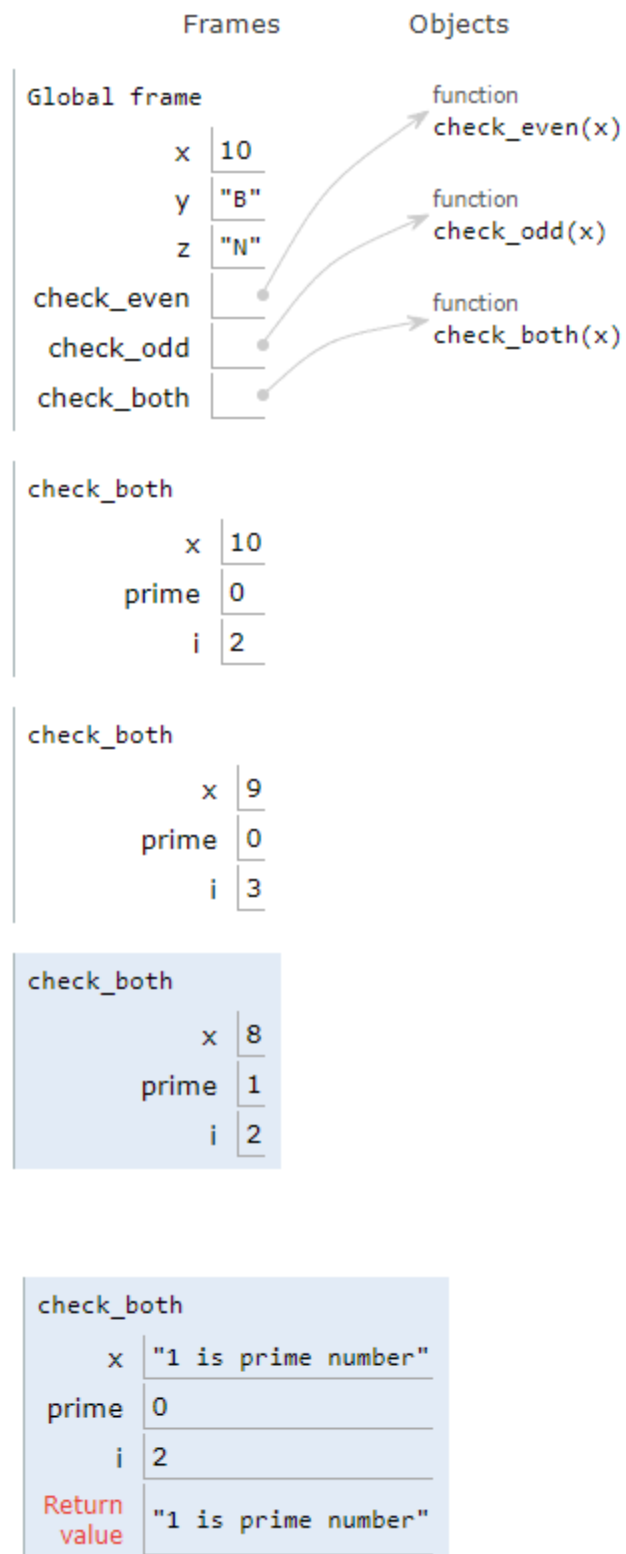


EX3



EX4

Frames

Objects

Global frame	
limit	10
value_new	1.0
i	1
value_old	1.0

Frames

Objects

Global frame	
limit	10
value_new	1.5
i	1
value_old	0.5

Frames

Objects

Global frame	
limit	10
value_new	1.8333
i	2
value_old	0.3333