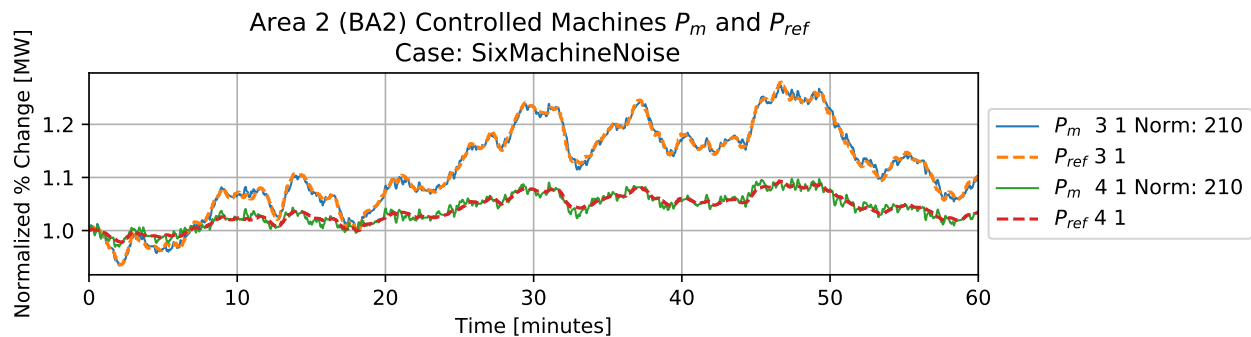
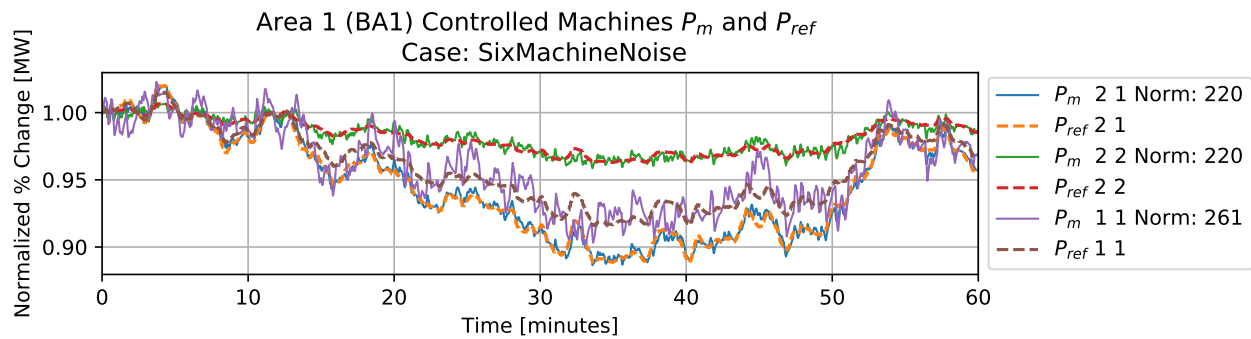
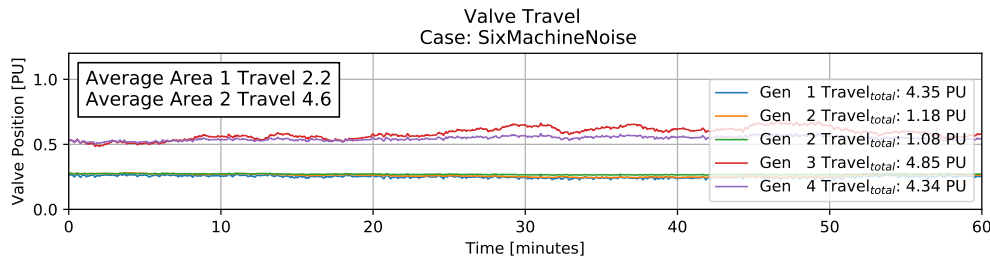
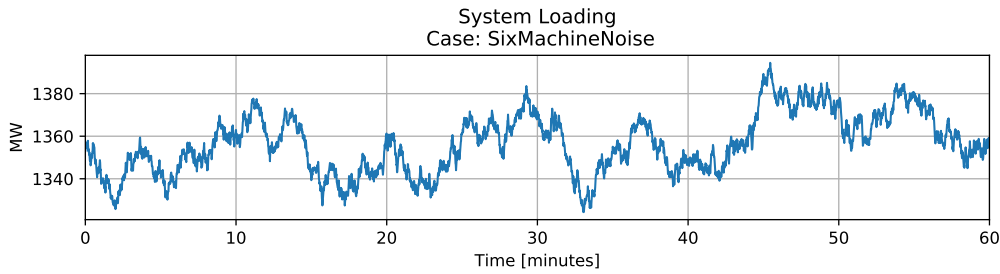
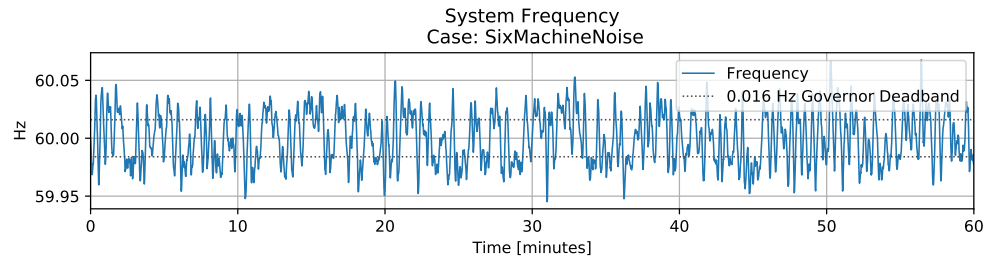
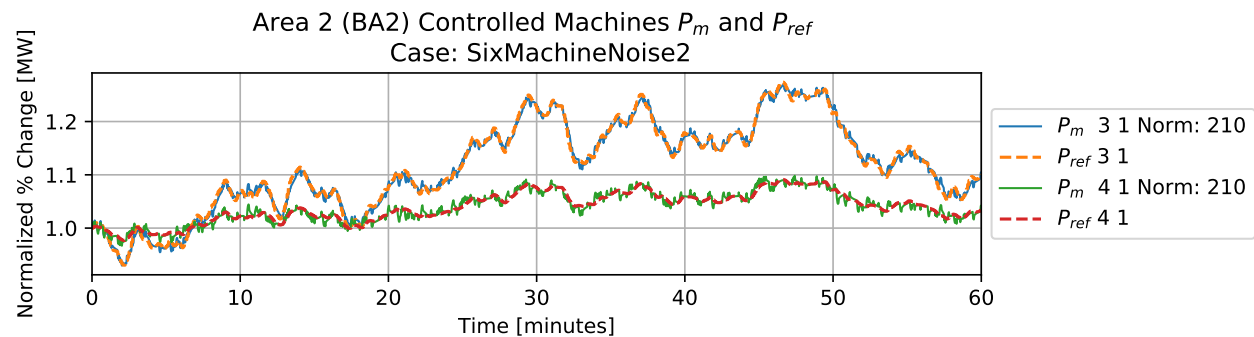
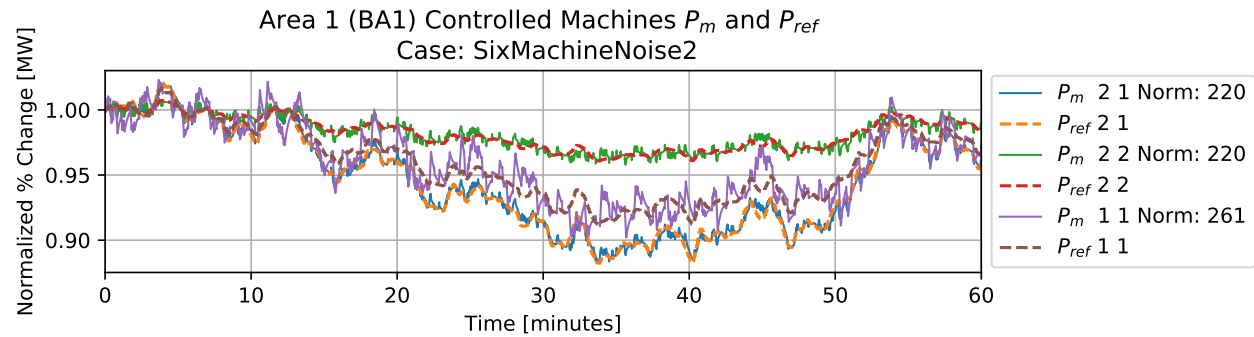
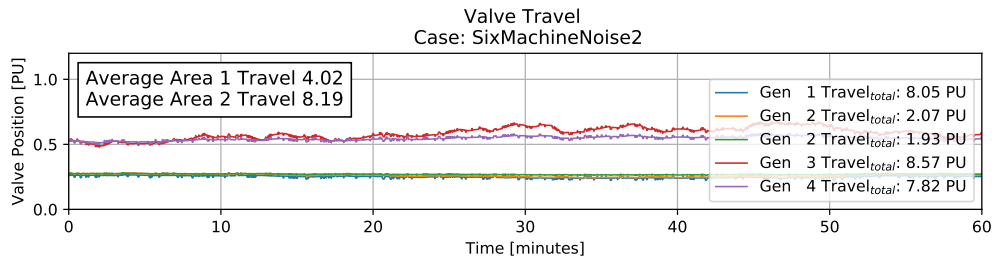
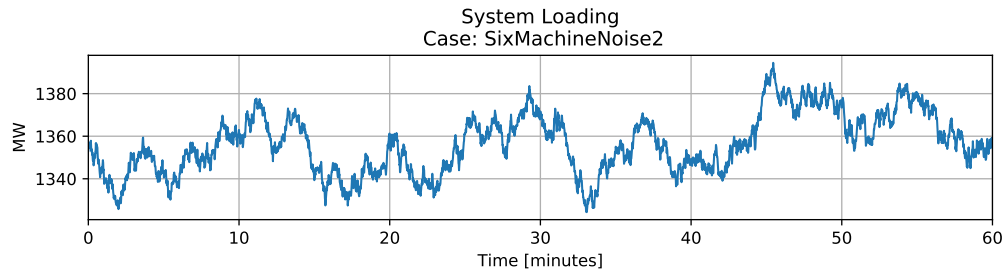
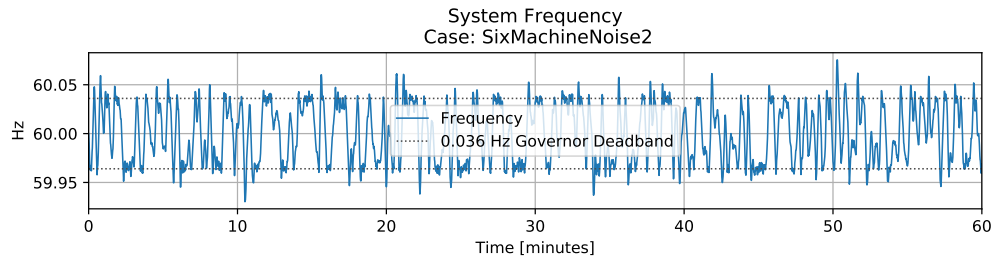


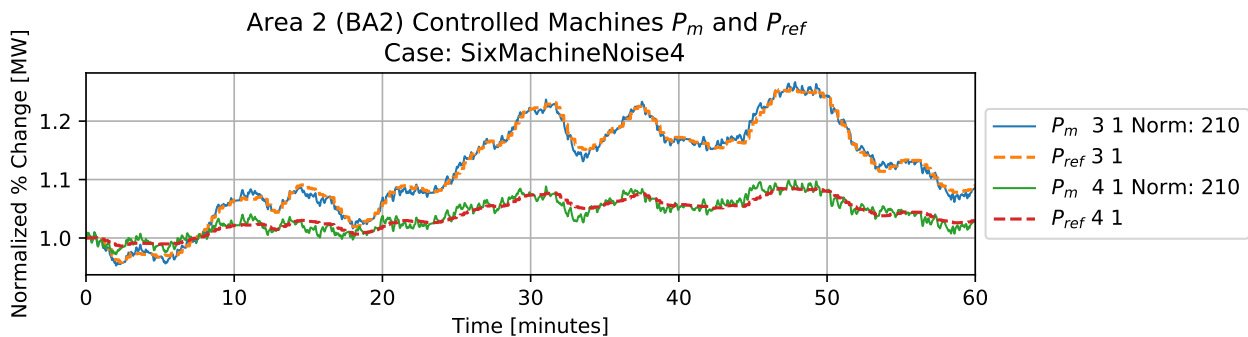
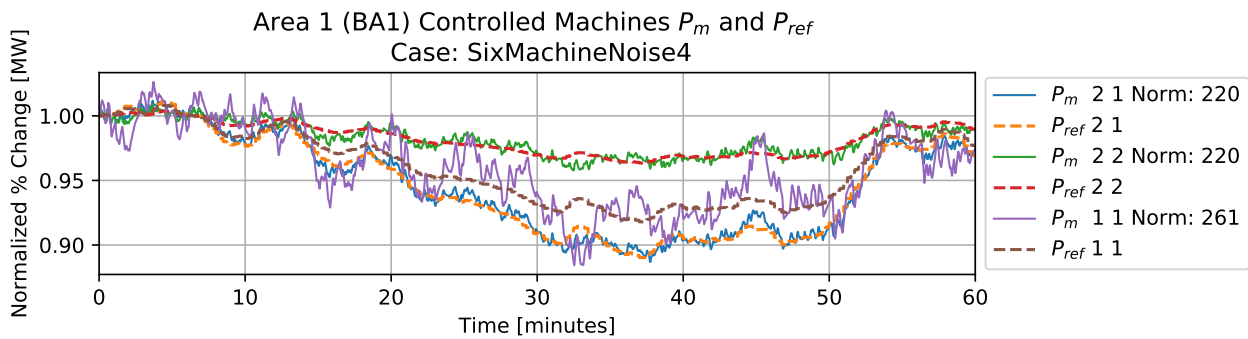
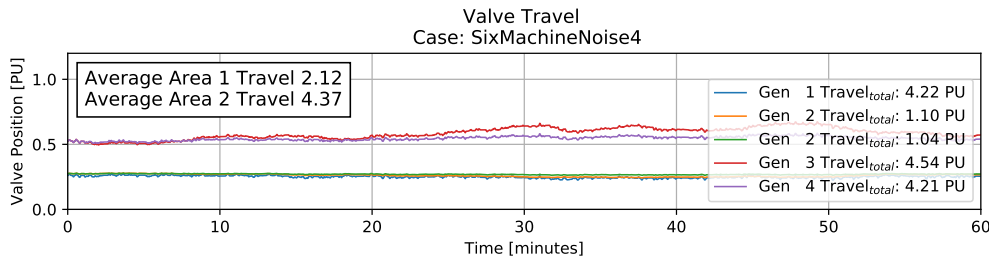
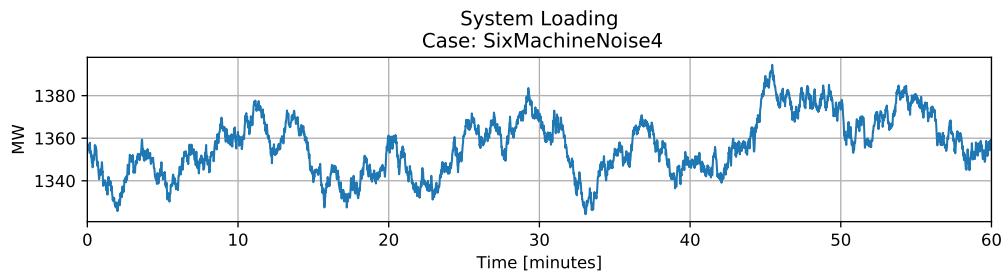
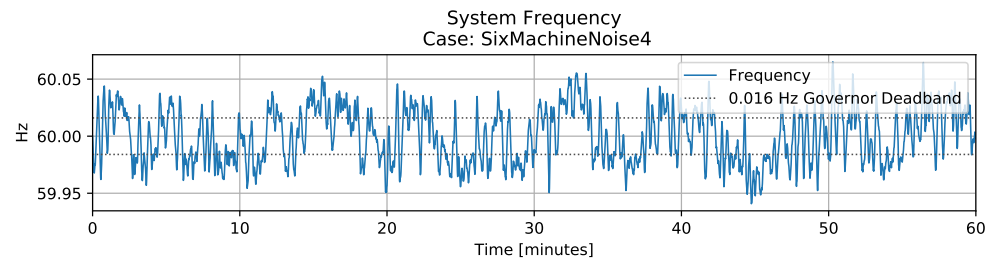
Six Machine Noise 0.3% Noise randomly added or subtracted to all loads every second.
Random walk enabled. Non-linear droop on all governors. AGC action time is 5 seconds.



Six Machine Noise 2 0.3% Noise randomly added or subtracted to all loads every second.
Random walk enabled. **Step** droop on all governors. AGC action time is 5 seconds.



Six Machine Noise 4 0.3% Noise randomly added or subtracted to all loads every second. Random walk enabled. Non-Linear droop on all governors. AGC action time is **15 seconds**.



Six Machine Noise 5 0.3% Noise randomly added or subtracted to all loads every second.
Random walk enabled. Non-Linear droop on all governors. AGC action time is **30 seconds**.

