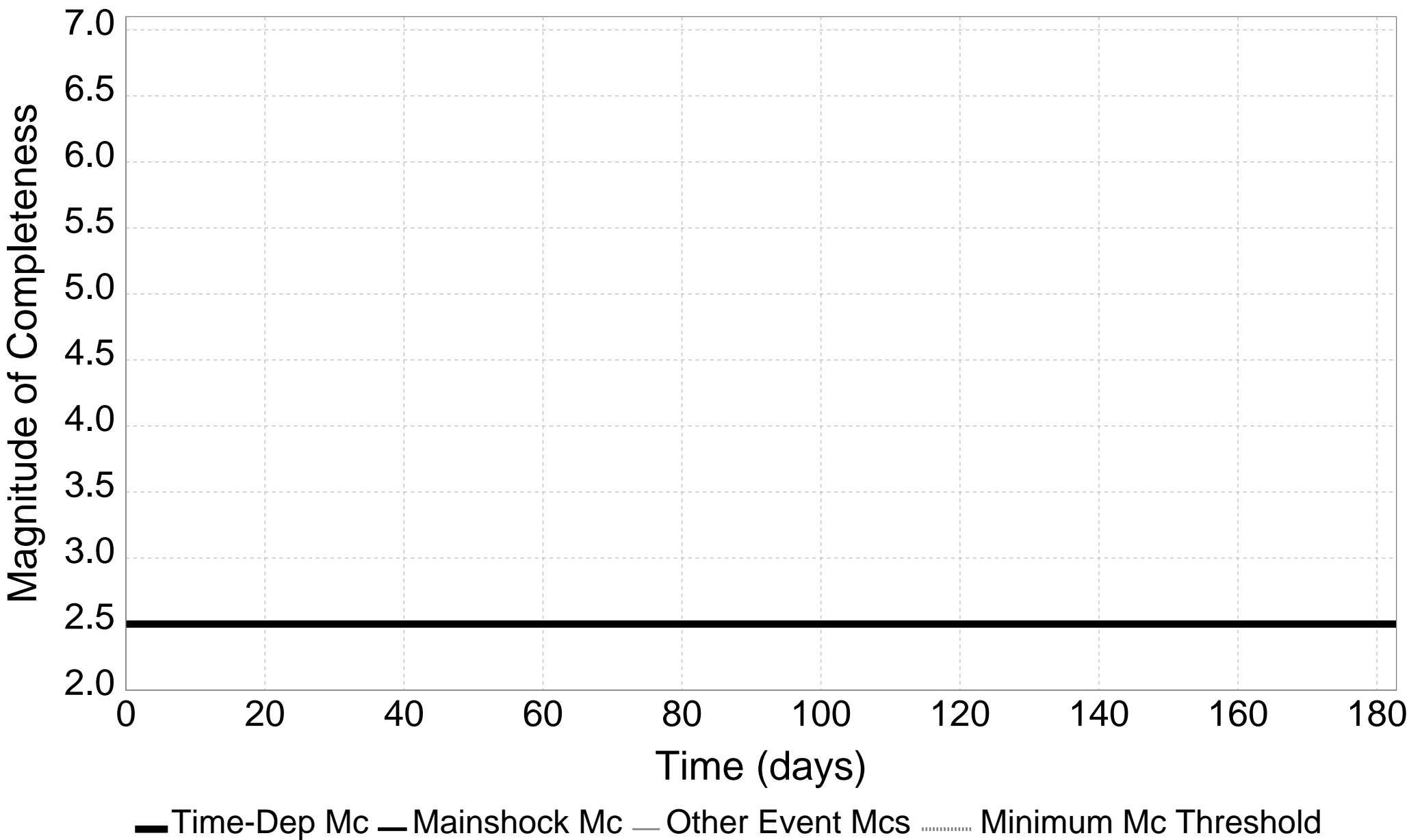


# Time Dependent Mc



DATASET #1 (line: Solid, width=4.0; color: 0,0,0)  
Time-Dep Mc

DATASET #2 (line: Solid, width=2.0; color: 0,0,0)  
Mainshock Mc

DATASET #3 (line: Solid, width=1.0; color: 128,128,128)  
Other Event Mcs

DATASET #4 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #5 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #6 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #7 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #8 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #9 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #10 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #11 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #12 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #13 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #14 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #15 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #16 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #17 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #18 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #19 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #20 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #21 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #22 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #23 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #24 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #25 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #26 (line: Solid, width=1.0; color: 128,128,128)  
null

DATASET #27 (line: Solid, width=1.0; color: 128,128,128)

null

DATASET #28 (line: Dotted, width=2.0; color: 128,128,128)

Minimum Mc Threshold