 4 +  $\delta$ 4 - 180 = -30.000  $\alpha$ 4 +  $\gamma$ 4 - 180 = -15.000  $\beta$ 4 +  $\delta$ 4 - 180 = 75.000  $\alpha$ 4 +  $\delta$ 4 - 180 = 15.000  $\beta$ 4 +  $\gamma$ 4 - 180 = 45.000  $\alpha$ 4 +  $\beta$ 4 -  $\gamma$ 4 -  $\delta$ 4 = 120.000  $\alpha$ 4 +  $\gamma$ 4 -  $\beta$ 4 -  $\delta$ 4 = -90.000  $\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = -30.000$ 

#### Switch combination: Left

Switched anglesDeg:

105 15 120 90 90 60 165 105 90 120 15 75 105 15 120 90

Angle relation checks for i = 1..4:

#### Vertex 1

 $\alpha 1 - \beta 1 = 90.000$  $\alpha 1 - \sqrt{1} - 15000$ 

- $\alpha$ 1  $\delta$ 1 = 15.000
- $\beta 1 \gamma 1 = -105.000$
- $\beta 1 \delta 1 = -75.000$  $\gamma 1 - \delta 1 = 30.000$
- $\alpha 1 + \beta 1 180 = -60.000$
- $\gamma 1 + \delta 1 180 = 30.000$
- $\alpha$ 1 +  $\gamma$ 1 180 = 45.000
- $\beta$ 1 +  $\delta$ 1 180 = -75.000
- $\alpha$ 1 +  $\delta$ 1 180 = 15.000
- $\beta$ 1 +  $\gamma$ 1 180 = -45.000
- $\alpha$ 1 +  $\beta$ 1  $\gamma$ 1  $\delta$ 1 = -90.000
- $\alpha 1 + \gamma 1 \beta 1 \delta 1 = 120.000$
- $\alpha 1 + \delta 1 \beta 1 \gamma 1 = 60.000$

- $\alpha$ 2  $\beta$ 2 = 30.000
- $\alpha 2 \gamma 2 = -75.000$
- $\alpha$ 2  $\delta$ 2 = -15.000
- $\beta 2 \gamma 2 = -105.000$
- $\beta$ 2  $\delta$ 2 = -45.000
- $\gamma 2 \delta 2 = 60.000$
- $\alpha$ 2 +  $\beta$ 2 180 = -30.000
- $\gamma 2 + \delta 2 180 = 90.000$
- $\alpha$ 2 +  $\gamma$ 2 180 = 75.000
- $\beta$ 2 +  $\delta$ 2 180 = -15.000
- $\alpha$ 2 +  $\delta$ 2 180 = 15.000
- $\beta$ 2 +  $\gamma$ 2 180 = 45.000
- $\alpha$ 2 +  $\beta$ 2  $\gamma$ 2  $\delta$ 2 = -120.000
- $\alpha$ 2 +  $\gamma$ 2  $\beta$ 2  $\delta$ 2 = 90.000
- $\alpha 2 + \delta 2 \beta 2 \gamma 2 = -30.000$

# Vertex 3

- $\alpha$ 3  $\beta$ 3 = -30.000
- $\alpha$ 3  $\gamma$ 3 = 75.000
- $\alpha$ 3  $\delta$ 3 = 15.000
- $\beta$ 3  $\gamma$ 3 = 105.000
- $\beta$ 3  $\delta$ 3 = 45.000
- $\gamma 3 \delta 3 = -60.000$
- $\alpha$ 3 +  $\beta$ 3 180 = 30.000
- $\gamma 3 + \delta 3 180 = -90.000$
- $\alpha$ 3 +  $\gamma$ 3 180 = -75.000
- $\beta$ 3 +  $\delta$ 3 180 = 15.000
- $\alpha$ 3 +  $\delta$ 3 180 = -15.000
- $\beta$ 3 +  $\gamma$ 3 180 = -45.000  $\alpha$ 3 +  $\beta$ 3 -  $\gamma$ 3 -  $\delta$ 3 = 120.000
- $\alpha$ 3 +  $\gamma$ 3  $\beta$ 3  $\delta$ 3 = -90.000
- $\alpha 3 + \delta 3 \beta 3 \gamma 3 = 30.000$

- $\alpha$ 4  $\beta$ 4 = 90.000
- $\alpha 4 \gamma 4 = -15.000$
- $\alpha$ 4  $\delta$ 4 = 15.000
- $\beta 4 \gamma 4 = -105.000$
- $\beta 4 \delta 4 = -75.000$
- $\gamma 4 \delta 4 = 30.000$
- $\alpha$ 4 +  $\beta$ 4 180 = -60.000
- $\gamma$ 4 +  $\delta$ 4 180 = 30.000
- $\alpha$ 4 +  $\gamma$ 4 180 = 45.000
- $\beta$ 4 +  $\delta$ 4 180 = -75.000
- $\alpha$ 4 +  $\delta$ 4 180 = 15.000
- $\beta$ 4 +  $\gamma$ 4 180 = -45.000

```
\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = -90.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = 120.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = 60.000
```

### Switch combination: Lower

Switched anglesDeg:

```
75 165 120 90
90 60 15 105
90 60 165 75
105 15 120 90
```

Angle relation checks for i = 1..4:

### Vertex 1

 $\alpha$ 1 -  $\beta$ 1 = -90.000  $\alpha$ 1 -  $\gamma$ 1 = -45.000  $\alpha$ 1 -  $\delta$ 1 = -15.000  $\beta 1 - \gamma 1 = 45.000$  $\beta 1 - \delta 1 = 75.000$  $\gamma 1 - \delta 1 = 30.000$  $\alpha$ 1 +  $\beta$ 1 - 180 = 60.000  $\gamma 1 + \delta 1 - 180 = 30.000$  $\alpha$ 1 +  $\gamma$ 1 - 180 = 15.000  $\beta$ 1 +  $\delta$ 1 - 180 = 75.000  $\alpha$ 1 +  $\delta$ 1 - 180 = -15.000  $\beta$ 1 +  $\gamma$ 1 - 180 = 105.000  $\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = 30.000$  $\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = -60.000$  $\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = -120.000$ 

### Vertex 2

 $\alpha 2 - \beta 2 = 30.000$  $\alpha$ 2 -  $\gamma$ 2 = 75.000  $\alpha 2 - \delta 2 = -15.000$  $\beta 2 - \gamma 2 = 45.000$  $\beta 2 - \delta 2 = -45.000$  $\gamma 2 - \delta 2 = -90.000$  $\alpha$ 2 +  $\beta$ 2 - 180 = -30.000  $\gamma 2 + \delta 2 - 180 = -60.000$  $\alpha 2 + \gamma 2 - 180 = -75.000$  $\beta$ 2 +  $\delta$ 2 - 180 = -15.000  $\alpha$ 2 +  $\delta$ 2 - 180 = 15.000  $\beta$ 2 +  $\gamma$ 2 - 180 = -105.000  $\alpha$ 2 +  $\beta$ 2 -  $\gamma$ 2 -  $\delta$ 2 = 30.000  $\alpha$ 2 +  $\gamma$ 2 -  $\beta$ 2 -  $\delta$ 2 = -60.000  $\alpha$ 2 +  $\delta$ 2 -  $\beta$ 2 -  $\gamma$ 2 = 120.000

# Vertex 3

 $\alpha$ 3 -  $\beta$ 3 = 30.000  $\alpha 3 - \gamma 3 = -75.000$  $\alpha$ 3 -  $\delta$ 3 = 15.000  $\beta 3 - \gamma 3 = -105.000$  $\beta 3 - \delta 3 = -15.000$  $\gamma 3 - \delta 3 = 90.000$  $\alpha$ 3 +  $\beta$ 3 - 180 = -30.000  $\gamma 3 + \delta 3 - 180 = 60.000$  $\alpha$ 3 +  $\gamma$ 3 - 180 = 75.000  $\beta$ 3 +  $\delta$ 3 - 180 = -45.000  $\alpha$ 3 +  $\delta$ 3 - 180 = -15.000  $\beta$ 3 +  $\gamma$ 3 - 180 = 45.000  $\alpha 3 + \beta 3 - \gamma 3 - \delta 3 = -90.000$ 

$$\alpha 3 + \gamma 3 - \beta 3 - \delta 3 = 120.000$$
  
 $\alpha 3 + \delta 3 - \beta 3 - \gamma 3 = -60.000$ 

 $\alpha$ 4 -  $\beta$ 4 = 90.000  $\alpha 4 - \gamma 4 = -15.000$  $\alpha$ 4 -  $\delta$ 4 = 15.000  $\beta 4 - \gamma 4 = -105.000$  $\beta$ 4 -  $\delta$ 4 = -75.000  $\gamma 4 - \delta 4 = 30.000$  $\alpha 4 + \beta 4 - 180 = -60.000$  $\gamma 4 + \delta 4 - 180 = 30.000$  $\alpha 4 + \gamma 4 - 180 = 45.000$  $\beta$ 4 +  $\delta$ 4 - 180 = -75.000  $\alpha$ 4 +  $\delta$ 4 - 180 = 15.000  $\beta$ 4 +  $\gamma$ 4 - 180 = -45.000  $\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = -90.000$  $\alpha$ 4 +  $\gamma$ 4 -  $\beta$ 4 -  $\delta$ 4 = 120.000  $\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = 60.000$ 

# Switch combination: Upper

Switched anglesDeg:

```
105 15 120 90
 90 120 15 105
 90 120 165 75
75 165 120 90
```

Angle relation checks for i = 1..4:

# Vertex 1

 $\alpha 1 - \beta 1 = 90.000$  $\alpha 1 - \gamma 1 = -15.000$  $\alpha 1 - \delta 1 = 15.000$  $\beta 1 - \gamma 1 = -105.000$  $\beta 1 - \delta 1 = -75.000$  $\gamma 1 - \delta 1 = 30.000$  $\alpha 1 + \beta 1 - 180 = -60.000$  $\gamma 1 + \delta 1 - 180 = 30.000$  $\alpha$ 1 +  $\gamma$ 1 - 180 = 45.000  $\beta$ 1 +  $\delta$ 1 - 180 = -75.000  $\alpha$ 1 +  $\delta$ 1 - 180 = 15.000  $\beta$ 1 +  $\gamma$ 1 - 180 = -45.000  $\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = -90.000$  $\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = 120.000$  $\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = 60.000$ 

### Vertex 2

 $\alpha 2 - \beta 2 = -30.000$  $\alpha 2 - \gamma 2 = 75.000$  $\alpha$ 2 -  $\delta$ 2 = -15.000  $\beta$ 2 -  $\gamma$ 2 = 105.000  $\beta$ 2 -  $\delta$ 2 = 15.000  $\gamma 2 - \delta 2 = -90.000$  $\alpha$ 2 +  $\beta$ 2 - 180 = 30.000  $\gamma 2 + \delta 2 - 180 = -60.000$  $\alpha 2 + \gamma 2 - 180 = -75.000$  $\beta$ 2 +  $\delta$ 2 - 180 = 45.000  $\alpha$ 2 +  $\delta$ 2 - 180 = 15.000  $\beta 2 + \gamma 2 - 180 = -45.000$  $\alpha$ 2 +  $\beta$ 2 -  $\gamma$ 2 -  $\delta$ 2 = 90.000  $\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = -120.000$ 

$$\alpha$$
2 +  $\delta$ 2 -  $\beta$ 2 -  $\gamma$ 2 = 60.000

- $\alpha$ 3  $\beta$ 3 = -30.000
- $\alpha 3 \gamma 3 = -75.000$
- $\alpha$ 3  $\delta$ 3 = 15.000
- $\beta 3 \gamma 3 = -45.000$
- $\beta$ 3  $\delta$ 3 = 45.000
- $\gamma$ 3  $\delta$ 3 = 90.000
- $\alpha$ 3 +  $\beta$ 3 180 = 30.000
- $\gamma$ 3 +  $\delta$ 3 180 = 60.000
- $\alpha$ 3 +  $\gamma$ 3 180 = 75.000
- $\beta$ 3 +  $\delta$ 3 180 = 15.000
- $\alpha$ 3 +  $\delta$ 3 180 = -15.000
- $\beta$ 3 +  $\gamma$ 3 180 = 105.000
- $\alpha$ 3 +  $\beta$ 3  $\gamma$ 3  $\delta$ 3 = -30.000
- $\alpha$ 3 +  $\gamma$ 3  $\beta$ 3  $\delta$ 3 = 60.000
- $\alpha 3 + \delta 3 \beta 3 \gamma 3 = -120.000$

### Vertex 4

- $\alpha 4 \beta 4 = -90.000$
- $\alpha 4 \gamma 4 = -45.000$
- $\alpha 4 \delta 4 = -15.000$
- $\beta 4 \gamma 4 = 45.000$
- $\beta$ 4  $\delta$ 4 = 75.000
- $\gamma 4 \delta 4 = 30.000$
- $\alpha 4 + \beta 4 180 = 60.000$
- $\gamma$ 4 +  $\delta$ 4 180 = 30.000
- $\alpha$ 4 +  $\gamma$ 4 180 = 15.000
- $\beta$ 4 +  $\delta$ 4 180 = 75.000
- $\alpha$ 4 +  $\delta$ 4 180 = -15.000  $\beta$ 4 +  $\gamma$ 4 - 180 = 105.000
- $\alpha$ 4 +  $\beta$ 4  $\gamma$ 4  $\delta$ 4 = 30.000
- $\alpha 4 + \gamma 4 \beta 4 \delta 4 = -60.000$
- $\alpha 4 + \delta 4 \beta 4 \gamma 4 = -120.000$

# Switch combination: Right + Left

Switched anglesDeg:

Angle relation checks for i = 1..4:

- $\alpha 1 \beta 1 = -60.000$
- $\alpha 1 \gamma 1 = 45.000$
- $\alpha$ 1  $\delta$ 1 = 15.000
- $\beta$ 1  $\gamma$ 1 = 105.000
- $\beta 1 \delta 1 = 75.000$
- $\gamma 1 \delta 1 = -30.000$
- $\alpha$ 1 +  $\beta$ 1 180 = 90.000
- $\gamma 1 + \delta 1 180 = -30.000$
- $\alpha 1 + \gamma 1 180 = -15.000$  $\beta$ 1 +  $\delta$ 1 - 180 = 75.000
- $\alpha$ 1 +  $\delta$ 1 180 = 15.000
- $\beta$ 1 +  $\gamma$ 1 180 = 45.000
- $\alpha$ 1 +  $\beta$ 1  $\gamma$ 1  $\delta$ 1 = 120.000
- $\alpha 1 + \gamma 1 \beta 1 \delta 1 = -90.000$
- $\alpha 1 + \delta 1 \beta 1 \gamma 1 = -30.000$

- $\alpha$ 2  $\beta$ 2 = 30.000
- $\alpha 2 \gamma 2 = -75.000$
- $\alpha$ 2  $\delta$ 2 = -15.000
- $\beta 2 \gamma 2 = -105.000$
- $\beta 2 \delta 2 = -45.000$
- $\gamma 2 \delta 2 = 60.000$
- $\alpha$ 2 +  $\beta$ 2 180 = -30.000
- $\gamma 2 + \delta 2 180 = 90.000$
- $\alpha$ 2 +  $\gamma$ 2 180 = 75.000
- $\beta$ 2 +  $\delta$ 2 180 = -15.000
- $\alpha$ 2 +  $\delta$ 2 180 = 15.000
- $\beta$ 2 +  $\gamma$ 2 180 = 45.000
- $\alpha 2 + \beta 2 \gamma 2 \delta 2 = -120.000$
- $\alpha 2 + \gamma 2 \beta 2 \delta 2 = 90.000$
- $\alpha$ 2 +  $\delta$ 2  $\beta$ 2  $\gamma$ 2 = -30.000

### Vertex 3

- $\alpha$ 3  $\beta$ 3 = -30.000
- $\alpha 3 \gamma 3 = 75.000$
- $\alpha$ 3  $\delta$ 3 = 15.000
- $\beta$ 3  $\gamma$ 3 = 105.000
- $\beta 3 \delta 3 = 45.000$
- $\gamma 3 \delta 3 = -60.000$
- $\alpha$ 3 +  $\beta$ 3 180 = 30.000
- $\gamma 3 + \delta 3 180 = -90.000$
- $\alpha$ 3 +  $\gamma$ 3 180 = -75.000
- $\beta$ 3 +  $\delta$ 3 180 = 15.000
- $\alpha$ 3 +  $\delta$ 3 180 = -15.000
- $\beta$ 3 +  $\gamma$ 3 180 = -45.000
- $\alpha 3 + \beta 3 \gamma 3 \delta 3 = 120.000$
- $\alpha 3 + \gamma 3 \beta 3 \delta 3 = -90.000$
- $\alpha 3 + \delta 3 \beta 3 \gamma 3 = 30.000$

### Vertex 4

- $\alpha 4 \beta 4 = -60.000$
- $\alpha$ 4  $\gamma$ 4 = 45.000
- $\alpha$ 4  $\delta$ 4 = 15.000
- $\beta$ 4  $\gamma$ 4 = 105.000
- $\beta 4 \delta 4 = 75.000$
- $\gamma 4 \delta 4 = -30.000$
- $\alpha$ 4 +  $\beta$ 4 180 = 90.000
- $\gamma$ 4 +  $\delta$ 4 180 = -30.000
- $\alpha 4 + \gamma 4 180 = -15.000$  $\beta$ 4 +  $\delta$ 4 - 180 = 75.000
- $\alpha$ 4 +  $\delta$ 4 180 = 15.000
- $\beta4 + \gamma4 180 = 45.000$
- $\alpha 4 + \beta 4 \gamma 4 \delta 4 = 120.000$
- $\alpha 4 + \gamma 4 \beta 4 \delta 4 = -90.000$
- $\alpha 4 + \delta 4 \beta 4 \gamma 4 = -30.000$

# Switch combination: Right + Lower

Switched anglesDeg:

75 15 60 90 90 60 15 105 90 60 165 75 105 165 60 90

Angle relation checks for i = 1..4:

# $\alpha \mathbf{1} - \beta \mathbf{1} = 60.000$

- $\alpha \mathbf{1} \gamma \mathbf{1} = \mathbf{15.000}$
- $\alpha \mathbf{1} \delta \mathbf{1} = -15.000$
- $\beta 1 \gamma 1 = -45.000$
- $\beta 1 \delta 1 = -75.000$  $\gamma 1 - \delta 1 = -30.000$
- $\alpha$ 1 +  $\beta$ 1 180 = -90.000
- $\gamma 1 + \delta 1 180 = -30.000$
- $\alpha 1 + \gamma 1 180 = -45.000$
- $\beta$ 1 +  $\delta$ 1 180 = -75.000
- $\alpha$ 1 +  $\delta$ 1 180 = -15.000
- $\beta$ 1 +  $\gamma$ 1 180 = -105.000
- $\alpha 1 + \beta 1 \gamma 1 \delta 1 = -60.000$
- $\alpha 1 + \gamma 1 \beta 1 \delta 1 = 30.000$
- $\alpha \mathbf{1} + \delta \mathbf{1} \beta \mathbf{1} \gamma \mathbf{1} = 90.000$

### Vertex 2

- $\alpha$ 2  $\beta$ 2 = 30.000
- $\alpha$ 2  $\gamma$ 2 = 75.000
- $\alpha$ 2  $\delta$ 2 = -15.000
- $\beta 2 \gamma 2 = 45.000$
- $\beta 2 \delta 2 = -45.000$
- $\gamma 2 \delta 2 = -90.000$
- $\alpha$ 2 +  $\beta$ 2 180 = -30.000
- $\gamma$ 2 +  $\delta$ 2 180 = -60.000
- $\alpha$ 2 +  $\gamma$ 2 180 = -75.000
- $\beta$ 2 +  $\delta$ 2 180 = -15.000
- $\alpha$ 2 +  $\delta$ 2 180 = 15.000
- $\beta 2 + \gamma 2 180 = -105.000$
- $\alpha 2 + \beta 2 \gamma 2 \delta 2 = 30.000$
- $\alpha 2 + \beta 2 \beta 2 \delta 2 = 30.000$  $\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = -60.000$
- $\alpha 2 + \delta 2 \beta 2 \gamma 2 = 120.000$

### Vertex 3

- $\alpha$ 3  $\beta$ 3 = 30.000
- $\alpha 3 \gamma 3 = -75.000$
- $\alpha$ 3  $\delta$ 3 = 15.000
- $\beta$ 3  $\gamma$ 3 = -105.000
- $\beta 3 \delta 3 = -15.000$
- $\gamma$ 3  $\delta$ 3 = 90.000
- $\alpha$ 3 +  $\beta$ 3 180 = -30.000
- $\gamma$ 3 +  $\delta$ 3 180 = 60.000
- $\alpha$ 3 +  $\gamma$ 3 180 = 75.000
- $\beta$ 3 +  $\delta$ 3 180 = -45.000
- $\alpha$ 3 +  $\delta$ 3 180 = -15.000
- $\beta$ 3 +  $\gamma$ 3 180 = 45.000
- $\alpha$ 3 +  $\beta$ 3  $\gamma$ 3  $\delta$ 3 = -90.000
- $\alpha$ 3 +  $\gamma$ 3  $\beta$ 3  $\delta$ 3 = 120.000
- $\alpha$ 3 +  $\delta$ 3  $\beta$ 3  $\gamma$ 3 = -60.000

- $\alpha 4 \beta 4 = -60.000$
- $\alpha 4 \gamma 4 = 45.000$
- $\alpha 4 \delta 4 = 15.000$
- $\beta$ 4  $\gamma$ 4 = 105.000
- $\beta$ 4  $\delta$ 4 = 75.000
- $\gamma 4 \delta 4 = -30.000$
- $\alpha$ 4 +  $\beta$ 4 180 = 90.000
- $\gamma 4 + \delta 4 180 = -30.000$
- $\alpha$ 4 +  $\gamma$ 4 180 = -15.000
- $\beta 4 + \delta 4 180 = 75.000$

```
\alpha4 + \delta4 - 180 = 15.000
\beta4 + \gamma4 - 180 = 45.000
\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = 120.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = -90.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = -30.000
```

# Switch combination: Right + Upper

Switched anglesDeg:

```
105 165 60 90
90 120 15 105
90 120 165 75
75 15 60 90
```

Angle relation checks for i = 1..4:

### Vertex 1

```
\alpha1 - \beta1 = -60.000
\alpha 1 - \gamma 1 = 45.000
\alpha \mathbf{1} - \delta \mathbf{1} = \mathbf{15.000}
\beta 1 - \gamma 1 = 105.000
\beta 1 - \delta 1 = 75.000
\gamma 1 - \delta 1 = -30.000
\alpha 1 + \beta 1 - 180 = 90.000
\gamma 1 + \delta 1 - 180 = -30.000
\alpha 1 + \gamma 1 - 180 = -15.000
\beta1 + \delta1 - 180 = 75.000
\alpha1 + \delta1 - 180 = 15.000
\beta1 + \gamma1 - 180 = 45.000
\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = 120.000
\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = -90.000
\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = -30.000
```

### Vertex 2

```
\alpha 2 - \beta 2 = -30.000
\alpha 2 - \gamma 2 = 75.000
\alpha 2 - \delta 2 = -15.000
\beta2 - \gamma2 = 105.000
\beta 2 - \delta 2 = 15.000
\gamma 2 - \delta 2 = -90.000
\alpha2 + \beta2 - 180 = 30.000
\gamma 2 + \delta 2 - 180 = -60.000
\alpha2 + \gamma2 - 180 = -75.000
\beta2 + \delta2 - 180 = 45.000
\alpha2 + \delta2 - 180 = 15.000
\beta 2 + \gamma 2 - 180 = -45.000
\alpha 2 + \beta 2 - \gamma 2 - \delta 2 = 90.000
\alpha2 + \gamma2 - \beta2 - \delta2 = -120.000
\alpha 2 + \delta 2 - \beta 2 - \gamma 2 = 60.000
```

```
\alpha3 - \beta3 = -30.000
\alpha 3 - \gamma 3 = -75.000
\alpha3 - \delta3 = 15.000
\beta 3 - \gamma 3 = -45.000
\beta 3 - \delta 3 = 45.000
\gamma3 - \delta3 = 90.000
\alpha3 + \beta3 - 180 = 30.000
\gamma3 + \delta3 - 180 = 60.000
\alpha3 + \gamma3 - 180 = 75.000
\beta3 + \delta3 - 180 = 15.000
~2 ' ≥3
              1 2 0 - 1 5 0 0 0
```

```
ω3 + ω3 - 100 = -13.000
\beta3 + \gamma3 - 180 = 105.000
\alpha3 + \beta3 - \gamma3 - \delta3 = -30.000
\alpha3 + \gamma3 - \beta3 - \delta3 = 60.000
\alpha 3 + \delta 3 - \beta 3 - \gamma 3 = -120.000
```

```
\alpha 4 - \beta 4 = 60.000
\alpha 4 - \gamma 4 = 15.000
\alpha 4 - \delta 4 = -15.000
\beta 4 - \gamma 4 = -45.000
\beta 4 - \delta 4 = -75.000
\gamma 4 - \delta 4 = -30.000
\alpha4 + \beta4 - 180 = -90.000
\gamma4 + \delta4 - 180 = -30.000
\alpha 4 + \gamma 4 - 180 = -45.000
\beta4 + \delta4 - 180 = -75.000
\alpha4 + \delta4 - 180 = -15.000
\beta4 + \gamma4 - 180 = -105.000
\alpha4 + \beta4 - \gamma4 - \delta4 = -60.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = 30.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = 90.000
```

### Switch combination: Left + Lower

Switched anglesDeg:

```
75 165 120 90
90 120 165 105
90 120 15 75
105 15 120 90
```

Angle relation checks for i = 1..4:

### Vertex 1

```
\alpha 1 - \beta 1 = -90.000
\alpha1 - \gamma1 = -45.000
\alpha1 - \delta1 = -15.000
\beta 1 - \gamma 1 = 45.000
\beta1 - \delta1 = 75.000
\gamma 1 - \delta 1 = 30.000
\alpha 1 + \beta 1 - 180 = 60.000
\gamma 1 + \delta 1 - 180 = 30.000
\alpha1 + \gamma1 - 180 = 15.000
\beta1 + \delta1 - 180 = 75.000
\alpha 1 + \delta 1 - 180 = -15.000
\beta1 + \gamma1 - 180 = 105.000
\alpha1 + \beta1 - \gamma1 - \delta1 = 30.000
\alpha1 + \gamma1 - \beta1 - \delta1 = -60.000
\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = -120.000
```

```
\alpha 2 - \beta 2 = -30.000
\alpha 2 - \gamma 2 = -75.000
\alpha2 - \delta2 = -15.000
\beta 2 - \gamma 2 = -45.000
\beta2 - \delta2 = 15.000
\gamma 2 - \delta 2 = 60.000
\alpha2 + \beta2 - 180 = 30.000
\gamma 2 + \delta 2 - 180 = 90.000
\alpha2 + \gamma2 - 180 = 75.000
\beta2 + \delta2 - 180 = 45.000
\alpha2 + \delta2 - 180 = 15.000
              100
```

```
טטט.כטב = טטט - עץ + עכן
\alpha2 + \beta2 - \gamma2 - \delta2 = -60.000
\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = 30.000
\alpha 2 + \delta 2 - \beta 2 - \gamma 2 = -90.000
```

```
\alpha 3 - \beta 3 = -30.000
\alpha 3 - \gamma 3 = 75.000
\alpha3 - \delta3 = 15.000
\beta3 - \gamma3 = 105.000
\beta3 - \delta3 = 45.000
\gamma 3 - \delta 3 = -60.000
\alpha3 + \beta3 - 180 = 30.000
\gamma 3 + \delta 3 - 180 = -90.000
\alpha3 + \gamma3 - 180 = -75.000
\beta3 + \delta3 - 180 = 15.000
\alpha3 + \delta3 - 180 = -15.000
\beta3 + \gamma3 - 180 = -45.000
\alpha3 + \beta3 - \gamma3 - \delta3 = 120.000
\alpha 3 + \gamma 3 - \beta 3 - \delta 3 = -90.000
\alpha 3 + \delta 3 - \beta 3 - \gamma 3 = 30.000
```

### Vertex 4

```
\alpha4 - \beta4 = 90.000
\alpha 4 - \gamma 4 = -15.000
\alpha4 - \delta4 = 15.000
\beta4 - \gamma4 = -105.000
\beta 4 - \delta 4 = -75.000
\gamma4 - \delta4 = 30.000
\alpha 4 + \beta 4 - 180 = -60.000
\gamma 4 + \delta 4 - 180 = 30.000
\alpha 4 + \gamma 4 - 180 = 45.000
\beta4 + \delta4 - 180 = -75.000
\alpha4 + \delta4 - 180 = 15.000
\beta4 + \gamma4 - 180 = -45.000
\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = -90.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = 120.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = 60.000
```

# Switch combination: Left + Upper

Switched anglesDeg:

```
105 15 120 90
90 60 165 105
90 60 15 75
75 165 120 90
```

Angle relation checks for i = 1..4:

```
\alpha1 - \beta1 = 90.000
\alpha1 - \gamma1 = -15.000
\alpha1 - \delta1 = 15.000
\beta 1 - \gamma 1 = -105.000
\beta 1 - \delta 1 = -75.000
\gamma1 - \delta1 = 30.000
\alpha1 + \beta1 - 180 = -60.000
\gamma 1 + \delta 1 - 180 = 30.000
\alpha1 + \gamma1 - 180 = 45.000
\beta1 + \delta1 - 180 = -75.000
\alpha1 + \delta1 - 180 = 15.000
\beta1 + \gamma1 - 180 = -45.000
```

```
\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = -90.000
\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = 120.000
\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = 60.000
```

 $\alpha 2 - \beta 2 = 30.000$  $\alpha 2 - \gamma 2 = -75.000$  $\alpha$ 2 -  $\delta$ 2 = -15.000  $\beta$ 2 -  $\gamma$ 2 = -105.000  $\beta 2 - \delta 2 = -45.000$  $\gamma 2 - \delta 2 = 60.000$  $\alpha$ 2 +  $\beta$ 2 - 180 = -30.000  $\gamma$ 2 +  $\delta$ 2 - 180 = 90.000  $\alpha$ 2 +  $\gamma$ 2 - 180 = 75.000  $\beta$ 2 +  $\delta$ 2 - 180 = -15.000  $\alpha$ 2 +  $\delta$ 2 - 180 = 15.000  $\beta$ 2 +  $\gamma$ 2 - 180 = 45.000  $\alpha 2 + \beta 2 - \gamma 2 - \delta 2 = -120.000$  $\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = 90.000$  $\alpha 2 + \delta 2 - \beta 2 - \gamma 2 = -30.000$ 

### Vertex 3

 $\alpha$ 3 -  $\beta$ 3 = 30.000  $\alpha$ 3 -  $\gamma$ 3 = 75.000  $\alpha$ 3 -  $\delta$ 3 = 15.000  $\beta 3 - \gamma 3 = 45.000$  $\beta 3 - \delta 3 = -15.000$  $\gamma 3 - \delta 3 = -60.000$  $\alpha$ 3 +  $\beta$ 3 - 180 = -30.000  $\gamma 3 + \delta 3 - 180 = -90.000$  $\alpha 3 + \gamma 3 - 180 = -75.000$  $\beta$ 3 +  $\delta$ 3 - 180 = -45.000  $\alpha$ 3 +  $\delta$ 3 - 180 = -15.000  $\beta$ 3 +  $\gamma$ 3 - 180 = -105.000  $\alpha 3 + \beta 3 - \gamma 3 - \delta 3 = 60.000$  $\alpha$ 3 +  $\gamma$ 3 -  $\beta$ 3 -  $\delta$ 3 = -30.000  $\alpha$ 3 +  $\delta$ 3 -  $\beta$ 3 -  $\gamma$ 3 = 90.000

# Vertex 4

 $\alpha 4 - \beta 4 = -90.000$  $\alpha 4 - \gamma 4 = -45.000$  $\alpha 4 - \delta 4 = -15.000$  $\beta 4 - \gamma 4 = 45.000$  $\beta$ 4 -  $\delta$ 4 = 75.000  $\gamma 4 - \delta 4 = 30.000$  $\alpha$ 4 +  $\beta$ 4 - 180 = 60.000  $\gamma$ 4 +  $\delta$ 4 - 180 = 30.000  $\alpha$ 4 +  $\gamma$ 4 - 180 = 15.000  $\beta$ 4 +  $\delta$ 4 - 180 = 75.000  $\alpha$ 4 +  $\delta$ 4 - 180 = -15.000  $\beta$ 4 +  $\gamma$ 4 - 180 = 105.000  $\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = 30.000$  $\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = -60.000$  $\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = -120.000$ 

### Switch combination: Lower + Upper

Switched anglesDeg:

```
75 165 120 90
90 60 15 105
90 120 165 75
75 165 120 90
```

Angle relation checks for i = 1..4:

### Vertex 1

- $\alpha$ 1  $\beta$ 1 = -90.000
- $\alpha 1 \gamma 1 = -45.000$
- $\alpha \mathbf{1} \delta \mathbf{1} = -15.000$
- $\beta 1 \gamma 1 = 45.000$
- $\beta 1 \delta 1 = 75.000$
- $\gamma 1 \delta 1 = 30.000$
- $\alpha 1 + \beta 1 180 = 60.000$
- $\gamma 1 + \delta 1 180 = 30.000$
- $\alpha 1 + \gamma 1 180 = 15.000$
- $\beta$ 1 +  $\delta$ 1 180 = 75.000
- $\alpha 1 + \delta 1 180 = -15.000$
- $\beta$ 1 +  $\gamma$ 1 180 = 105.000
- $\alpha 1 + \beta 1 \gamma 1 \delta 1 = 30.000$
- $\alpha 1 + \gamma 1 \beta 1 \delta 1 = -60.000$  $\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = -120.000$

# Vertex 2

- $\alpha 2 \beta 2 = 30.000$
- $\alpha 2 \gamma 2 = 75.000$
- $\alpha 2 \delta 2 = -15.000$
- $\beta 2 \gamma 2 = 45.000$
- $\beta 2 \delta 2 = -45.000$
- $\gamma 2 \delta 2 = -90.000$
- $\alpha$ 2 +  $\beta$ 2 180 = -30.000
- $\gamma 2 + \delta 2 180 = -60.000$
- $\alpha 2 + \gamma 2 180 = -75.000$
- $\beta$ 2 +  $\delta$ 2 180 = -15.000
- $\alpha$ 2 +  $\delta$ 2 180 = 15.000
- $\beta$ 2 +  $\gamma$ 2 180 = -105.000
- $\alpha 2 + \beta 2 \gamma 2 \delta 2 = 30.000$
- $\alpha 2 + \gamma 2 \beta 2 \delta 2 = -60.000$  $\alpha 2 + \delta 2 - \beta 2 - \gamma 2 = 120.000$
- Vertex 3
- $\alpha$ 3  $\beta$ 3 = -30.000
- $\alpha 3 \gamma 3 = -75.000$
- $\alpha$ 3  $\delta$ 3 = 15.000
- $\beta 3 \gamma 3 = -45.000$
- $\beta 3 \delta 3 = 45.000$
- $\gamma$ 3  $\delta$ 3 = 90.000
- $\alpha$ 3 +  $\beta$ 3 180 = 30.000
- $\gamma$ 3 +  $\delta$ 3 180 = 60.000
- $\alpha$ 3 +  $\gamma$ 3 180 = 75.000  $\beta$ 3 +  $\delta$ 3 - 180 = 15.000
- $\alpha$ 3 +  $\delta$ 3 180 = -15.000
- $\beta$ 3 +  $\gamma$ 3 180 = 105.000
- $\alpha$ 3 +  $\beta$ 3  $\gamma$ 3  $\delta$ 3 = -30.000
- $\alpha$ 3 +  $\gamma$ 3  $\beta$ 3  $\delta$ 3 = 60.000
- $\alpha 3 + \delta 3 \beta 3 \gamma 3 = -120.000$

- $\alpha 4 \beta 4 = -90.000$
- $\alpha 4 \gamma 4 = -45.000$
- $\alpha 4 \delta 4 = -15.000$
- R4 \_ V4 45 AAA

```
\beta 4 - \delta 4 = 75.000
\gamma 4 - \delta 4 = 30.000
\alpha4 + \beta4 - 180 = 60.000
\gamma4 + \delta4 - 180 = 30.000
\alpha4 + \gamma4 - 180 = 15.000
\beta4 + \delta4 - 180 = 75.000
\alpha4 + \delta4 - 180 = -15.000
\beta4 + \gamma4 - 180 = 105.000
\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = 30.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = -60.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = -120.000
```

# Switch combination: Right + Left + Lower

Switched anglesDeg:

```
75 15 60 90
 90 120 165 105
 90 120 15 75
105 165 60 90
```

Angle relation checks for i = 1..4:

### Vertex 1

```
\alpha 1 - \beta 1 = 60.000
\alpha 1 - \gamma 1 = 15.000
\alpha \mathbf{1} - \delta \mathbf{1} = -15.000
\beta 1 - \gamma 1 = -45.000
\beta1 - \delta1 = -75.000
\gamma 1 - \delta 1 = -30.000
\alpha1 + \beta1 - 180 = -90.000
\gamma 1 + \delta 1 - 180 = -30.000
\alpha1 + \gamma1 - 180 = -45.000
\beta1 + \delta1 - 180 = -75.000
\alpha1 + \delta1 - 180 = -15.000
\beta1 + \gamma1 - 180 = -105.000
\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = -60.000
\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = 30.000
\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = 90.000
```

# Vertex 2

```
\alpha 2 - \beta 2 = -30.000
\alpha 2 - \gamma 2 = -75.000
\alpha 2 - \delta 2 = -15.000
\beta 2 - \gamma 2 = -45.000
\beta 2 - \delta 2 = 15.000
\gamma 2 - \delta 2 = 60.000
\alpha2 + \beta2 - 180 = 30.000
\gamma2 + \delta2 - 180 = 90.000
\alpha2 + \gamma2 - 180 = 75.000
\beta2 + \delta2 - 180 = 45.000
\alpha2 + \delta2 - 180 = 15.000
\beta2 + \gamma2 - 180 = 105.000
\alpha2 + \beta2 - \gamma2 - \delta2 = -60.000
\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = 30.000
\alpha2 + \delta2 - \beta2 - \gamma2 = -90.000
```

```
\alpha3 - \beta3 = -30.000
\alpha3 - \gamma3 = 75.000
\alpha3 - \delta3 = 15.000
\beta3 - \gamma3 = 105.000
       ጽን <u>ላ</u>ደ ውውው
```

```
ps - 0s = 45.000
\gamma 3 - \delta 3 = -60.000
\alpha3 + \beta3 - 180 = 30.000
\gamma 3 + \delta 3 - 180 = -90.000
\alpha3 + \gamma3 - 180 = -75.000
\beta3 + \delta3 - 180 = 15.000
\alpha3 + \delta3 - 180 = -15.000
\beta3 + \gamma3 - 180 = -45.000
\alpha3 + \beta3 - \gamma3 - \delta3 = 120.000
\alpha3 + \gamma3 - \beta3 - \delta3 = -90.000
\alpha 3 + \delta 3 - \beta 3 - \gamma 3 = 30.000
```

```
\alpha 4 - \beta 4 = -60.000
\alpha 4 - \gamma 4 = 45.000
\alpha4 - \delta4 = 15.000
\beta 4 - \gamma 4 = 105.000
\beta 4 - \delta 4 = 75.000
\gamma 4 - \delta 4 = -30.000
\alpha4 + \beta4 - 180 = 90.000
\gamma4 + \delta4 - 180 = -30.000
\alpha4 + \gamma4 - 180 = -15.000
\beta4 + \delta4 - 180 = 75.000
\alpha4 + \delta4 - 180 = 15.000
\beta4 + \gamma4 - 180 = 45.000
\alpha4 + \beta4 - \gamma4 - \delta4 = 120.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = -90.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = -30.000
```

# Switch combination: Right + Left + Upper

Switched anglesDeg:

```
105 165 60 90
90 60 165 105
90 60 15
          75
75 15 60 90
```

Angle relation checks for i = 1..4:

### Vertex 1

```
\alpha 1 - \beta 1 = -60.000
\alpha 1 - \gamma 1 = 45.000
\alpha1 - \delta1 = 15.000
\beta 1 - \gamma 1 = 105.000
\beta 1 - \delta 1 = 75.000
\gamma 1 - \delta 1 = -30.000
\alpha1 + \beta1 - 180 = 90.000
\gamma 1 + \delta 1 - 180 = -30.000
\alpha1 + \gamma1 - 180 = -15.000
\beta1 + \delta1 - 180 = 75.000
\alpha1 + \delta1 - 180 = 15.000
\beta1 + \gamma1 - 180 = 45.000
\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = 120.000
\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = -90.000
\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = -30.000
```

```
\alpha2 - \beta2 = 30.000
\alpha 2 - \gamma 2 = -75.000
\alpha2 - \delta2 = -15.000
\beta 2 - \gamma 2 = -105.000
\beta2 - \delta2 = -45.000
              CO 000
```

```
γ2 - 02 = 60.000
\alpha2 + \beta2 - 180 = -30.000
\gamma2 + \delta2 - 180 = 90.000
\alpha2 + \gamma2 - 180 = 75.000
\beta2 + \delta2 - 180 = -15.000
\alpha2 + \delta2 - 180 = 15.000
\beta 2 + \gamma 2 - 180 = 45.000
\alpha 2 + \beta 2 - \gamma 2 - \delta 2 = -120.000
\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = 90.000
\alpha 2 + \delta 2 - \beta 2 - \gamma 2 = -30.000
```

```
\alpha3 - \beta3 = 30.000
\alpha3 - \gamma3 = 75.000
\alpha3 - \delta3 = 15.000
\beta 3 - \gamma 3 = 45.000
\beta 3 - \delta 3 = -15.000
\gamma 3 - \delta 3 = -60.000
\alpha3 + \beta3 - 180 = -30.000
\gamma 3 + \delta 3 - 180 = -90.000
\alpha3 + \gamma3 - 180 = -75.000
\beta3 + \delta3 - 180 = -45.000
\alpha3 + \delta3 - 180 = -15.000
\beta3 + \gamma3 - 180 = -105.000
\alpha3 + \beta3 - \gamma3 - \delta3 = 60.000
\alpha 3 + \gamma 3 - \beta 3 - \delta 3 = -30.000
\alpha 3 + \delta 3 - \beta 3 - \gamma 3 = 90.000
```

### Vertex 4

 $\alpha$ 4 -  $\beta$ 4 = 60.000  $\alpha 4 - \gamma 4 = 15.000$  $\alpha 4 - \delta 4 = -15.000$  $\beta 4 - \gamma 4 = -45.000$  $\beta 4 - \delta 4 = -75.000$  $\gamma 4 - \delta 4 = -30.000$  $\alpha 4 + \beta 4 - 180 = -90.000$  $\gamma 4 + \delta 4 - 180 = -30.000$  $\alpha$ 4 +  $\gamma$ 4 - 180 = -45.000  $\beta$ 4 +  $\delta$ 4 - 180 = -75.000  $\alpha$ 4 +  $\delta$ 4 - 180 = -15.000  $\beta$ 4 +  $\gamma$ 4 - 180 = -105.000  $\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = -60.000$  $\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = 30.000$  $\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = 90.000$ 

# Switch combination: Right + Lower + Upper

Switched anglesDeg:

Angle relation checks for i = 1..4:

# Vertex 1

 $\alpha 1 - \beta 1 = 60.000$  $\alpha$ 1 -  $\gamma$ 1 = 15.000  $\alpha$ 1 -  $\delta$ 1 = -15.000  $\beta 1 - \gamma 1 = -45.000$  $\beta 1 - \delta 1 = -75.000$  $\gamma$ 1 -  $\delta$ 1 = -30.000

- $\alpha 1 + \beta 1 180 = -90.000$
- $\gamma 1 + \delta 1 180 = -30.000$
- $\alpha$ 1 +  $\gamma$ 1 180 = -45.000
- $\beta$ 1 +  $\delta$ 1 180 = -75.000
- $\alpha$ 1 +  $\delta$ 1 180 = -15.000
- $\beta$ 1 +  $\gamma$ 1 180 = -105.000
- $\alpha 1 + \beta 1 \gamma 1 \delta 1 = -60.000$
- $\alpha 1 + \gamma 1 \beta 1 \delta 1 = 30.000$
- $\alpha 1 + \delta 1 \beta 1 \gamma 1 = 90.000$

- $\alpha 2 \beta 2 = 30.000$
- $\alpha 2 \gamma 2 = 75.000$
- $\alpha 2 \delta 2 = -15.000$
- $\beta 2 \gamma 2 = 45.000$
- $\beta 2 \delta 2 = -45.000$
- $\gamma 2 \delta 2 = -90.000$
- $\alpha$ 2 +  $\beta$ 2 180 = -30.000
- $\gamma 2 + \delta 2 180 = -60.000$
- $\alpha$ 2 +  $\gamma$ 2 180 = -75.000
- $\beta$ 2 +  $\delta$ 2 180 = -15.000
- $\alpha$ 2 +  $\delta$ 2 180 = 15.000
- $\beta$ 2 +  $\gamma$ 2 180 = -105.000
- $\alpha$ 2 +  $\beta$ 2  $\gamma$ 2  $\delta$ 2 = 30.000
- $\alpha$ 2 +  $\gamma$ 2  $\beta$ 2  $\delta$ 2 = -60.000
- $\alpha 2 + \delta 2 \beta 2 \gamma 2 = 120.000$

### Vertex 3

- $\alpha 3 \beta 3 = -30.000$
- $\alpha 3 \gamma 3 = -75.000$
- $\alpha$ 3  $\delta$ 3 = 15.000
- $\beta 3 \gamma 3 = -45.000$
- $\beta 3 \delta 3 = 45.000$
- $\gamma$ 3  $\delta$ 3 = 90.000
- $\alpha$ 3 +  $\beta$ 3 180 = 30.000
- $\gamma$ 3 +  $\delta$ 3 180 = 60.000
- $\alpha$ 3 +  $\gamma$ 3 180 = 75.000
- $\beta$ 3 +  $\delta$ 3 180 = 15.000
- $\alpha$ 3 +  $\delta$ 3 180 = -15.000  $\beta$ 3 +  $\gamma$ 3 - 180 = 105.000
- $\alpha$ 3 +  $\beta$ 3  $\gamma$ 3  $\delta$ 3 = -30.000
- $\alpha$ 3 +  $\gamma$ 3  $\beta$ 3  $\delta$ 3 = 60.000
- $\alpha 3 + \delta 3 \beta 3 \gamma 3 = -120.000$

- $\alpha$ 4  $\beta$ 4 = 60.000
- $\alpha$ 4  $\gamma$ 4 = 15.000
- $\alpha 4 \delta 4 = -15.000$
- $\beta 4 \gamma 4 = -45.000$
- $\beta 4 \delta 4 = -75.000$  $\gamma 4 - \delta 4 = -30.000$
- $\alpha$ 4 +  $\beta$ 4 180 = -90.000
- $\gamma 4 + \delta 4 180 = -30.000$
- $\alpha 4 + \gamma 4 180 = -45.000$  $\beta$ 4 +  $\delta$ 4 - 180 = -75.000
- $\alpha 4 + \delta 4 180 = -15.000$
- $\beta$ 4 +  $\gamma$ 4 180 = -105.000
- $\alpha 4 + \beta 4 \gamma 4 \delta 4 = -60.000$
- $\alpha$ 4 +  $\gamma$ 4  $\beta$ 4  $\delta$ 4 = 30.000
- $\alpha 4 + \delta 4 \beta 4 \gamma 4 = 90.000$

### Switch combination: Left + Lower + Upper

Switched anglesDeg:

```
75 165 120 90
90 120 165 105
90 60 15 75
75 165 120 90
```

Angle relation checks for i = 1..4:

### Vertex 1

```
\alpha \mathbf{1} - \beta \mathbf{1} = -90.000
\alpha \mathbf{1} - \gamma \mathbf{1} = -45.000
\alpha \mathbf{1} - \delta \mathbf{1} = -15.000
\beta 1 - \gamma 1 = 45.000
\beta 1 - \delta 1 = 75.000
\gamma 1 - \delta 1 = 30.000
\alpha1 + \beta1 - 180 = 60.000
\gamma 1 + \delta 1 - 180 = 30.000
\alpha1 + \gamma1 - 180 = 15.000
\beta1 + \delta1 - 180 = 75.000
\alpha1 + \delta1 - 180 = -15.000
\beta1 + \gamma1 - 180 = 105.000
\alpha1 + \beta1 - \gamma1 - \delta1 = 30.000
\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = -60.000
\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = -120.000
```

### Vertex 2

```
\alpha 2 - \beta 2 = -30.000
\alpha 2 - \gamma 2 = -75.000
\alpha2 - \delta2 = -15.000
\beta 2 - \gamma 2 = -45.000
\beta2 - \delta2 = 15.000
\gamma 2 - \delta 2 = 60.000
\alpha2 + \beta2 - 180 = 30.000
\gamma2 + \delta2 - 180 = 90.000
\alpha 2 + \gamma 2 - 180 = 75.000
\beta2 + \delta2 - 180 = 45.000
\alpha2 + \delta2 - 180 = 15.000
\beta 2 + \gamma 2 - 180 = 105.000
\alpha 2 + \beta 2 - \gamma 2 - \delta 2 = -60.000
\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = 30.000
\alpha 2 + \delta 2 - \beta 2 - \gamma 2 = -90.000
```

```
\alpha3 - \beta3 = 30.000
\alpha 3 - \gamma 3 = 75.000
\alpha3 - \delta3 = 15.000
\beta3 - \gamma3 = 45.000
\beta 3 - \delta 3 = -15.000
\gamma 3 - \delta 3 = -60.000
\alpha3 + \beta3 - 180 = -30.000
\gamma 3 + \delta 3 - 180 = -90.000
\alpha3 + \gamma3 - 180 = -75.000
\beta3 + \delta3 - 180 = -45.000
\alpha3 + \delta3 - 180 = -15.000
\beta3 + \gamma3 - 180 = -105.000
\alpha3 + \beta3 - \gamma3 - \delta3 = 60.000
\alpha3 + \gamma3 - \beta3 - \delta3 = -30.000
\alpha3 + \delta3 - \beta3 - \gamma3 = 90.000
```

```
\alpha 4 - \beta 4 = -90.000
\alpha4 - \gamma4 = -45.000
\alpha 4 - \delta 4 = -15.000
\beta 4 - \gamma 4 = 45.000
\beta4 - \delta4 = 75.000
\gamma 4 - \delta 4 = 30.000
\alpha 4 + \beta 4 - 180 = 60.000
\gamma 4 + \delta 4 - 180 = 30.000
\alpha4 + \gamma4 - 180 = 15.000
\beta4 + \delta4 - 180 = 75.000
\alpha4 + \delta4 - 180 = -15.000
\beta4 + \gamma4 - 180 = 105.000
\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = 30.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = -60.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = -120.000
```

# Switch combination: Right + Left + Lower + Upper

Switched anglesDeg:

```
75 15 60 90
90 120 165 105
90 60 15 75
75 15 60 90
```

Angle relation checks for i = 1..4:

### Vertex 1

```
\alpha1 - \beta1 = 60.000
\alpha 1 - \gamma 1 = 15.000
\alpha \mathbf{1} - \delta \mathbf{1} = -15.000
\beta 1 - \gamma 1 = -45.000
\beta1 - \delta1 = -75.000
\gamma 1 - \delta 1 = -30.000
\alpha 1 + \beta 1 - 180 = -90.000
\gamma 1 + \delta 1 - 180 = -30.000
\alpha1 + \gamma1 - 180 = -45.000
\beta1 + \delta1 - 180 = -75.000
\alpha1 + \delta1 - 180 = -15.000
\beta1 + \gamma1 - 180 = -105.000
\alpha 1 + \beta 1 - \gamma 1 - \delta 1 = -60.000
\alpha 1 + \gamma 1 - \beta 1 - \delta 1 = 30.000
\alpha 1 + \delta 1 - \beta 1 - \gamma 1 = 90.000
```

### Vertex 2

```
\alpha 2 - \beta 2 = -30.000
\alpha 2 - \gamma 2 = -75.000
\alpha 2 - \delta 2 = -15.000
\beta 2 - \gamma 2 = -45.000
\beta2 - \delta2 = 15.000
\gamma 2 - \delta 2 = 60.000
\alpha2 + \beta2 - 180 = 30.000
\gamma 2 + \delta 2 - 180 = 90.000
\alpha2 + \gamma2 - 180 = 75.000
\beta2 + \delta2 - 180 = 45.000
\alpha2 + \delta2 - 180 = 15.000
\beta2 + \gamma2 - 180 = 105.000
\alpha 2 + \beta 2 - \gamma 2 - \delta 2 = -60.000
\alpha 2 + \gamma 2 - \beta 2 - \delta 2 = 30.000
\alpha2 + \delta2 - \beta2 - \gamma2 = -90.000
```

```
\alpha3 - \beta3 = 30.000
\alpha 3 - \gamma 3 = 75.000
\alpha3 - \delta3 = 15.000
\beta3 - \gamma3 = 45.000
\beta3 - \delta3 = -15.000
\gamma 3 - \delta 3 = -60.000
\alpha3 + \beta3 - 180 = -30.000
\gamma 3 + \delta 3 - 180 = -90.000
\alpha3 + \gamma3 - 180 = -75.000
\beta3 + \delta3 - 180 = -45.000
\alpha3 + \delta3 - 180 = -15.000
\beta3 + \gamma3 - 180 = -105.000
\alpha 3 + \beta 3 - \gamma 3 - \delta 3 = 60.000
\alpha 3 + \gamma 3 - \beta 3 - \delta 3 = -30.000
\alpha3 + \delta3 - \beta3 - \gamma3 = 90.000
```

```
\alpha 4 - \beta 4 = 60.000
\alpha 4 - \gamma 4 = 15.000
\alpha 4 - \delta 4 = -15.000
\beta 4 - \gamma 4 = -45.000
\beta 4 - \delta 4 = -75.000
\gamma 4 - \delta 4 = -30.000
\alpha 4 + \beta 4 - 180 = -90.000
\gamma 4 + \delta 4 - 180 = -30.000
\alpha 4 + \gamma 4 - 180 = -45.000
\beta4 + \delta4 - 180 = -75.000
\alpha 4 + \delta 4 - 180 = -15.000
\beta4 + \gamma4 - 180 = -105.000
\alpha 4 + \beta 4 - \gamma 4 - \delta 4 = -60.000
\alpha 4 + \gamma 4 - \beta 4 - \delta 4 = 30.000
\alpha 4 + \delta 4 - \beta 4 - \gamma 4 = 90.000
```

Out[1665]=

### ========= NOT CONJUGATE-MODULAR ============

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1...4  $\Rightarrow$  NOT conjugate-modular. Boundary-strip switches preserve this.

### Initial configuration (no switches applied):

# Mi values:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$  p<sub>i</sub> values:

$$p1 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$$
,  $p2 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$ ,  $p3 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$ ,  $p4 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

### Switch combination: Right

Switched anglesDeg:

Mi values:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$ 

$$p1 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$$
,  $p2 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$ ,  $p3 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$ ,  $p4 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

# Switch combination: Left

Switched anglesDeg:

Mi values:

$$M1 = -1 + \sqrt{3}$$
,  $M2 = -1 + \sqrt{3}$ ,  $M3 = -1 + \sqrt{3}$ ,  $M4 = -1 + \sqrt{3}$ 

pi values:

$$p1 = \sqrt{-1 + \frac{2}{\sqrt{3}}}, p2 = \sqrt{-1 + \frac{2}{\sqrt{3}}}, p3 = \sqrt{-1 + \frac{2}{\sqrt{3}}}, p4 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$$

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

### Switch combination: Lower

Switched anglesDeg:

Mi values:

$$M1 = -1 + \sqrt{3}$$
,  $M2 = -1 + \sqrt{3}$ ,  $M3 = -1 + \sqrt{3}$ ,  $M4 = -1 + \sqrt{3}$ 

pi values:

p1 = 
$$3^{1/4}$$
, p2 =  $3^{1/4}$ , p3 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ , p4 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

# Switch combination: Upper

Switched anglesDeg:

$$M1 = -1 + \sqrt{3}$$
,  $M2 = -1 + \sqrt{3}$ ,  $M3 = -1 + \sqrt{3}$ ,  $M4 = -1 + \sqrt{3}$ 

pi values:

$$p1 = \sqrt{-1 + \frac{2}{\sqrt{3}}}, p2 = \sqrt{-1 + \frac{2}{\sqrt{3}}}, p3 = 3^{1/4}, p4 = 3^{1/4}$$

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

Switch combination: Right + Left

Switched anglesDeg:

Mi values:

$$M1 = -1 + \sqrt{3}$$
,  $M2 = -1 + \sqrt{3}$ ,  $M3 = -1 + \sqrt{3}$ ,  $M4 = -1 + \sqrt{3}$ 

pi values:

$$p1 = \sqrt{-1 + \frac{2}{\sqrt{3}}} \text{ , } p2 = \sqrt{-1 + \frac{2}{\sqrt{3}}} \text{ , } p3 = \sqrt{-1 + \frac{2}{\sqrt{3}}} \text{ , } p4 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$$

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, .

### Switch combination: Right + Lower

Switched anglesDeg:

Mi values:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$ 

pi values:

p1 = 
$$3^{1/4}$$
, p2 =  $3^{1/4}$ , p3 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ , p4 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

# Switch combination: Right + Upper

Switched anglesDeg:

Mi values:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$ 

pi values:

p1 = 
$$\sqrt{-1 + \frac{2}{\sqrt{3}}}$$
, p2 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ , p3 =  $3^{1/4}$ , p4 =  $3^{1/4}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

### Switch combination: Left + Lower

Switched anglesDeg:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$ 

pi values:

p1 = 
$$3^{1/4}$$
, p2 =  $3^{1/4}$ , p3 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ , p4 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

Switch combination: Left + Upper

Switched anglesDeg:

Mi values:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$ 

pi values:

$$p1 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$$
,  $p2 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$ ,  $p3 = 3^{1/4}$ ,  $p4 = 3^{1/4}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

# Switch combination: Lower + Upper

Switched anglesDeg:

Mi values:

$$M1 = -1 + \sqrt{3}$$
,  $M2 = -1 + \sqrt{3}$ ,  $M3 = -1 + \sqrt{3}$ ,  $M4 = -1 + \sqrt{3}$ 

pi values:

p1 = 
$$3^{1/4}$$
, p2 =  $3^{1/4}$ , p3 =  $3^{1/4}$ , p4 =  $3^{1/4}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

# Switch combination: Right + Left + Lower

Switched anglesDeg:

Mi values:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$ 

pi values:

p1 = 
$$3^{1/4}$$
, p2 =  $3^{1/4}$ , p3 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ , p4 =  $\sqrt{-1 + \frac{2}{\sqrt{3}}}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

# Switch combination: Right + Left + Upper

Switched anglesDeg:

Mi values:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$ 

$$p1 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$$
,  $p2 = \sqrt{-1 + \frac{2}{\sqrt{3}}}$ ,  $p3 = 3^{1/4}$ ,  $p4 = 3^{1/4}$ 

Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

Switch combination: Right + Lower + Upper

Switched anglesDeg:

```
75 15 60 90
90 60 15 105
90 120 165 75
75 15 60 90
```

### M<sub>i</sub> values:

```
M1 = -1 + \sqrt{3}, M2 = -1 + \sqrt{3}, M3 = -1 + \sqrt{3}, M4 = -1 + \sqrt{3}
pi values:
p1 = 3^{1/4}, p2 = 3^{1/4}, p3 = 3^{1/4}, p4 = 3^{1/4}
Mi < 1 and pi \in \mathbb{R} for all i = 1, ..., 4
```

Switch combination: Left + Lower + Upper

Switched anglesDeg:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$  p<sub>i</sub> values: p1 =  $3^{1/4}$ , p2 =  $3^{1/4}$ , p3 =  $3^{1/4}$ , p4 =  $3^{1/4}$  Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

Switch combination: Right + Left + Lower + Upper

Switched anglesDeg:

# Mi values:

M1 = 
$$-1 + \sqrt{3}$$
, M2 =  $-1 + \sqrt{3}$ , M3 =  $-1 + \sqrt{3}$ , M4 =  $-1 + \sqrt{3}$  p<sub>i</sub> values: p1 =  $3^{1/4}$ , p2 =  $3^{1/4}$ , p3 =  $3^{1/4}$ , p4 =  $3^{1/4}$  Mi < 1 and pi  $\in \mathbb{R}$  for all i = 1, ..., 4

Out[1667]=

# ========= NOT CHIMERA ==========

Fails conic, orthodiagonal & isogonal tests for all  $i=1, \ldots, 4 \Rightarrow NOT$  chimera. Boundary-strip switches preserve these failures as demonstrated in the NOT CONIC, NOT ORTHODIAGONAL, and NOT ISOGONAL sections.

Out[1722]=

# ========= EXTRA INFO (FLEXION 1) ============

This example does NOT have planar parameter lines (C2A2A1C1, C3A3A4C4, B1A1A4B4, B2A2A3B3)

# Coplanarity Check: A2A1-A2C2-A1C1

Determinant of {A2A1, A2C2, A1C1} as a function of t

$$\begin{split} & \text{l1} \left( -\frac{\left( -1 + \sqrt{3} \right) \ \sqrt{\frac{1}{2} \left( 2 + \sqrt{3} \right)} \ \text{n1} \ \text{n2} \ \left( -1 + 3 \ \text{t}^2 \right) \left( -2 \ \text{t} + \sqrt{1 + \sqrt{3}} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) }{ -2 - 8 \ \text{t}^2 - 6 \ \text{t}^4 + 8 \ \sqrt{1 + \sqrt{3}} \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} } \right) \\ & - \left( \sqrt{3} \ \text{n1} \ \text{n2} \ \left( 1 + \sqrt{3} \right) + \left( 3 + 2 \ \sqrt{3} \right) \right) \ \text{t}^2 \right) \\ & - \left( \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} - \sqrt{1 + \sqrt{3}} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \\ & - \left( -1 - 14 \ \text{t}^2 + 3 \ \text{t}^4 + 8 \ \sqrt{1 + \sqrt{3}} \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \right/ \\ & - \left( 2 \ \left( -1 - 4 \ \text{t}^2 - 3 \ \text{t}^4 + 4 \ \sqrt{1 + \sqrt{3}} \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \\ & - \left( 3 + \sqrt{3} \ \text{t} \ \left( 51 + 28 \ \sqrt{3} \right) \ \text{t}^2 + 3 \ \left( 2 + \sqrt{3} \right) \ \text{t}^4 - \right) \\ & - 2 \ \sqrt{1 + \sqrt{3}} \ \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \\ & - 2 \ \sqrt{1 + \sqrt{3}} \ \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \\ & - 2 \ \sqrt{1 + \sqrt{3}} \ \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \\ & - 2 \ \sqrt{1 + \sqrt{3}} \ \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \\ & - 2 \ \sqrt{1 + \sqrt{3}} \ \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \\ & - 2 \ \sqrt{1 + \sqrt{3}} \ \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \\ & - 2 \ \sqrt{1 + \sqrt{3}} \ \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right) \right) \\ & - 2 \ \sqrt{1 + \sqrt{3}} \ \left( 3 + 2 \ \sqrt{3} \right) \ \text{t} \ \sqrt{-1 + 3 \left( 1 + \sqrt{3} \right) \ \text{t}^2 - 3 \left( 2 + \sqrt{3} \right) \ \text{t}^4} \right)$$

# Coplanarity Check: A3A4-A3C3-A4C4

Determinant of {A3A4, A3C3, A4C4} as a function of t

$$\left( -8 \ \sqrt{3} \ \text{n3 n4} \ \left( 1 + \sqrt{3} + \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right) \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t - \sqrt{1 + \sqrt{3}} \ \sqrt{-1 + 3} \ \left( 1 + \sqrt{3} \right) \ t^2 - 3 \ \left( 2 + \sqrt{3} \right) \ t^4 \right) \right. \\ \left. \left( -2 \ \left( 2 + \sqrt{3} \right) \ 13 \ \left( 1 - 3 \ t^2 \right)^2 + \right. \\ \left. 2 \ 11 \ \left( -1 - 14 \ t^2 + 3 \ t^4 + 8 \ \sqrt{1 + \sqrt{3}} \ t \ \sqrt{-1 + 3} \ \left( 1 + \sqrt{3} \right) \ t^2 - 3 \ \left( 2 + \sqrt{3} \right) \ t^4 \right) + \right. \\ \left. \sqrt{2} \ 12 \ \left( 3 + \sqrt{3} - 8 \ \left( 1 + 2 \ \sqrt{3} \right) \ t^2 + 3 \ \left( 7 + 5 \ \sqrt{3} \right) \ t^4 + \right. \right. \\ \left. 4 \ \left( -1 + \sqrt{3} \right) \ \sqrt{1 + \sqrt{3}} \ t \ \sqrt{-1 + 3} \ \left( 1 + \sqrt{3} \right) \ t^2 - 3 \ \left( 2 + \sqrt{3} \right) \ t^4 \right) \right) + 2 \ \left( 1 - \sqrt{3} \right) \right. \\ \left. \sqrt{2} \ \left( 2 + \sqrt{3} \right) \ \text{n3} \ \left( 1 - 3 \ t^2 \right) \ \left( 2 \ t - \sqrt{1 + \sqrt{3}} \ \sqrt{-1 + 3} \ \left( 1 + \sqrt{3} \right) \ t^2 - 3 \ \left( 2 + \sqrt{3} \right) \ t^4 \right) \right. \\ \left. \left( \sqrt{3} \ \left( \left( \sqrt{2} + \sqrt{6} \right) \ 12 - 4 \ 13 \right) \ n4 \ \left( \left( 1 + \sqrt{3} + \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 - \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t - \sqrt{1 + \sqrt{3}} \ \sqrt{-1 + 3} \ \left( 1 + \sqrt{3} \right) \ t^2 - 3 \ \left( 2 + \sqrt{3} \right) \ t^4 \right)^2 \right) \right) \right. \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t - \sqrt{1 + \sqrt{3}} \ t \ \sqrt{-1 + 3} \ \left( 1 + \sqrt{3} \right) \ t^2 - 3 \ \left( 2 + \sqrt{3} \right) \ t^4 \right)^2 \right) \right) \right) \right/ \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 + \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 + \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 + \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 + \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 + \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 + \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \\ \left. \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right)^2 \right) \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right) \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right) \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \ t^2 \right) \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \right) \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \right) \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \right) \right. \\ \left. \left( \left( 3 + 2 \ \sqrt{3} \right) \right) \right. \\ \left. \left$$

# Coplanarity Check: A2A3-A2B2-A3B3

Determinant of {A2A3, A2B2, A3B3} as a function of t

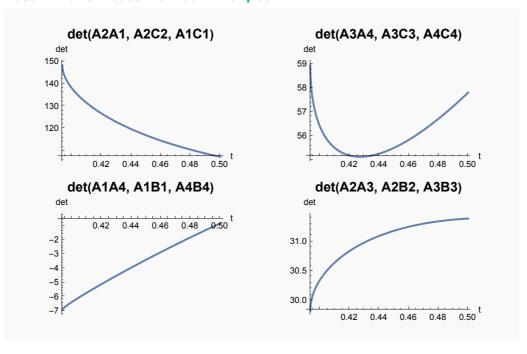
### Coplanarity Check: A1A4-A1B1-A4B4

Determinant of {A1A4, A1B1, A4B4} as a function of t

 $\frac{1}{2}$  l3 m1 m4

$$\left(\frac{t}{1+t^2} - \frac{\left(\sqrt{3}+12\left(9+5\sqrt{3}\right)\,t^2\right)\,\left(-\left(\left(36+17\sqrt{3}\right)\,t\right)+2\sqrt{3}\,\left(1+\sqrt{3}\right)\,\sqrt{-1+3}\,\left(1+\sqrt{3}\right)\,t^2-3\,\left(2+\sqrt{3}\right)\,t^4}\right)}{3\left(3+4\sqrt{3}-7\left(127+72\sqrt{3}\right)\,t^2-12\left(619+357\sqrt{3}\right)\,t^4+4\sqrt{1+\sqrt{3}}\,\left(17+12\sqrt{3}\right)\,t\,\sqrt{-1+3}\,\left(1+\sqrt{3}\right)\,t^2-3\left(2+\sqrt{3}\right)\,t^4}\right)}\right)$$

# Determinant Plots for Our Example



Out[1773]=

# 

This example does NOT have planar parameter lines (C2A2A1C1, C3A3A4C4, B1A1A4B4, B2A2A3B3)

### Coplanarity Check: A2A1-A2C2-A1C1

Determinant of {A2A1, A2C2, A1C1} as a function of t

$$\begin{split} \text{l1} \left( -\frac{\left( -1 + \sqrt{3} \right) \ \sqrt{\frac{1}{2} \left( 2 + \sqrt{3} \right)} \ \text{n1} \, \text{n2} \, \left( -1 + 3 \, t^2 \right) \, \left( 2 \, t + \sqrt{1 + \sqrt{3}} \ \sqrt{-1 + 3 \, \left( 1 + \sqrt{3} \right)} \, t^2 - 3 \, \left( 2 + \sqrt{3} \right) \, t^4 \right)}{2 + 8 \, t^2 + 6 \, t^4 + 8 \, \sqrt{1 + \sqrt{3}} \, t \, \sqrt{-1 + 3 \, \left( 1 + \sqrt{3} \right)} \, t^2 - 3 \, \left( 2 + \sqrt{3} \right) \, t^4} \right. \\ \left( \sqrt{3} \ \text{n1} \, \text{n2} \, \left( 1 + \sqrt{3} \, + \left( 3 + 2 \, \sqrt{3} \right) \, t^2 \right) \right. \\ \left. \left( \left( 3 + 2 \, \sqrt{3} \right) \, t + \sqrt{1 + \sqrt{3}} \, \sqrt{-1 + 3 \, \left( 1 + \sqrt{3} \right)} \, t^2 - 3 \, \left( 2 + \sqrt{3} \right) \, t^4 \right) \right. \\ \left. \left( 1 + 14 \, t^2 - 3 \, t^4 + 8 \, \sqrt{1 + \sqrt{3}} \, t \, \sqrt{-1 + 3 \, \left( 1 + \sqrt{3} \right)} \, t^2 - 3 \, \left( 2 + \sqrt{3} \right) \, t^4 \right) \right) \right/ \\ \left. \left( 2 \, \left( 1 + 4 \, t^2 + 3 \, t^4 + 4 \, \sqrt{1 + \sqrt{3}} \, t \, \sqrt{-1 + 3 \, \left( 1 + \sqrt{3} \right)} \, t^2 - 3 \, \left( 2 + \sqrt{3} \right) \, t^4 \right) \right. \\ \left. \left( 3 + \sqrt{3} \, + \left( 51 + 28 \, \sqrt{3} \right) \, t^2 + 3 \, \left( 2 + \sqrt{3} \right) \, t^4 + \right. \\ \left. 2 \, \sqrt{1 + \sqrt{3}} \, \left( 3 + 2 \, \sqrt{3} \right) \, t \, \sqrt{-1 + 3 \, \left( 1 + \sqrt{3} \right)} \, t^2 - 3 \, \left( 2 + \sqrt{3} \right) \, t^4 \right) \right) \right. \end{split}$$

### Coplanarity Check: A3A4-A3C3-A4C4

Determinant of {A3A4, A3C3, A4C4} as a function of t

$$\left( \text{n3} \left( \left( \sqrt{3} \text{ n4} \left( 1 + \sqrt{3} + \left( 3 + 2 \sqrt{3} \right) \right) \, \mathsf{t}^2 \right) \, \left( \left( 3 + 2 \sqrt{3} \right) \, \mathsf{t} + \right) \right. \\ \left. \left. \sqrt{1 + \sqrt{3}} \, \sqrt{-1 + 3} \, \left( 1 + \sqrt{3} \right) \, \mathsf{t}^2 - 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 \right) \, \left( 2 \, \left( 2 + \sqrt{3} \right) \, \mathsf{13} \, \left( 1 - 3 \, \mathsf{t}^2 \right)^2 + \right. \\ \left. 2 \, \mathsf{11} \, \left( 1 + 14 \, \mathsf{t}^2 - 3 \, \mathsf{t}^4 + 8 \, \sqrt{1 + \sqrt{3}} \, \, \mathsf{t} \, \sqrt{-1 + 3} \, \left( 1 + \sqrt{3} \right) \, \mathsf{t}^2 - 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 \right) + \right. \\ \left. \sqrt{2} \, \mathsf{12} \, \left( -3 - \sqrt{3} + 8 \, \left( 1 + 2 \, \sqrt{3} \right) \, \mathsf{t}^2 - 3 \, \left( 7 + 5 \, \sqrt{3} \right) \, \mathsf{t}^4 + \right. \\ \left. 4 \, \left( -1 + \sqrt{3} \right) \, \sqrt{1 + \sqrt{3}} \, \, \mathsf{t} \, \sqrt{-1 + 3} \, \left( 1 + \sqrt{3} \right) \, \mathsf{t}^2 - 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 \right) \right) \right) \right/ \\ \left. \left( 3 + \sqrt{3} + \left( 51 + 28 \, \sqrt{3} \right) \, \mathsf{t}^2 + 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 + 2 \, \sqrt{1 + \sqrt{3}} \, \left( 3 + 2 \, \sqrt{3} \right) \, \mathsf{t} \right. \right. \\ \left. \sqrt{-1 + 3} \, \left( 1 + \sqrt{3} \right) \, \mathsf{t}^2 - 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 \right) + \frac{1}{2} \, \left( -1 + \sqrt{3} \right) \, \sqrt{\frac{1}{2}} \, \left( 2 + \sqrt{3} \right) \right. \\ \left. \mathsf{n4} \, \left( -1 + 3 \, \mathsf{t}^2 \right) \, \left( 2 \, \mathsf{t} + \sqrt{1 + \sqrt{3}} \, \sqrt{-1 + 3} \, \left( 1 + \sqrt{3} \right) \, \mathsf{t}^2 - 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 \right) \right. \\ \left. \left. \left( 4 \, \mathsf{11} + \sqrt{2} \, \left( -1 + \sqrt{3} \right) \, \mathsf{12} + \mathsf{13} \right) \, \left( -1 + \frac{\left( \left( 3 + 2 \, \sqrt{3} \right) \, \mathsf{t} + \sqrt{3} \, \mathsf{t} + \sqrt{3} \, \mathsf{t} + \sqrt{3} \, \mathsf{t} + \sqrt{3} \, \mathsf{t}^2 - 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 \right) \right. \right) \right. \\ \left. \left. \left( 4 \, \left( 1 + 4 \, \mathsf{t}^2 + 3 \, \mathsf{t}^4 + 4 \, \sqrt{1 + \sqrt{3}} \, \, \mathsf{t} \, \sqrt{-1 + 3} \, \left( 1 + \sqrt{3} \right) \, \mathsf{t}^2 - 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 \right) \right. \right) \right. \right) \right. \right. \\ \left. \left. \left( 4 \, \left( 1 + 4 \, \mathsf{t}^2 + 3 \, \mathsf{t}^4 + 4 \, \sqrt{1 + \sqrt{3}} \, \, \mathsf{t} \, \sqrt{-1 + 3} \, \left( 1 + \sqrt{3} \right) \, \mathsf{t}^2 - 3 \, \left( 2 + \sqrt{3} \right) \, \mathsf{t}^4 \right) \right. \right) \right. \right) \right. \right) \right. \right.$$

# Coplanarity Check: A2A3-A2B2-A3B3

Determinant of {A2A3, A2B2, A3B3} as a function of t

# Coplanarity Check: A1A4-A1B1-A4B4

Determinant of {A1A4, A1B1, A4B4} as a function of t

$$\frac{1}{2} \text{ l3 m1 m4} \\ \left( \frac{\text{t}}{1+\text{t}^2} - \frac{\left( \sqrt{3} + 12 \left(9 + 5 \ \sqrt{3} \ \right) \ \text{t}^2 \right) \ \left( \left(36 + 17 \ \sqrt{3} \ \right) \ \text{t} + 2 \ \sqrt{3 \left(1 + \sqrt{3} \ \right)} \ \sqrt{-1 + 3 \left(1 + \sqrt{3} \ \right) \ \text{t}^2 - 3 \left(2 + \sqrt{3} \ \right) \ \text{t}^4} \right)}{3 \left( -3 - 4 \ \sqrt{3} + 7 \left(127 + 72 \ \sqrt{3} \ \right) \ \text{t}^2 + 12 \ \left(619 + 357 \ \sqrt{3} \ \right) \ \text{t}^4 + 4 \ \sqrt{1 + \sqrt{3}} \ \left(17 + 12 \ \sqrt{3} \ \right) \ \text{t} \ \sqrt{-1 + 3 \left(1 + \sqrt{3} \ \right) \ \text{t}^2 - 3 \left(2 + \sqrt{3} \ \right) \ \text{t}^4} \right)}$$

# Determinant Plots for Our Example

