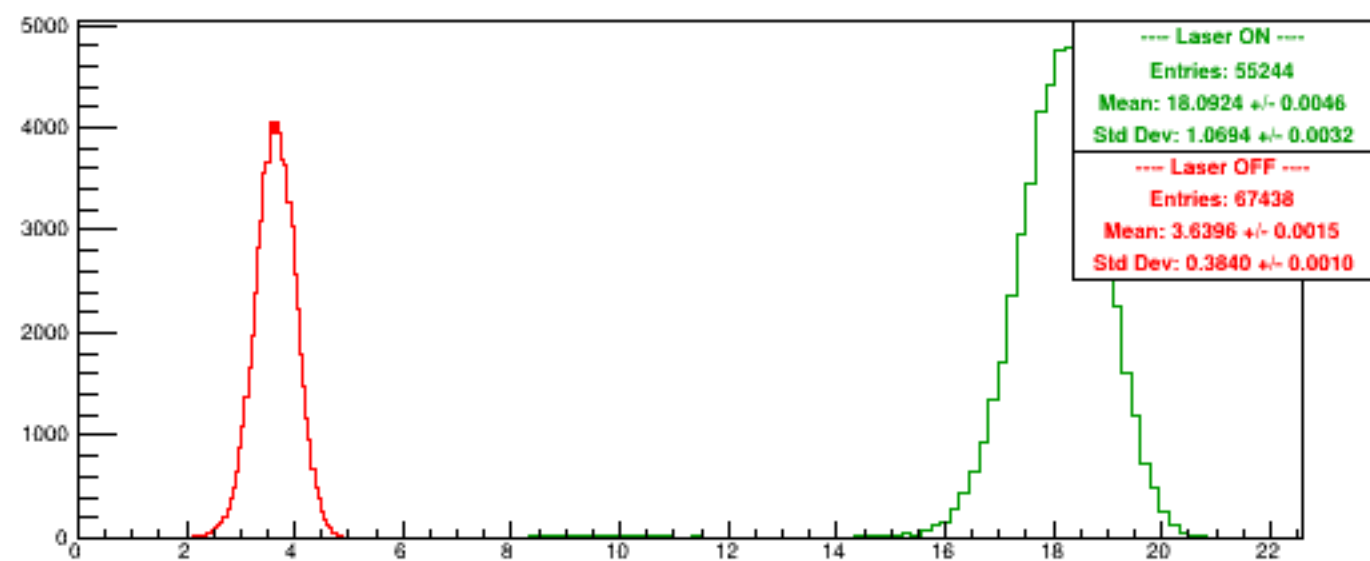
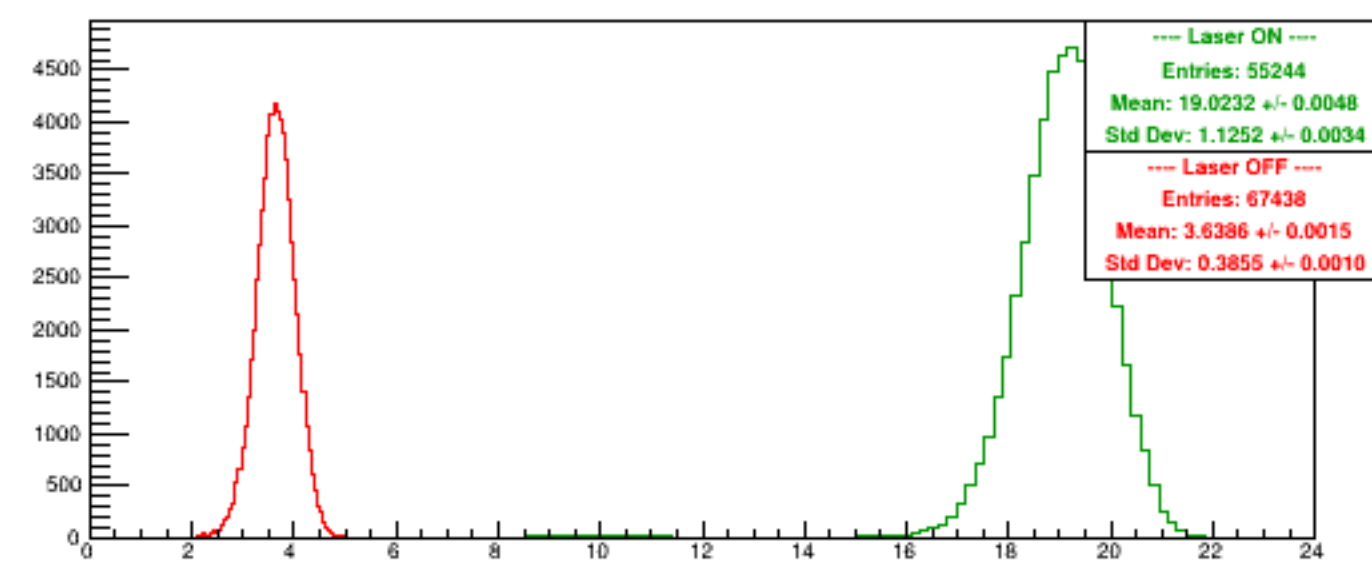


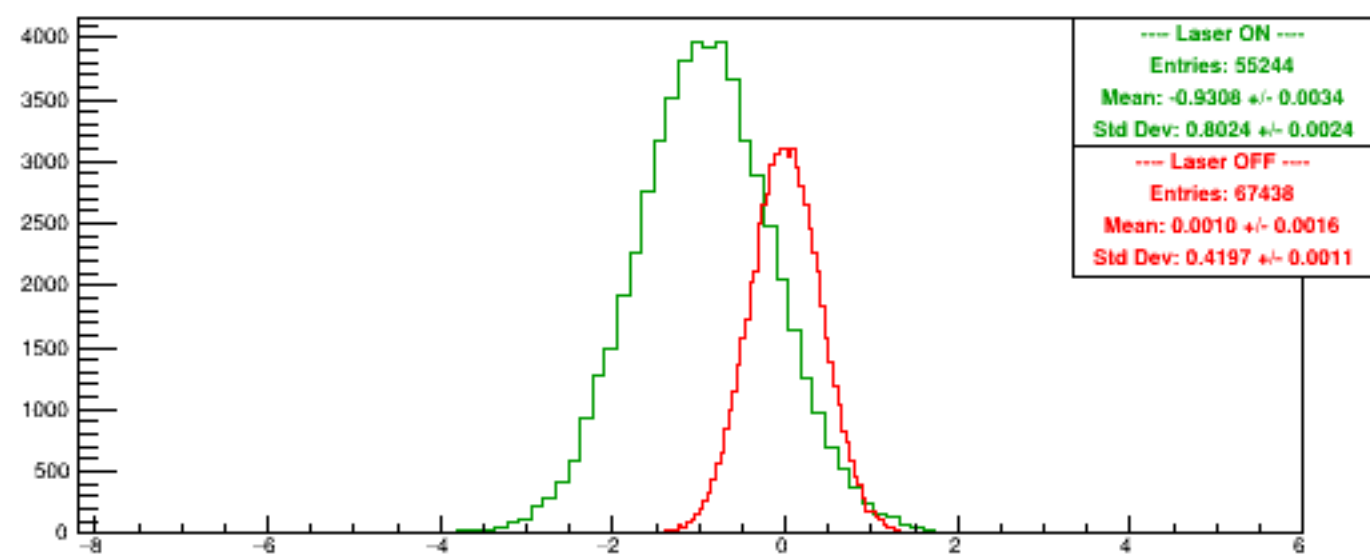
Run 4983 quartetwise, PosHelAcc0/NSamples0



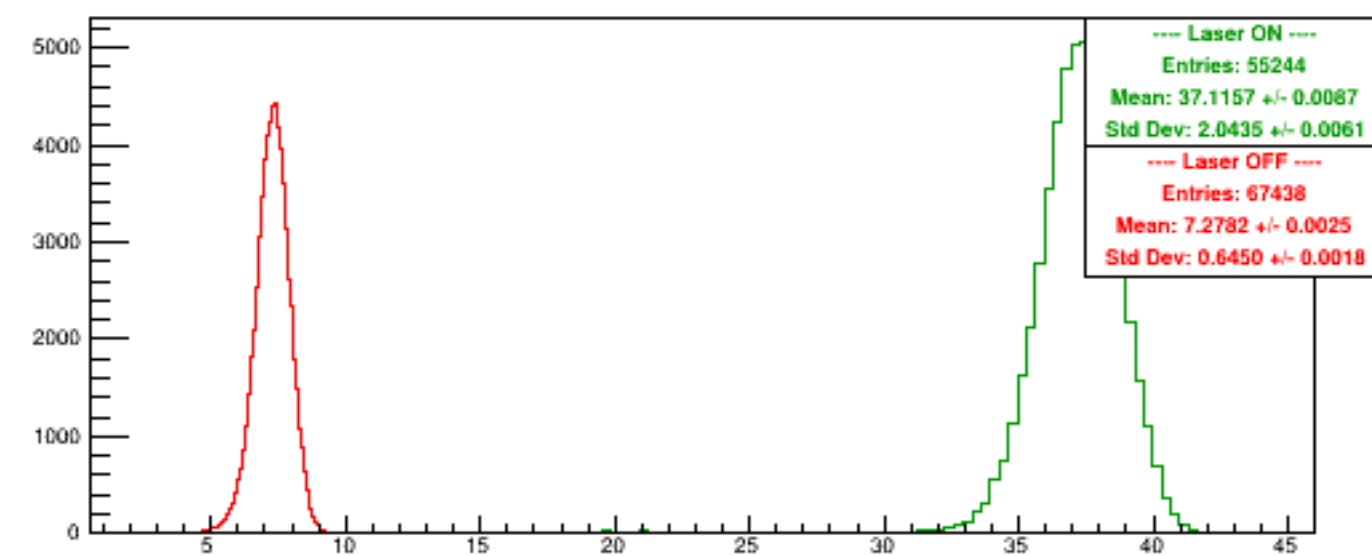
Run 4983 quartetwise, NegHelAcc0/NSamples0



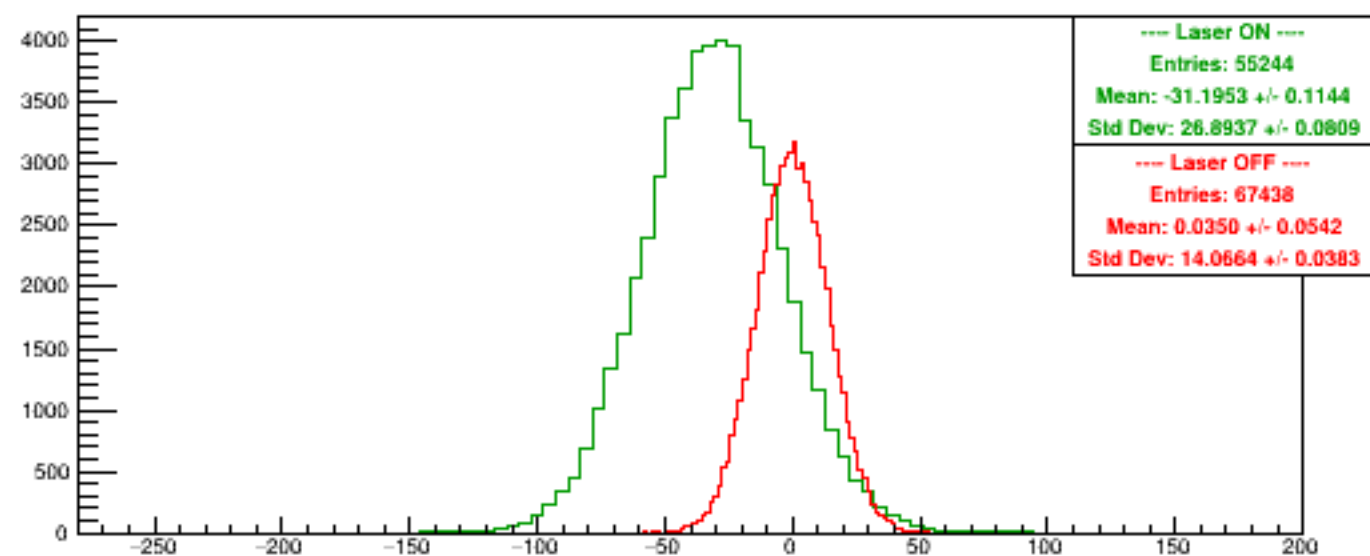
Run 4983 quartetwise, Diffs0



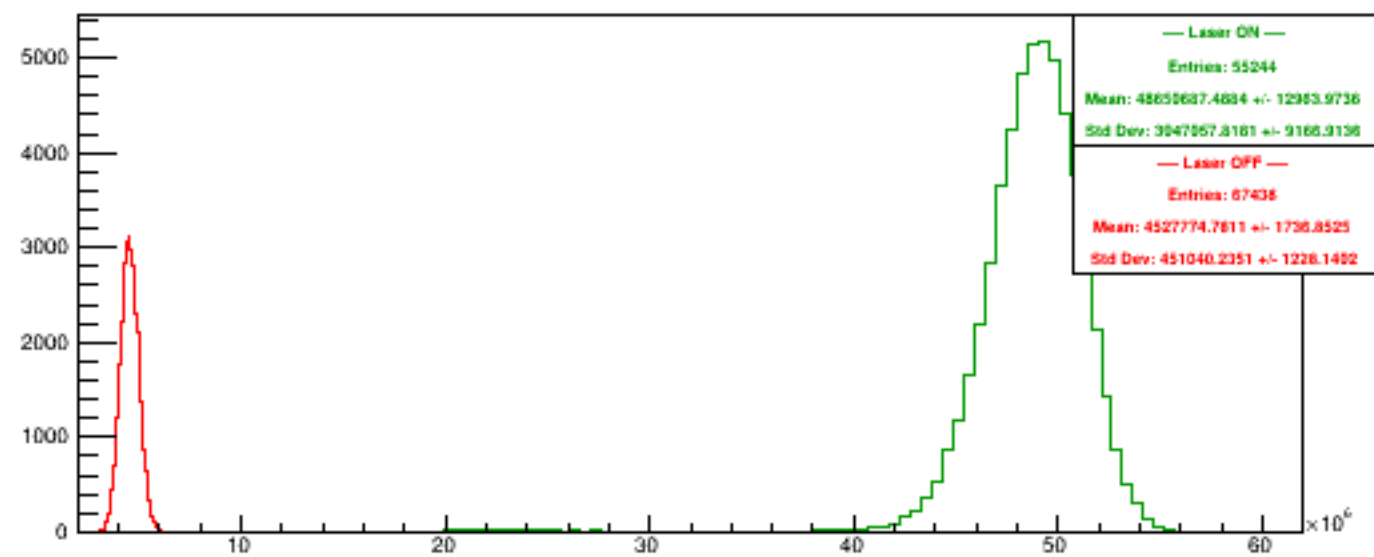
Run 4983 quartetwise, Sums0



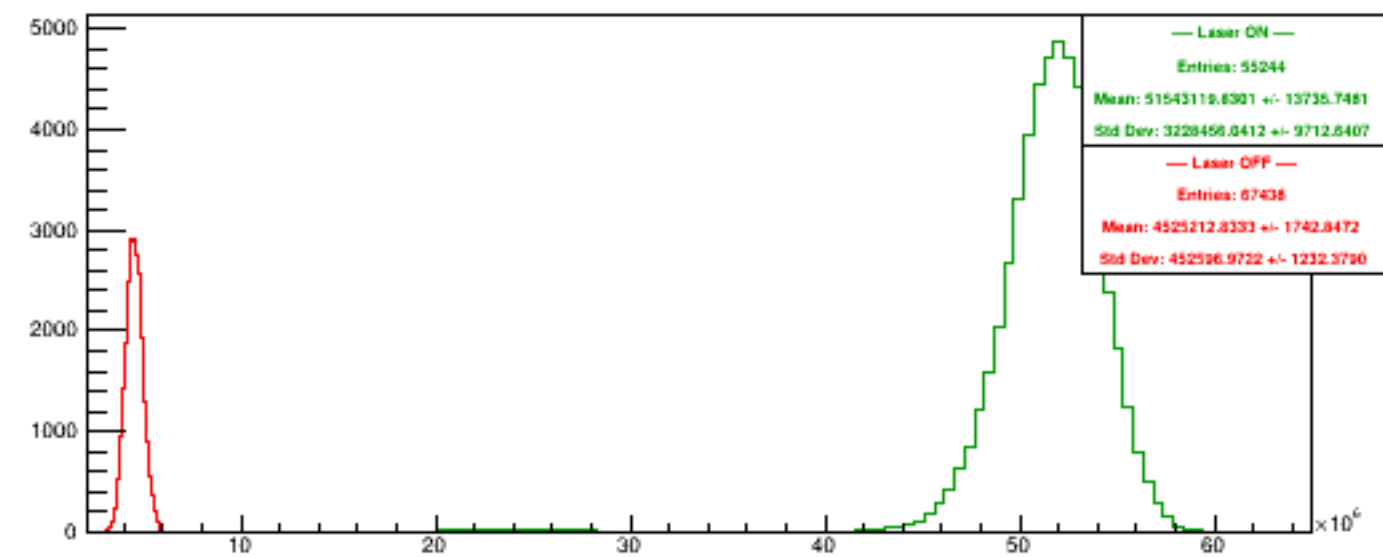
Run 4983 quartetwise, Asyms0



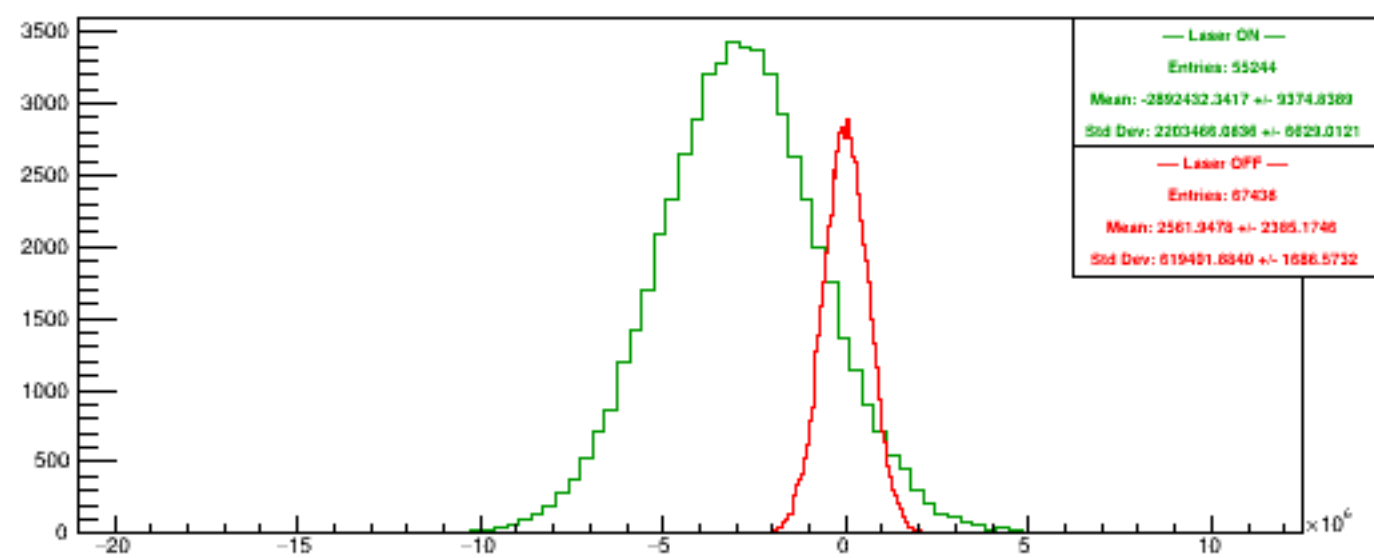
Run 4983 quartetwise, PosHelAcc4



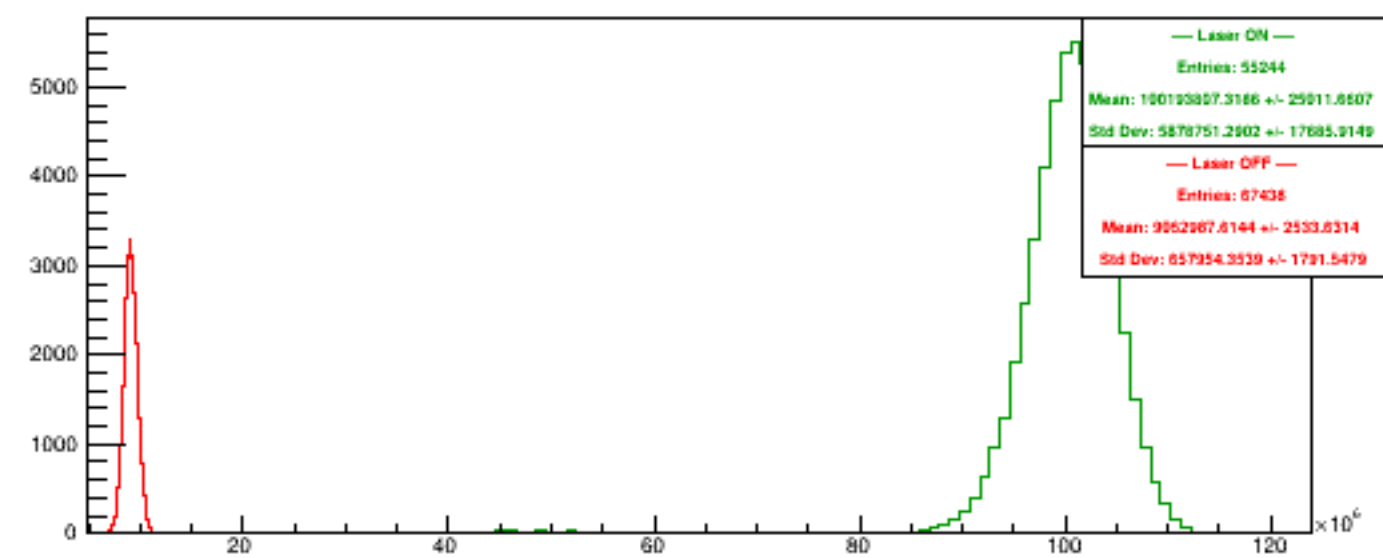
Run 4983 quartetwise, NegHelAcc4



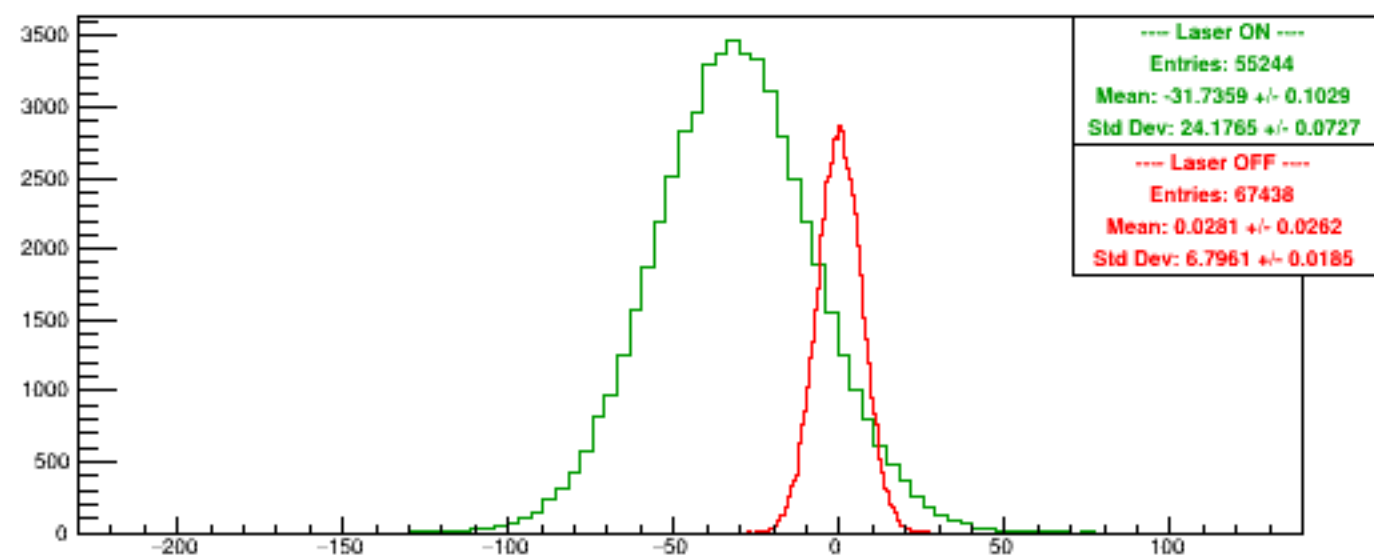
Run 4983 quartetwise, Diffs4



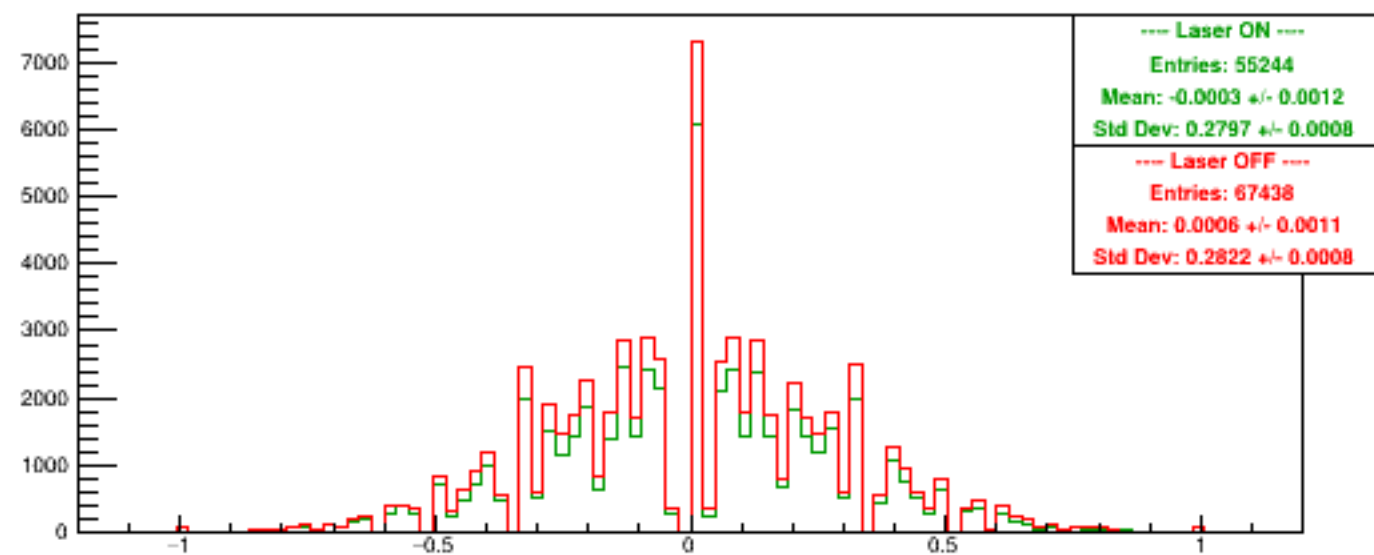
Run 4983 quartetwise, Sums4



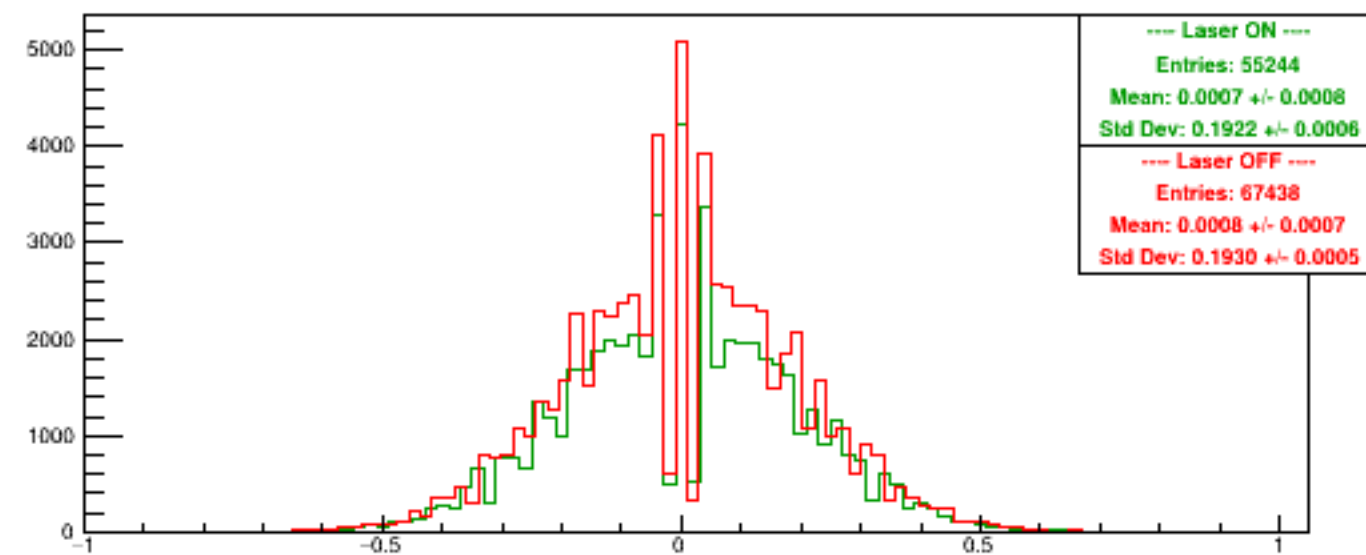
Run 4983 quartetwise, Asyms4



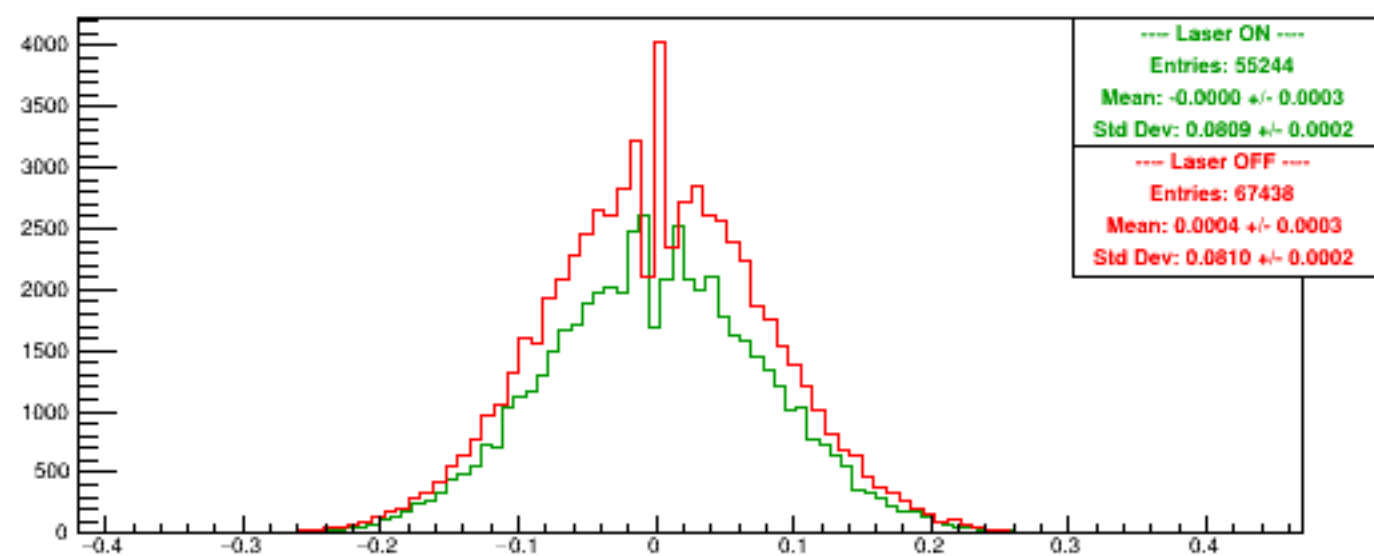
Run 4983 quartetwise, Asyms USbg1



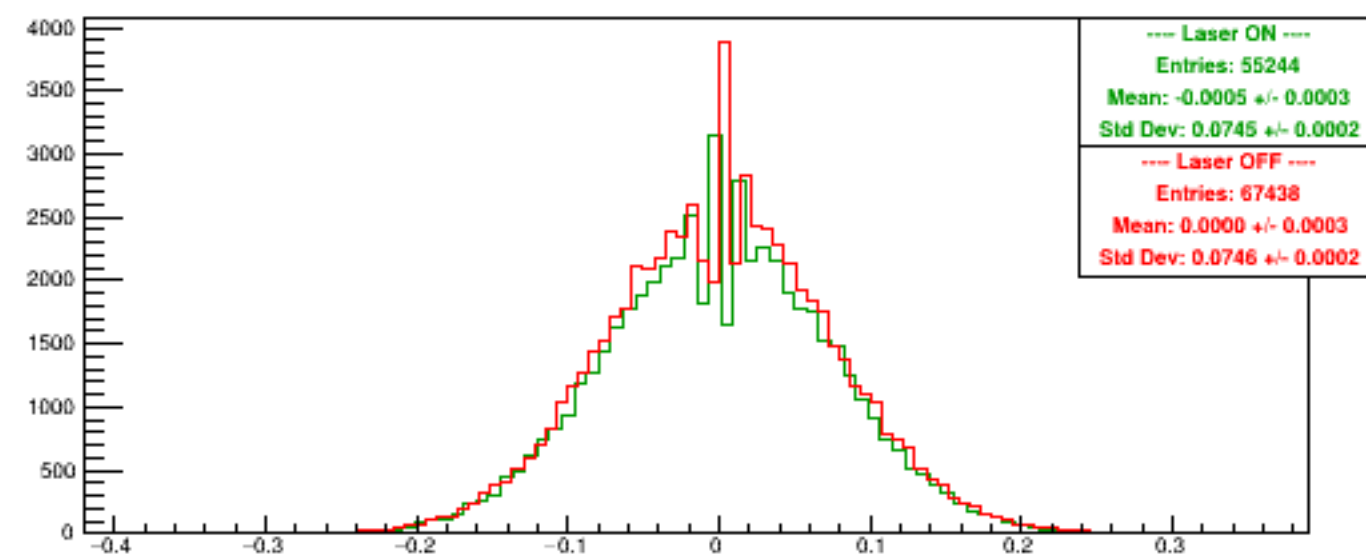
Run 4983 quartetwise, Asyms USbg2



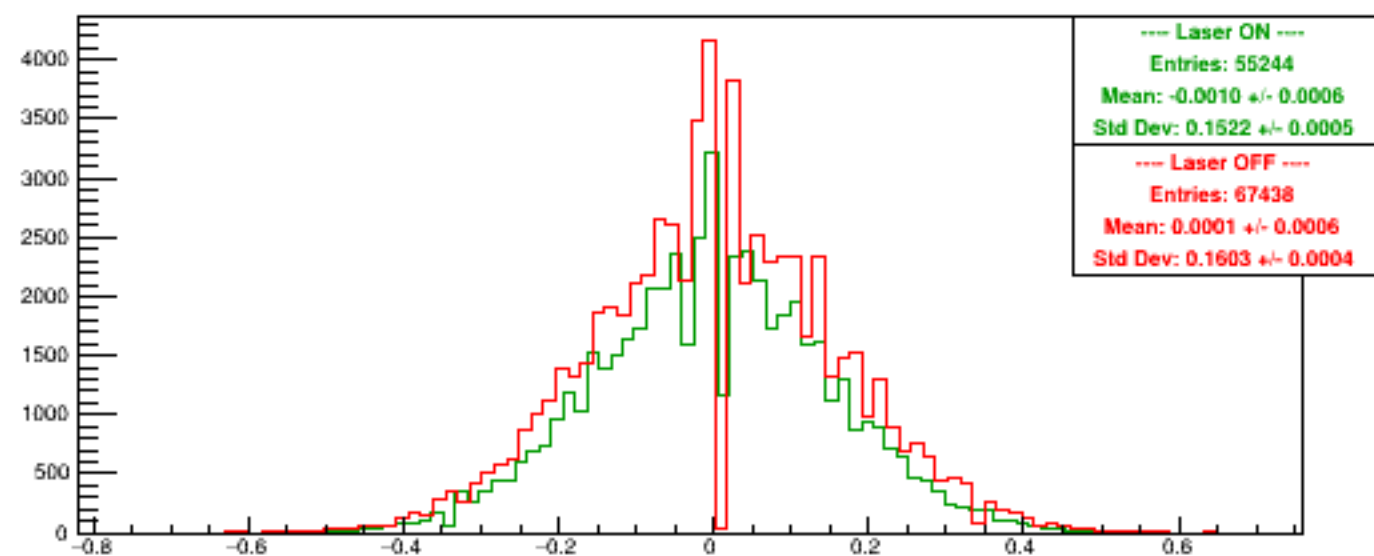
Run 4983 quartetwise, Asyms DSbg1



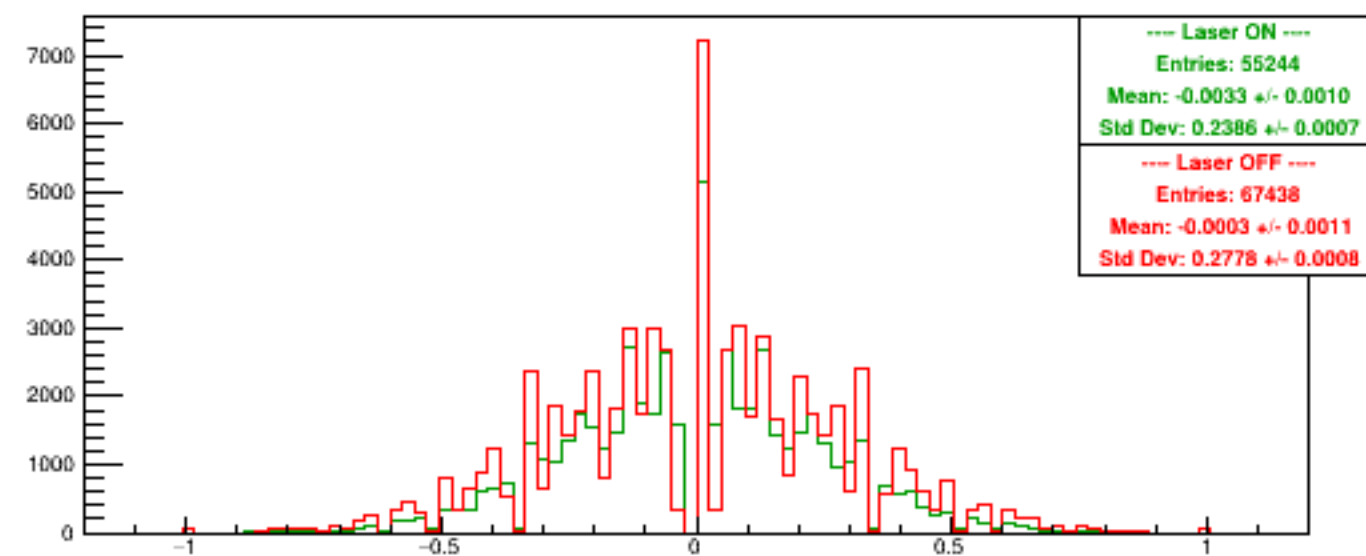
Run 4983 quartetwise, Asyms DSbg2



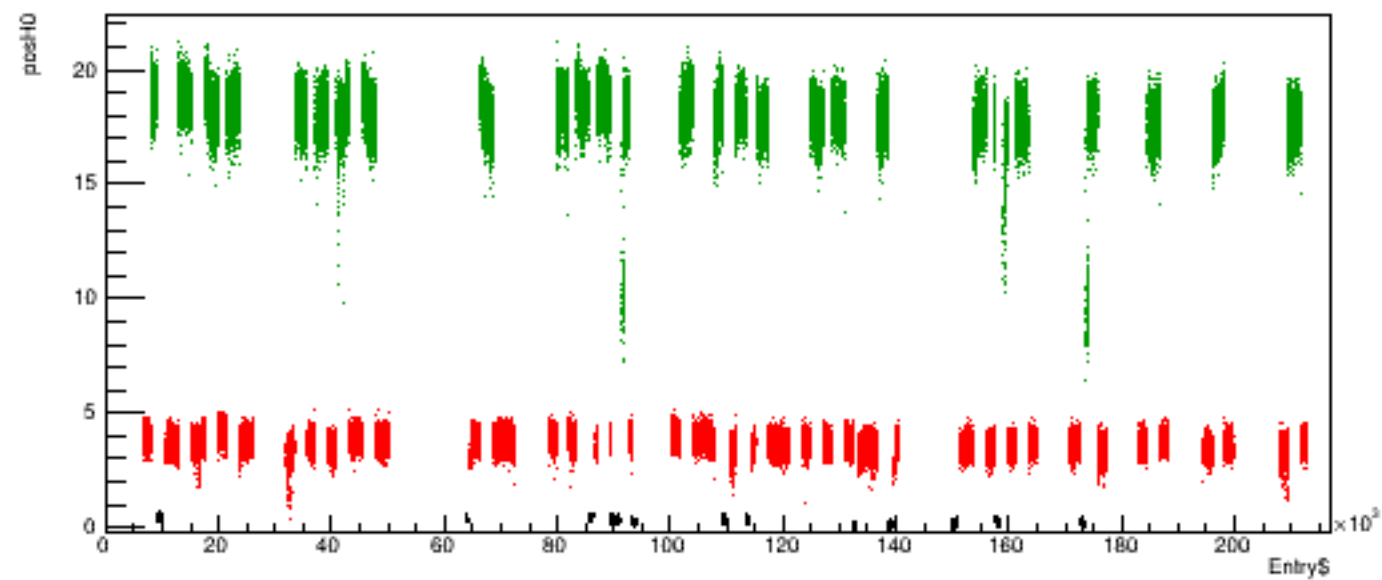
Run 4983 quartetwise, Asyms Horiz Finger



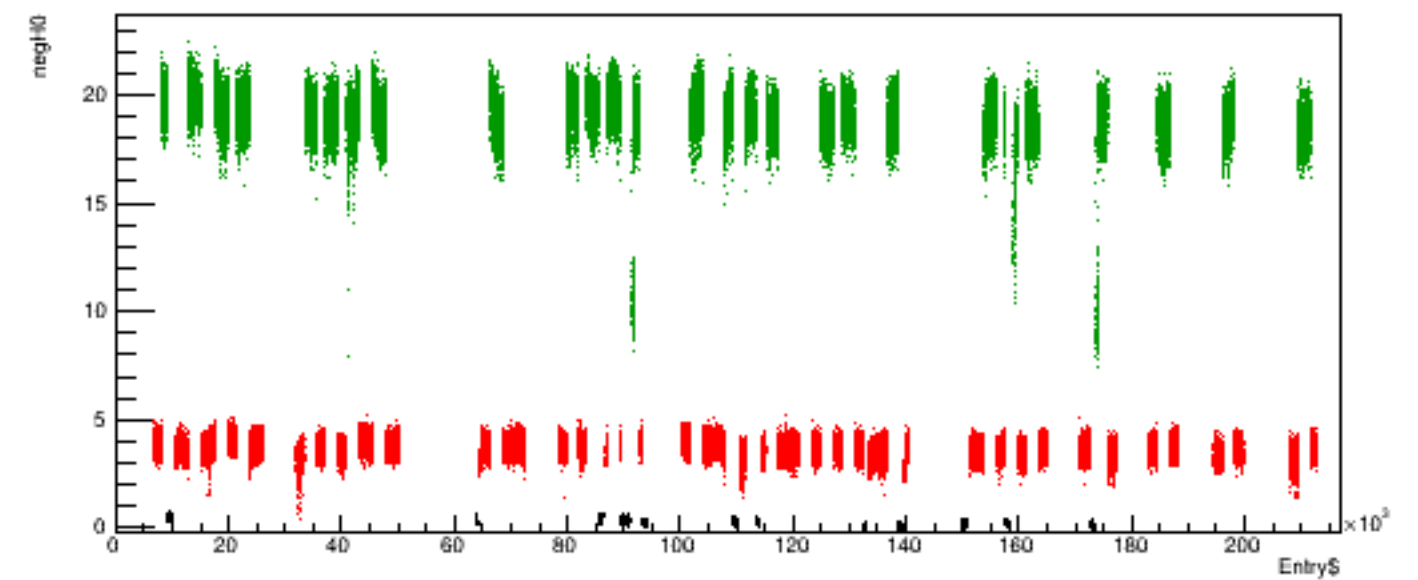
Run 4983 quartetwise, Asyms Vert Finger



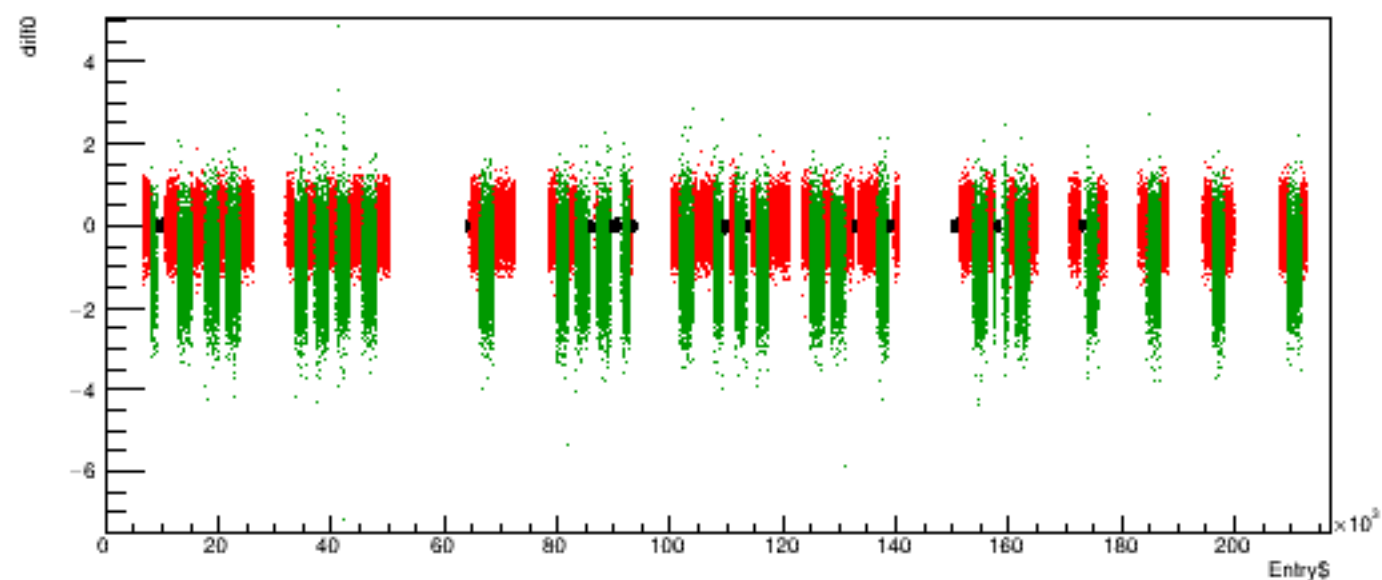
Run 4983 quartetwise, posH0 vs time



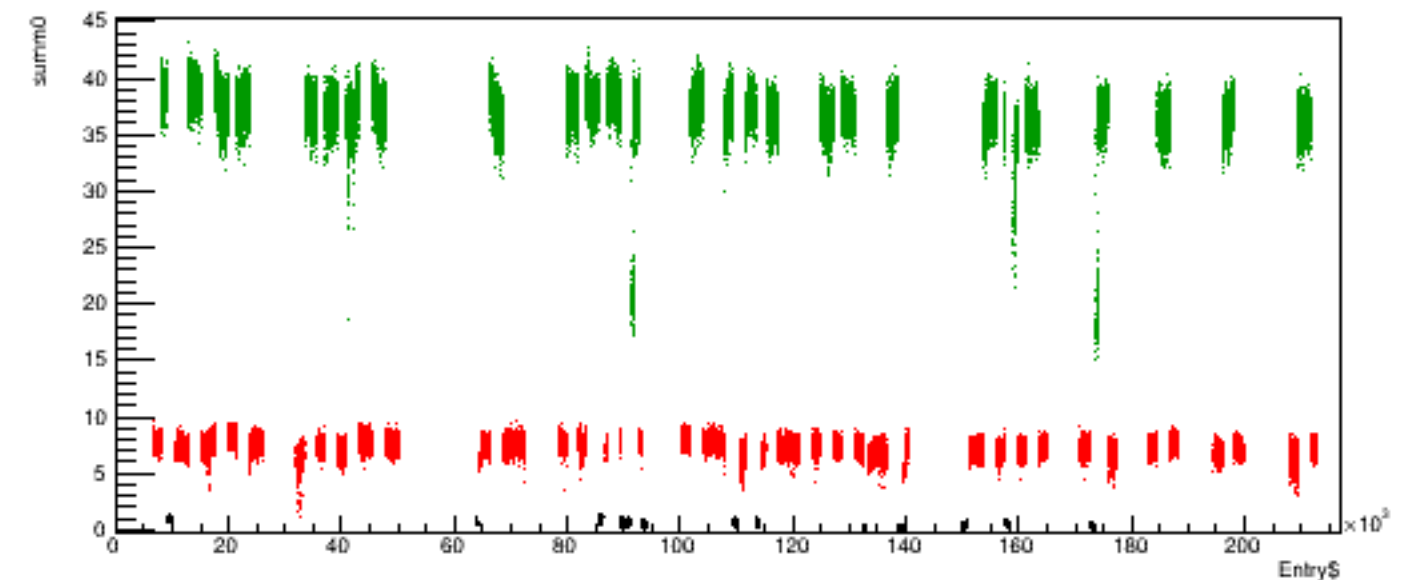
Run 4983 quartetwise, negH0 vs time



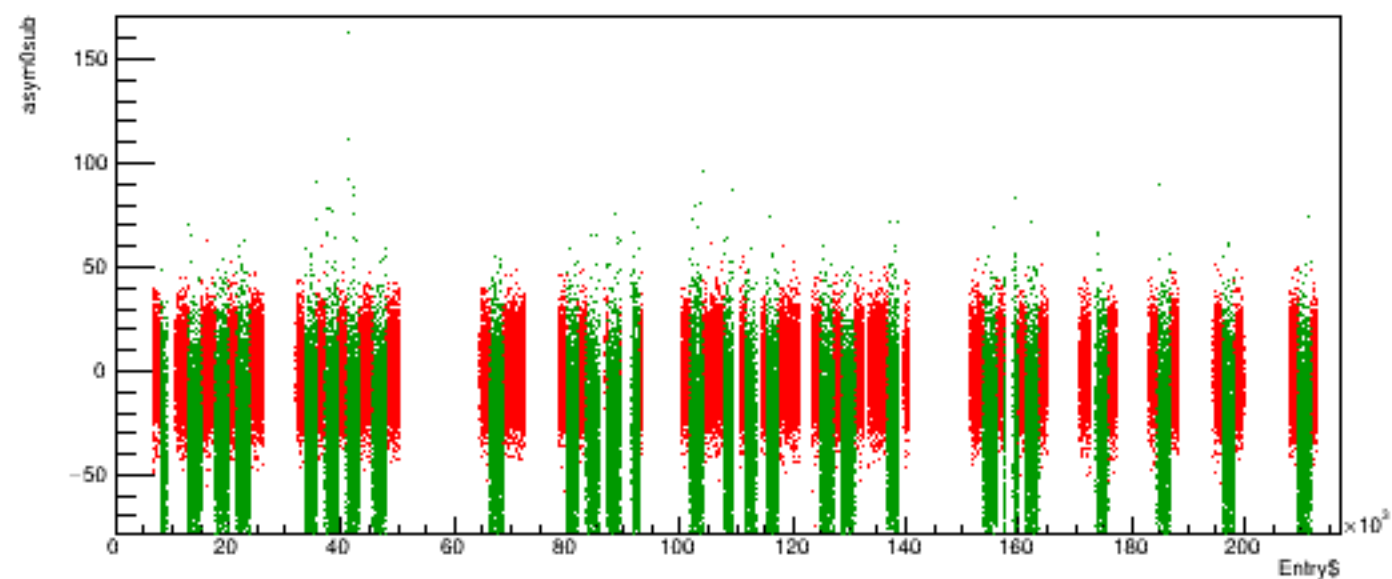
Run 4983 quartetwise, diff0 vs time



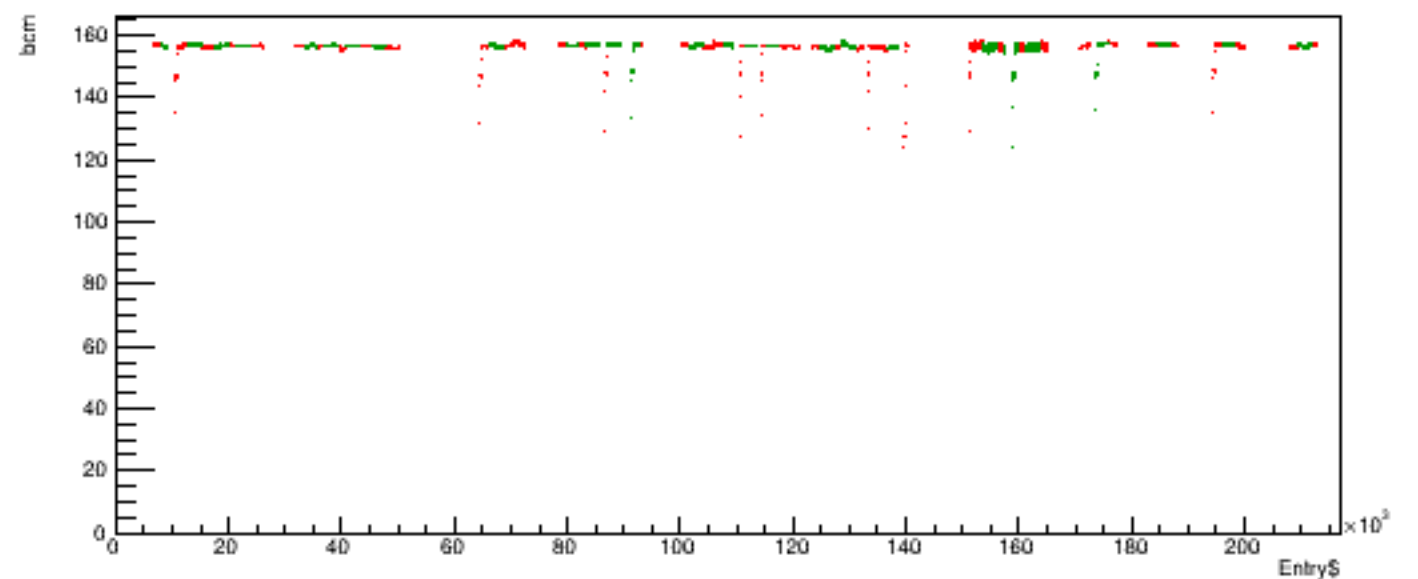
Run 4983 quartetwise, summ0 vs time



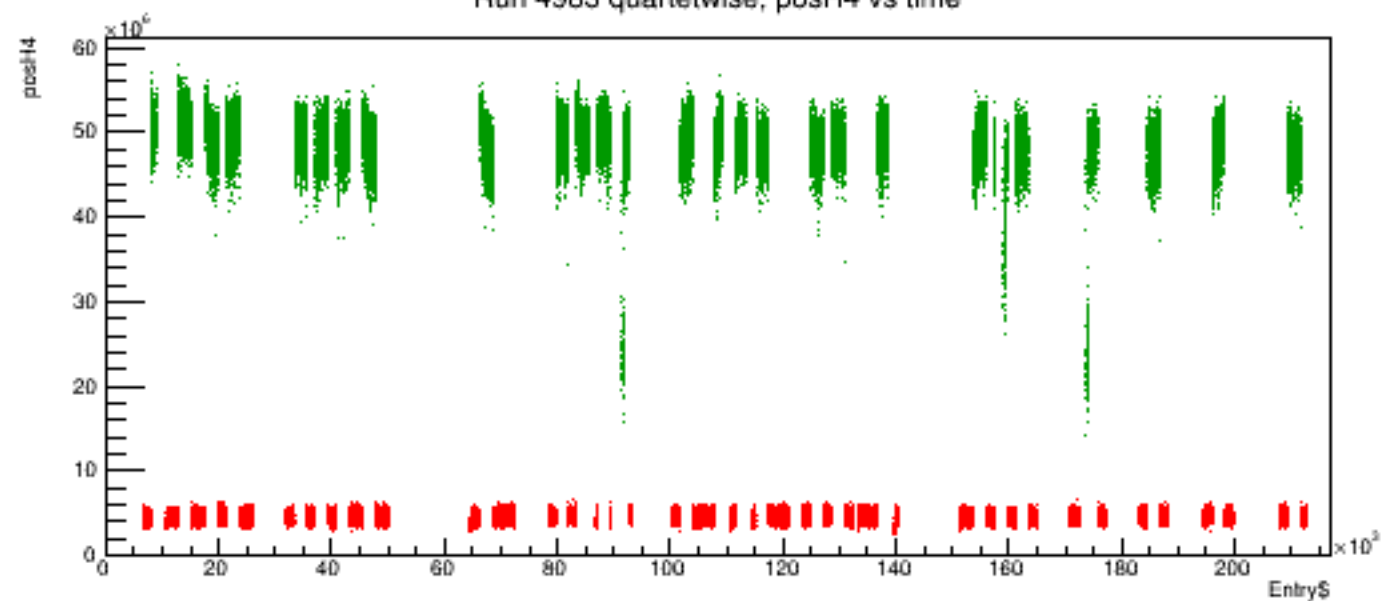
Run 4983 quartetwise, asym0sub vs time



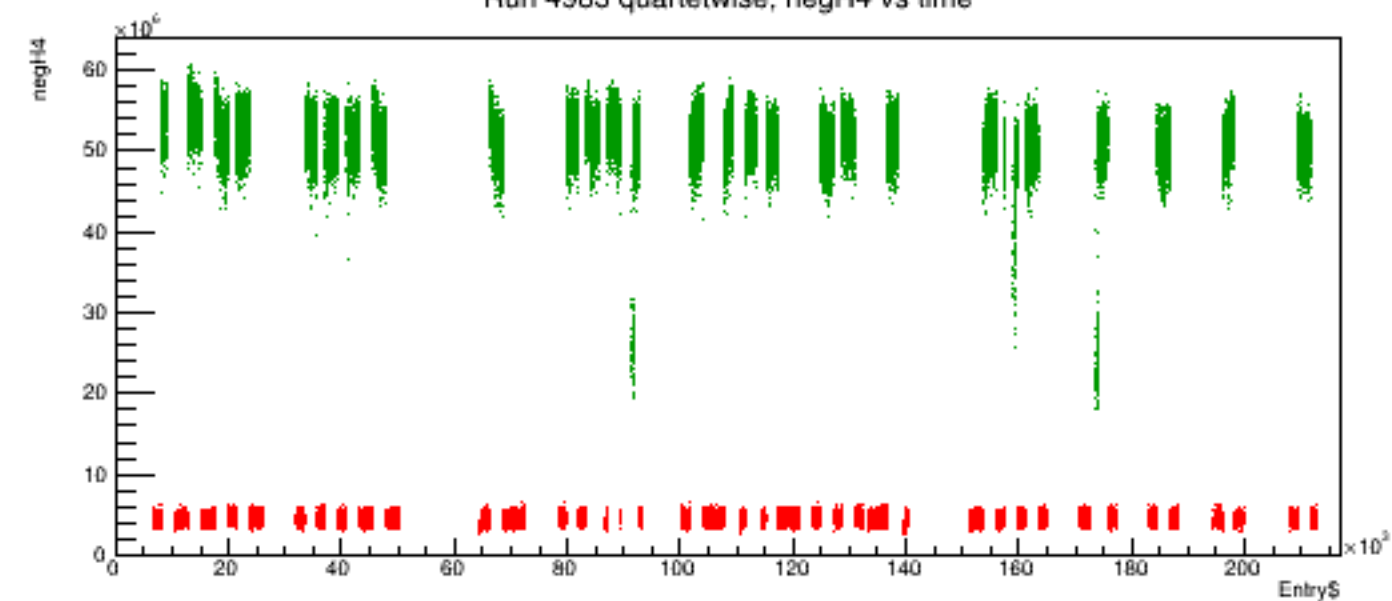
Run 4983 quartetwise, posH4 vs time



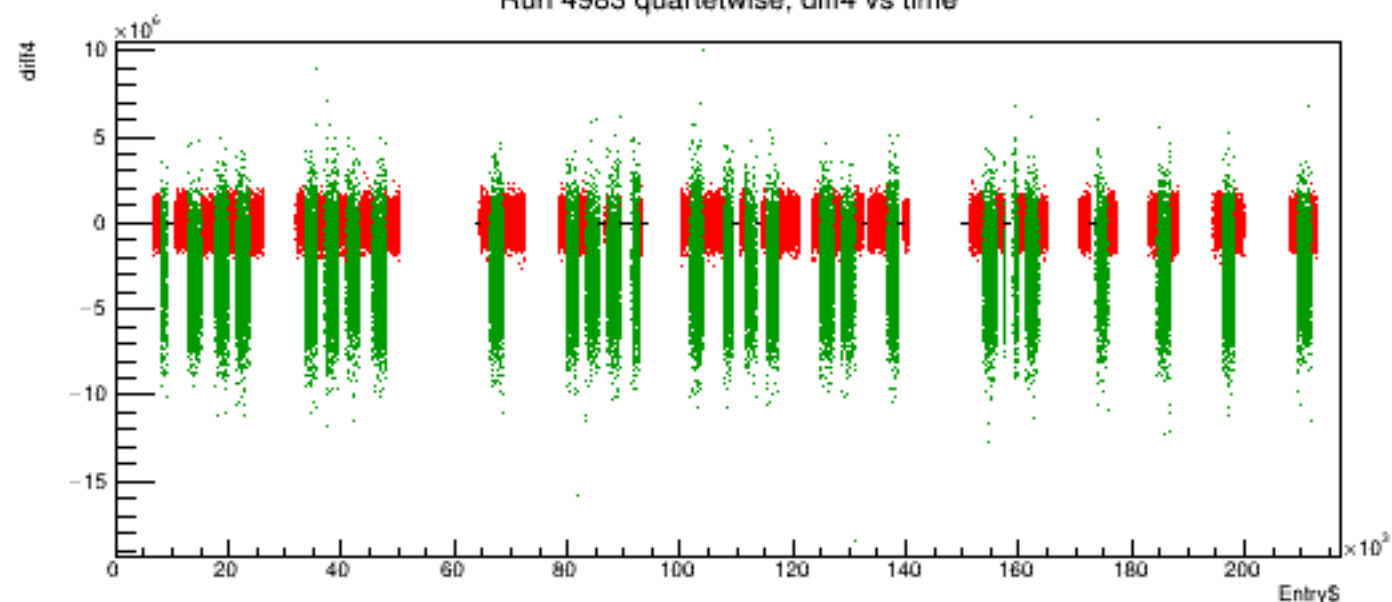
Run 4983 quartetwise, posH4 vs time



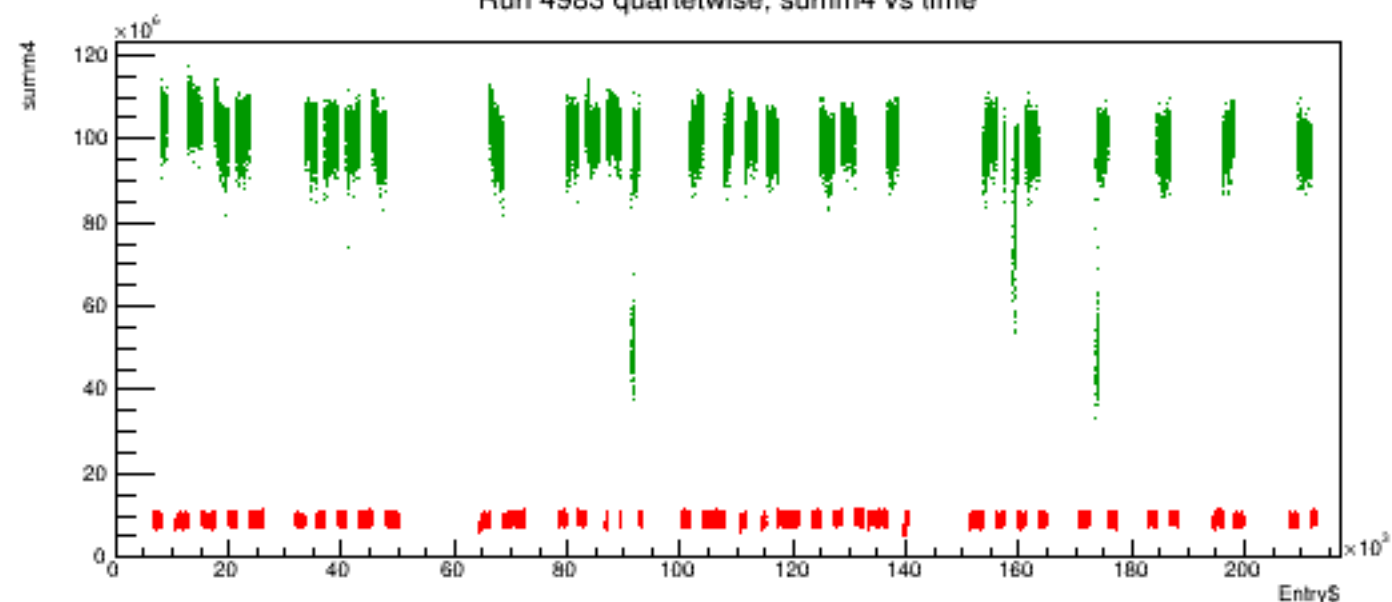
Run 4983 quartetwise, negH4 vs time



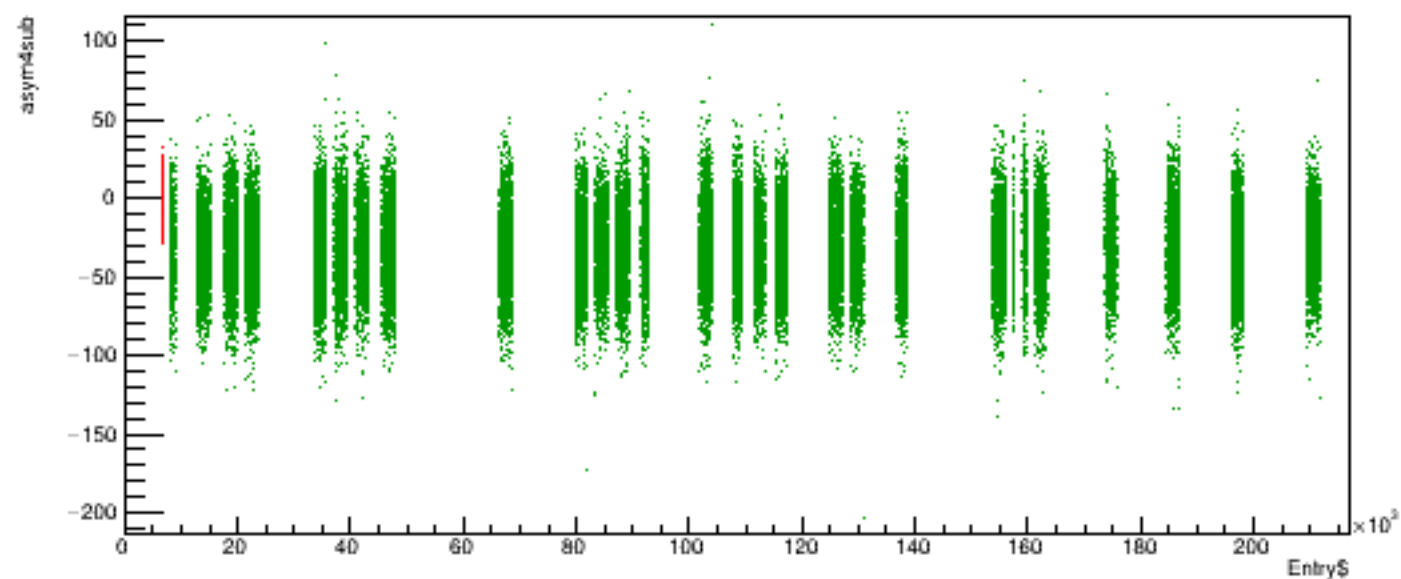
Run 4983 quartetwise, diff4 vs time



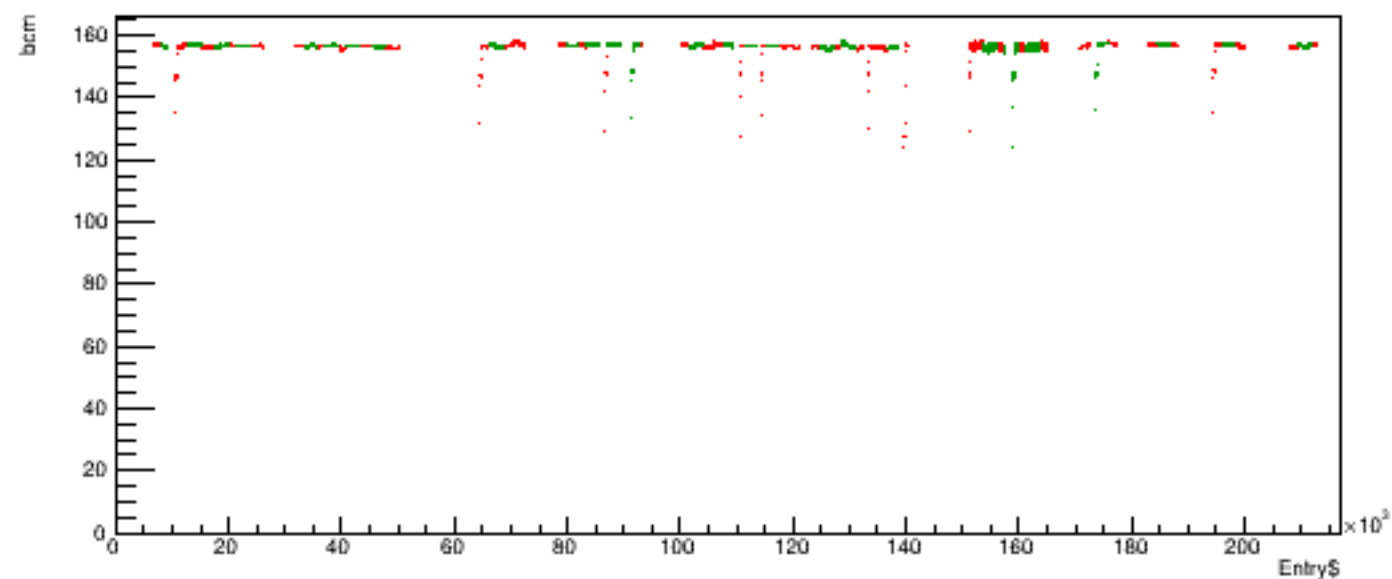
Run 4983 quartetwise, summ4 vs time



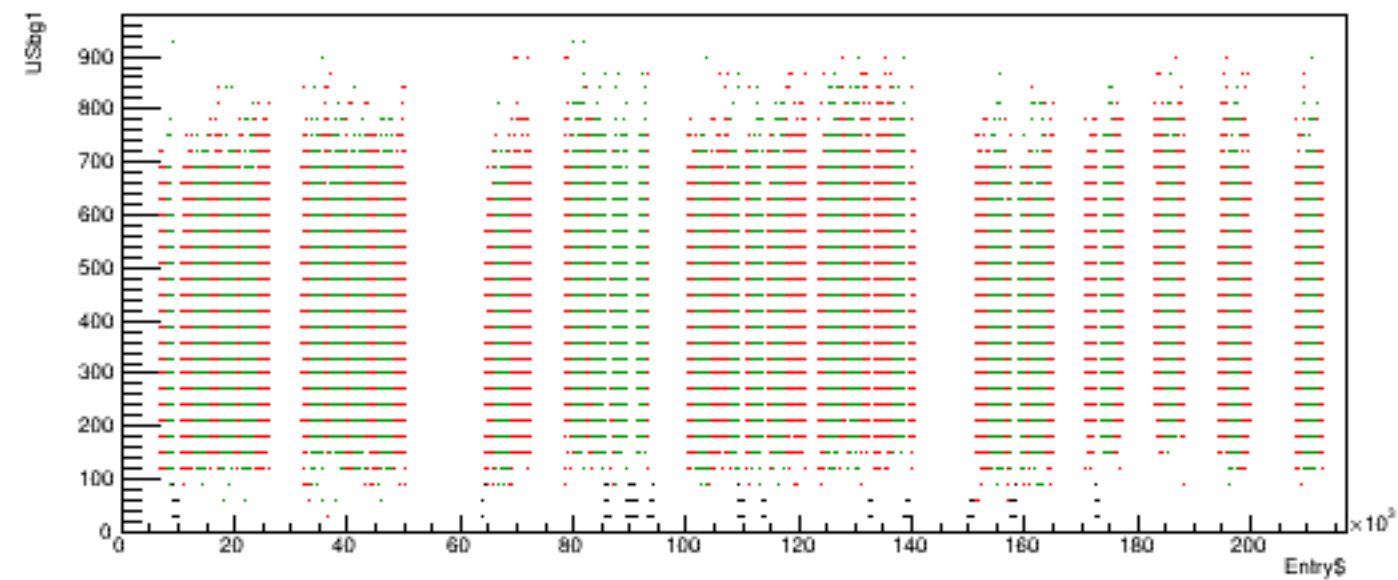
Run 4983 quartetwise, asym4sub vs time



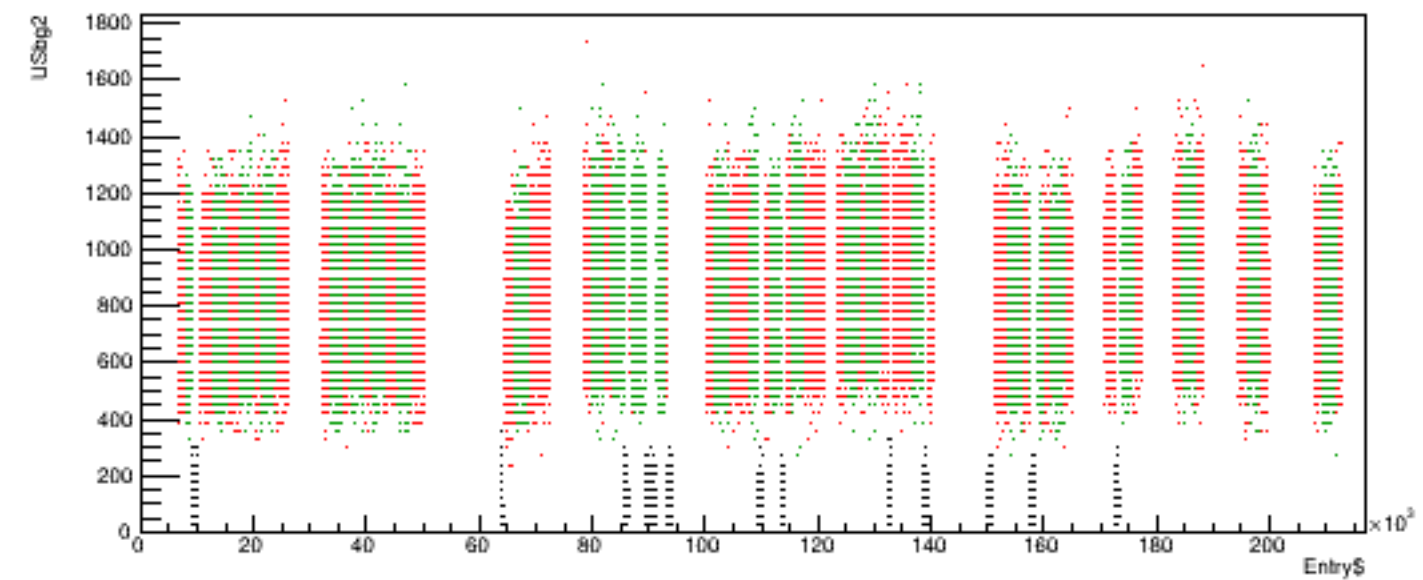
Run 4983 quartetwise, posH4 vs time



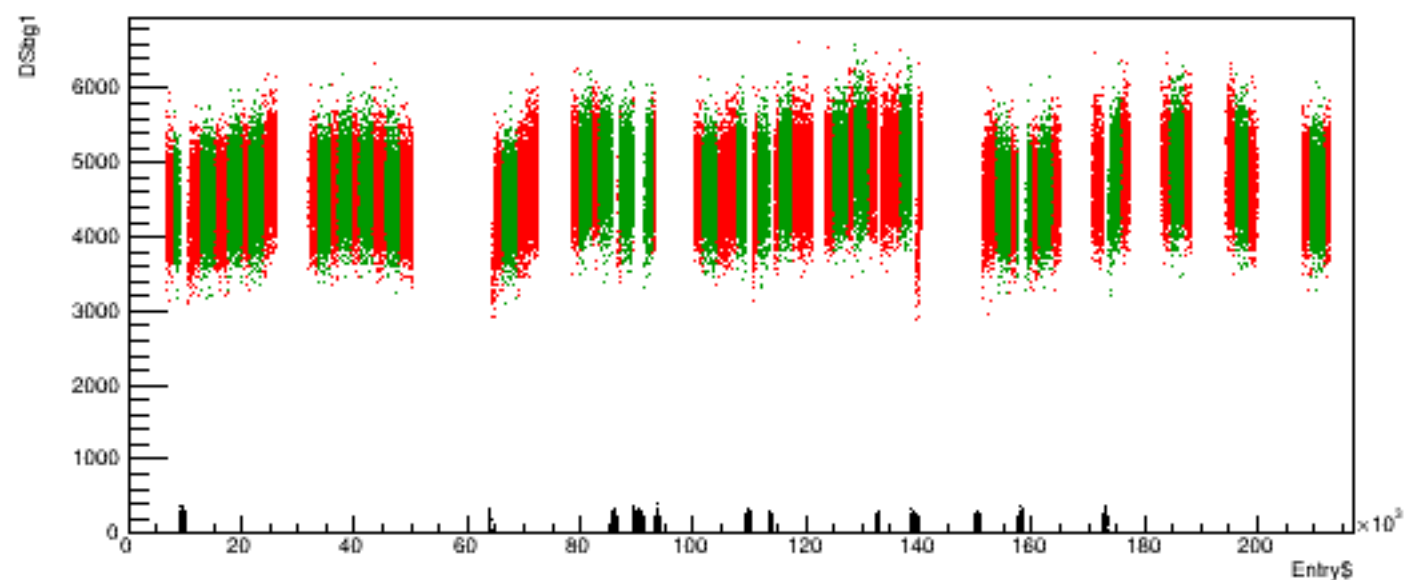
Run 4983 quartetwise, USbg1 vs time



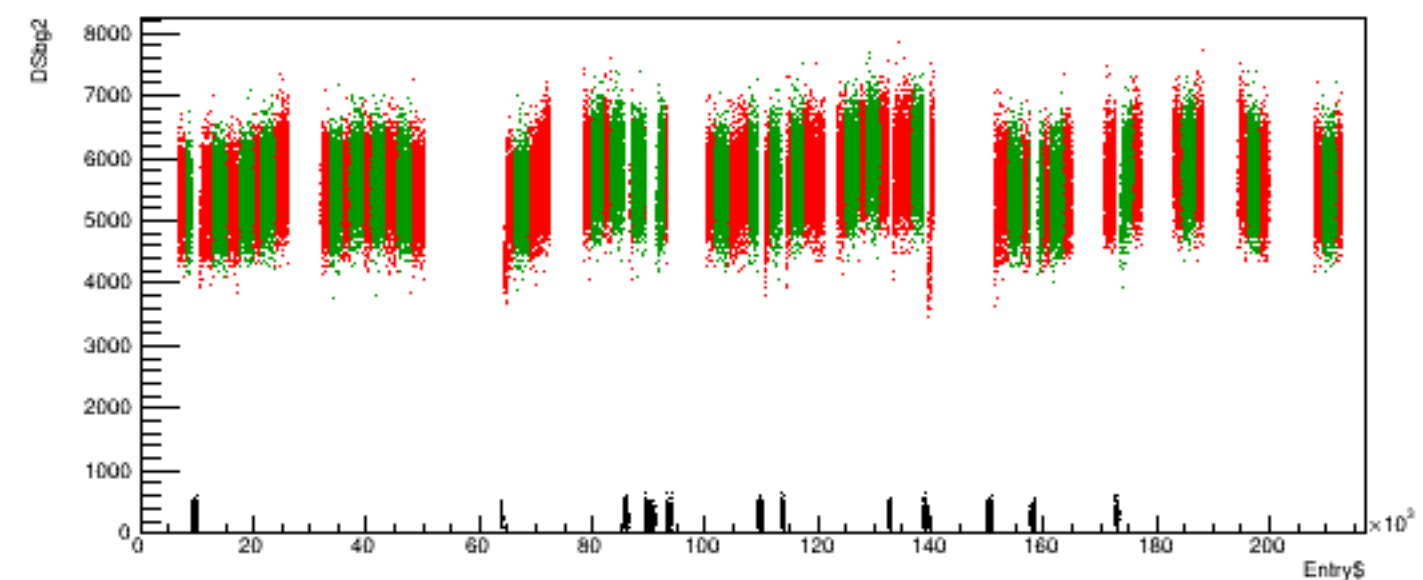
Run 4983 quartetwise, USbg2 vs time



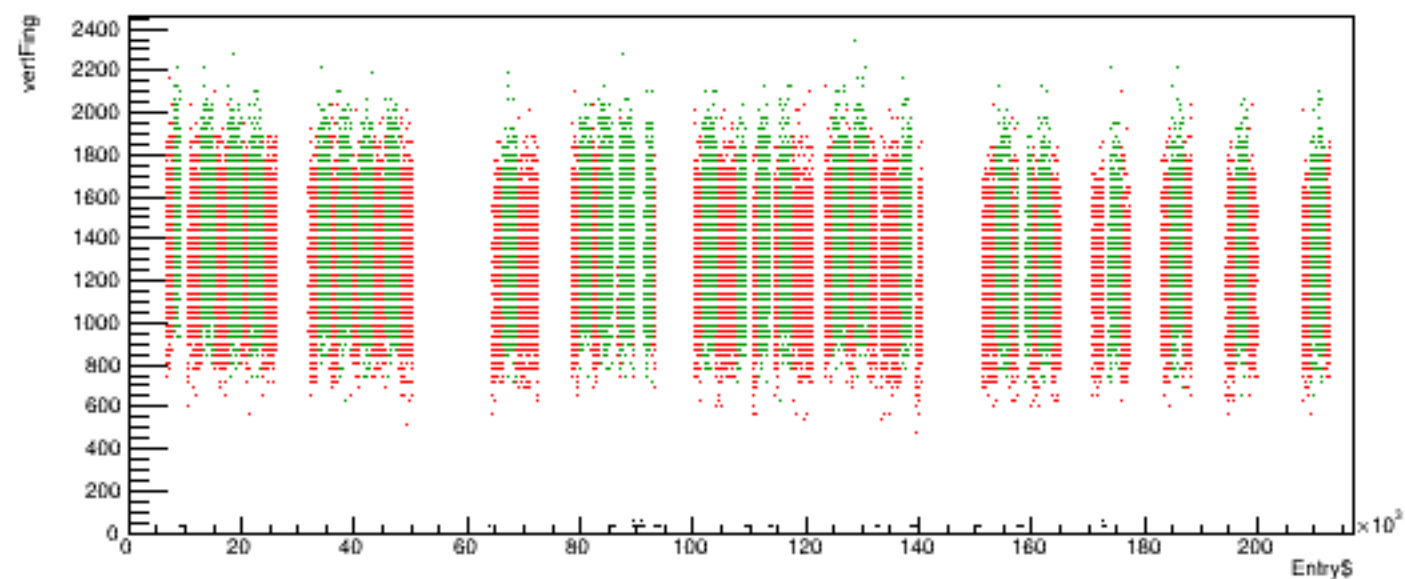
Run 4983 quartetwise, DSbg1 vs time



Run 4983 quartetwise, DSbg2 vs time



Run 4983 quartetwise, vertFing vs time



Run 4983 quartetwise, horizFing vs time

