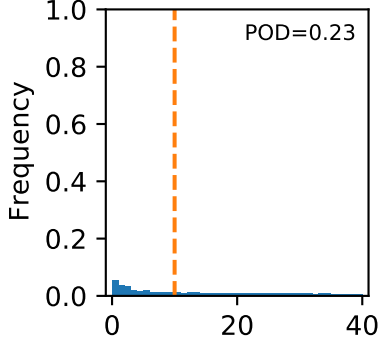


Core only

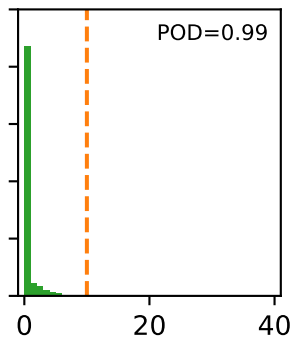
Anvil only

Core and Anvil

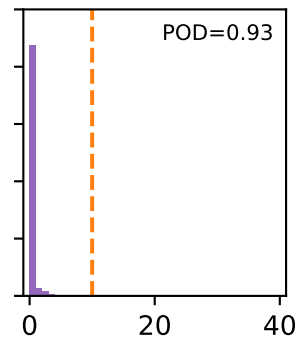
(a)



(b)

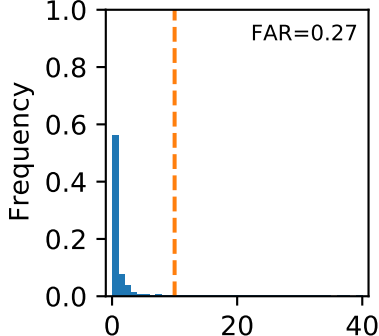


(c)

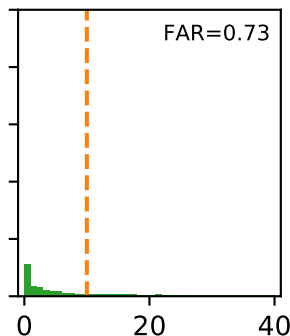


Distance to detected object (pixels)

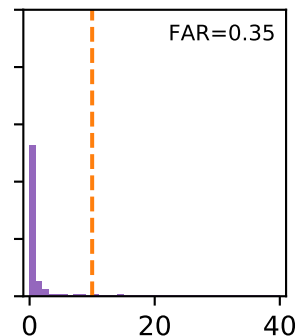
(d)



(e)



(f)



Distance to nearest GLM flash (pixels)

--- Acceptance margin