**Without Bi**

# closed square

xmulti =

0.000999352070549

0.000783216702564

0.000000047585068

0.118238205552889

1.141431774563558

errormulti =

1.233344424059848

# mouse Plus

xmulti =

0.000010601780182

0.000031342398107

0.000000043217108

0.106507540890977

0.106106646031896

errormulti =

6.216614976354724

# mouse closed circles

xmulti =

0.000154770965098

0.000014343767008

0.000000000565521

0.118624983546830

0.000100040810523

errormulti =

0.781242408131857

# mouse X

xmulti =

0.000001032577585

0.000001081413939

0.000000159035163

0.040649553166876

0.000304245701925

errormulti =

0.003006569581351

# closed triangles

xmulti =

0.000000100000600

0.000000161093718

0.000000371523372

0.060913180152781

0.000005140897761

errormulti =

0.435156184373422

# mouse open square

xmulti =

0.099999870951667

0.000010005055364

0.000000000001288

0.040671015700423

0.000000539382195

errormulti =

0.005528362674426

# open circles

xmulti =

0.000224850088117

0.000531706638983

0.000000010258903

0.049358076005492

0.291910569005720

errormulti =

0.170813209340242

# open triangles

xmulti =

0.000390323482999

0.000744947573614

0.000000001093955

0.099211842235527

0.151754417141494

errormulti =

0.921920807132173