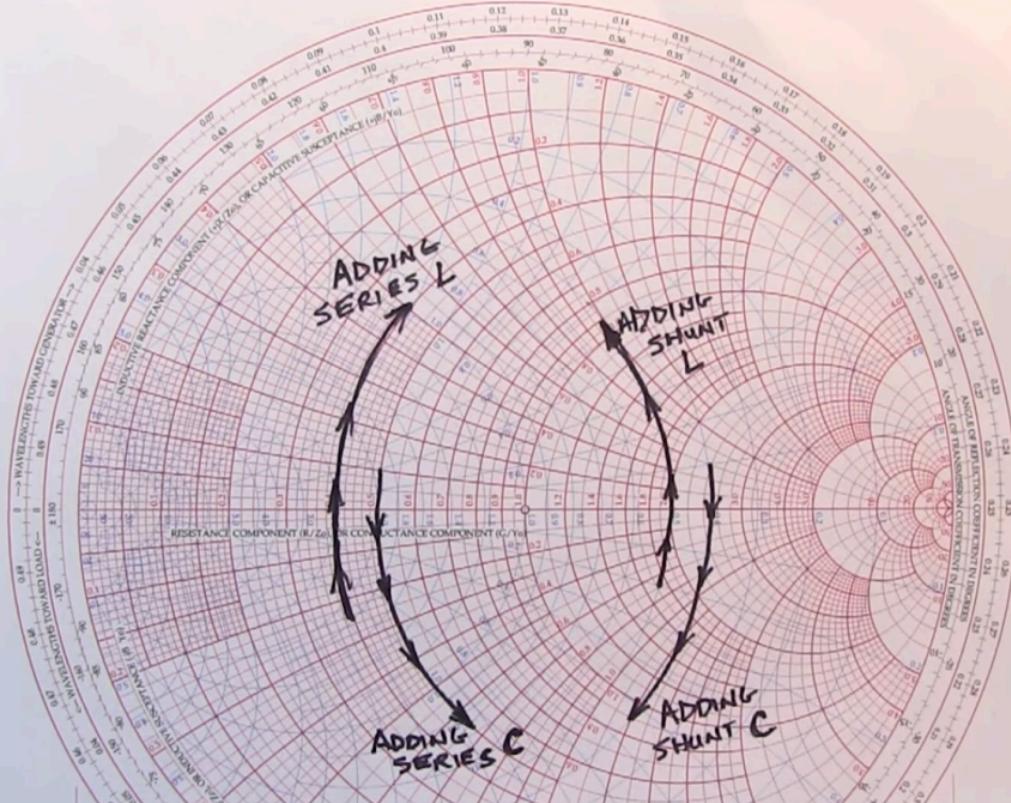


- ADDING L OR C IN SERIES, ROTATE ON CONSTANT R CIRCLES  
- ADDING L OR C IN PARALLEL, ROTATE ON CONSTANT G CIRCLES

- ADDING L ROTATES "UP" THRU REAL AXIS (ELEVATE UP) 
- ADDING C ROTATES "DOWN" THRU REAL AXIS (CRASH DOWN) 



L-NETWORKS TO MATCH VARIOUS  $Z_L$

