# closed square

xmulti =

0.000588816788283

0.000389156591531

0.000000073985170

0.122309915016479

1.300353050887042

errormulti =

1.242836561727135

# mouse Plus

xmulti =

0.000010502063661

0.000027652661970

0.000000111575357

0.109189793554536

0.194522985591953

errormulti =

6.190338053453464

# closed circles

xmulti =

xmulti =

0.000035970285378

0.000062090113480

0.000000018879063

0.113997183658920

0.146693344139044

errormulti = 1.109754058897625

# mouse X

xmulti =

0.000261179118155

0.000438631763985

0.000000000503088

0.053848718698798

0.000999350080665

errormulti =

0.706161543678244

# mouse closed Triangles

0.000000117701527

0.000000286054040

0.000000300443369

0.070754808525204

0.000026387359726

errormulti =

1.060367089110547

# mouse open square

xmulti =

0.000264152636576

0.000436604262450

0.000000000499178

0.053489377994831

0.000999350080685

errormulti =

0.760491013391424

# open circles results

xmulti =

0.000125344532731

0.000214190608498

0.000000049262862

0.044995922186977

0.469333356732749

errormulti =

0.117805450481336

# Open Triangles

xmulti =

0.000335681879928

0.000758132655038

0.000000001944845

0.101992167755589

0.190610570711178

errormulti =

1.682305046016273