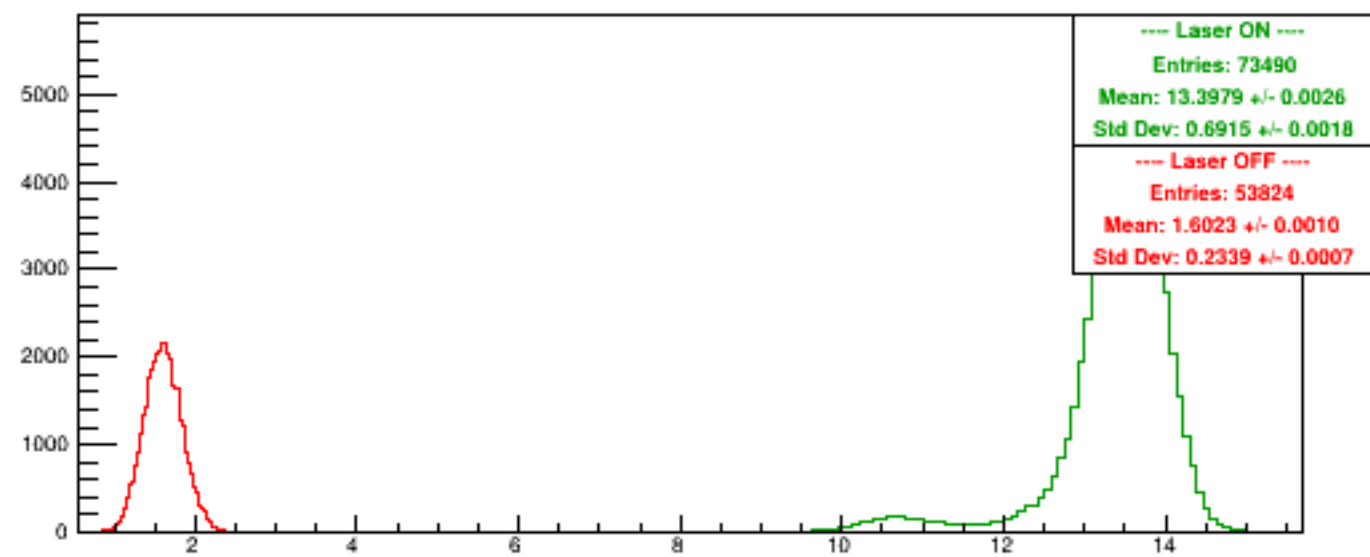
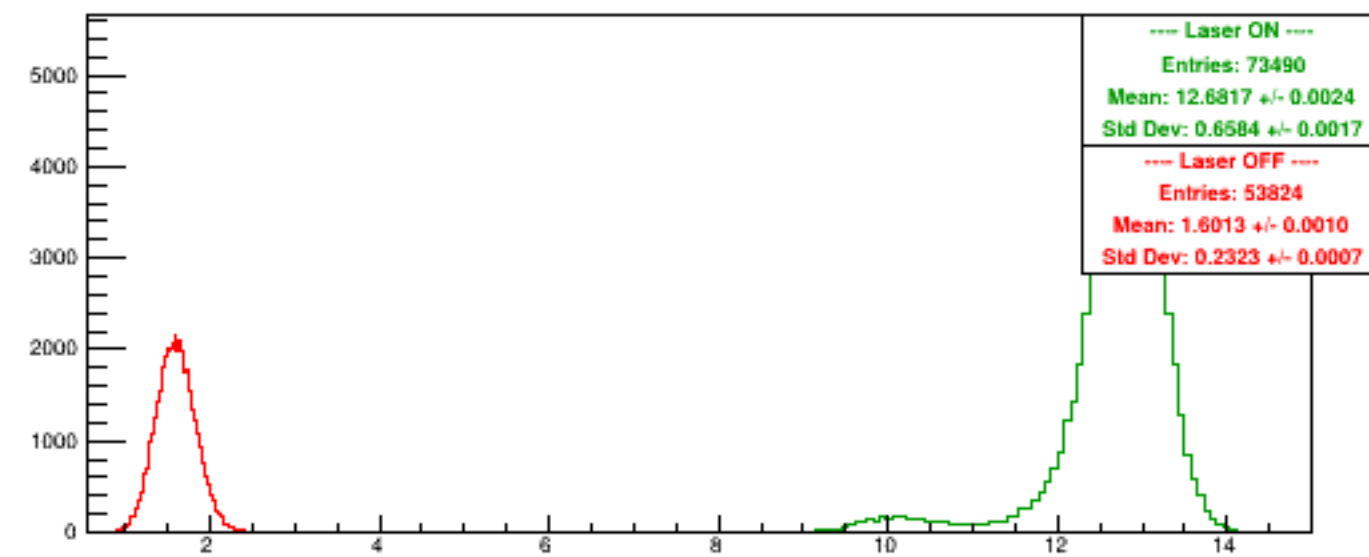


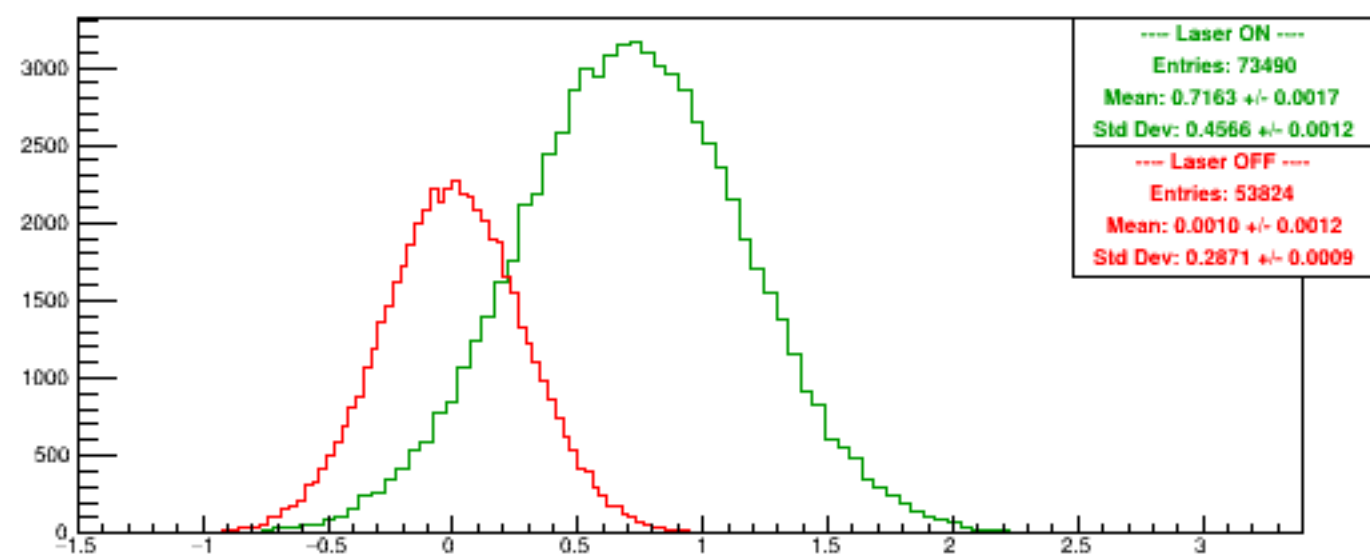
Run 5768 quartetwise, PosHelAcc0/NSamples0



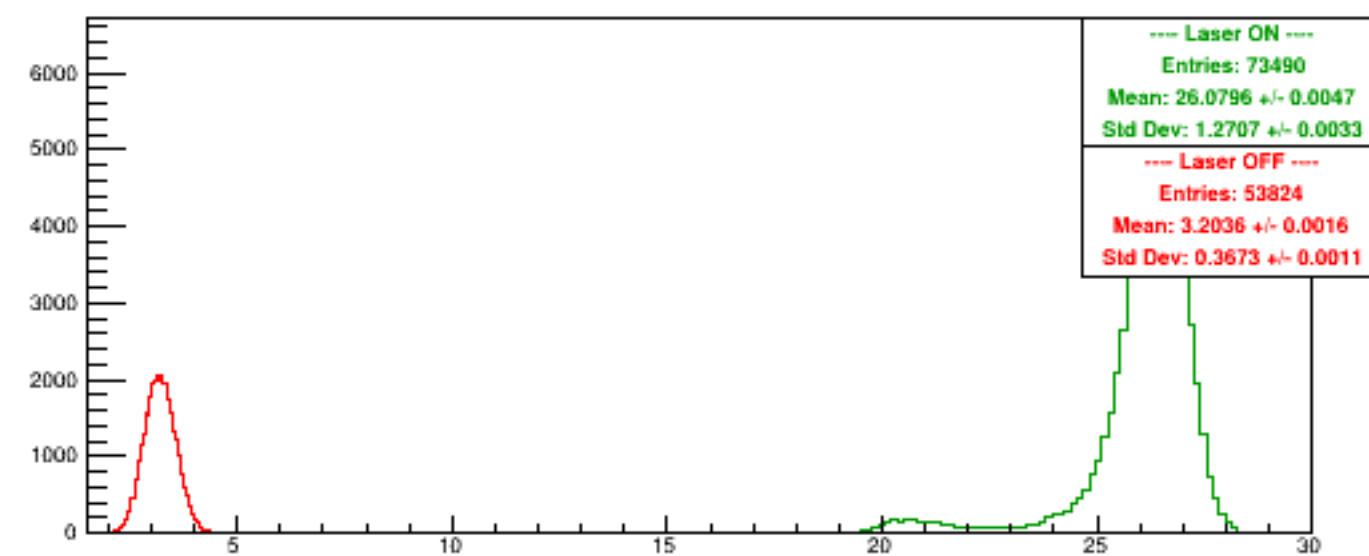
Run 5768 quartetwise, NegHelAcc0/NSamples0



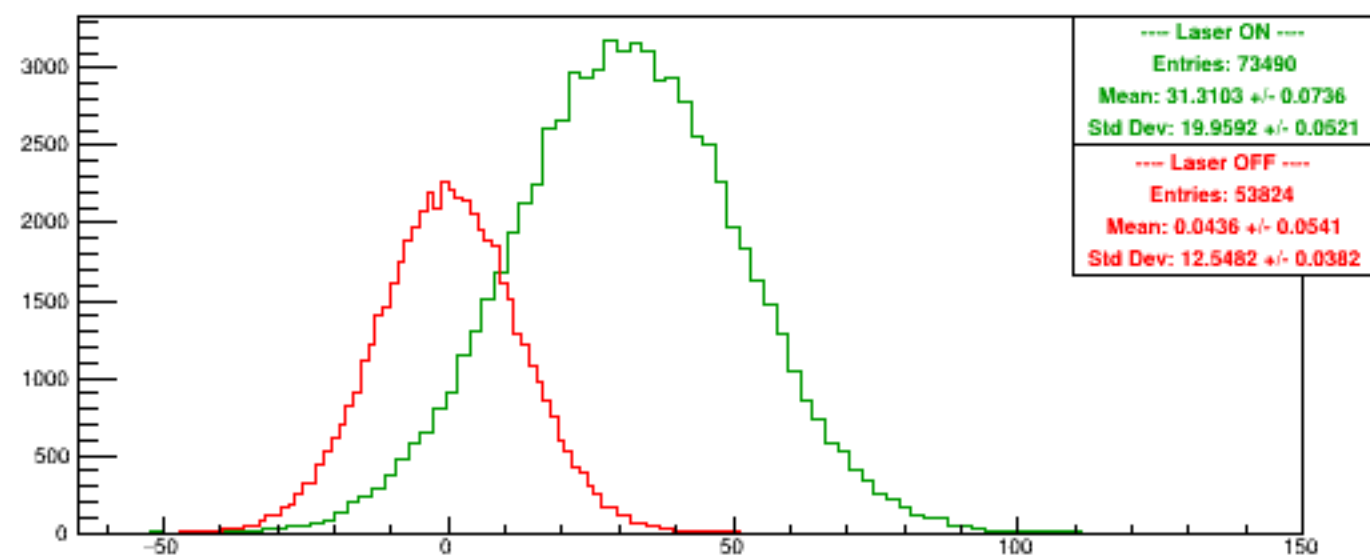
Run 5768 quartetwise, Diffs0



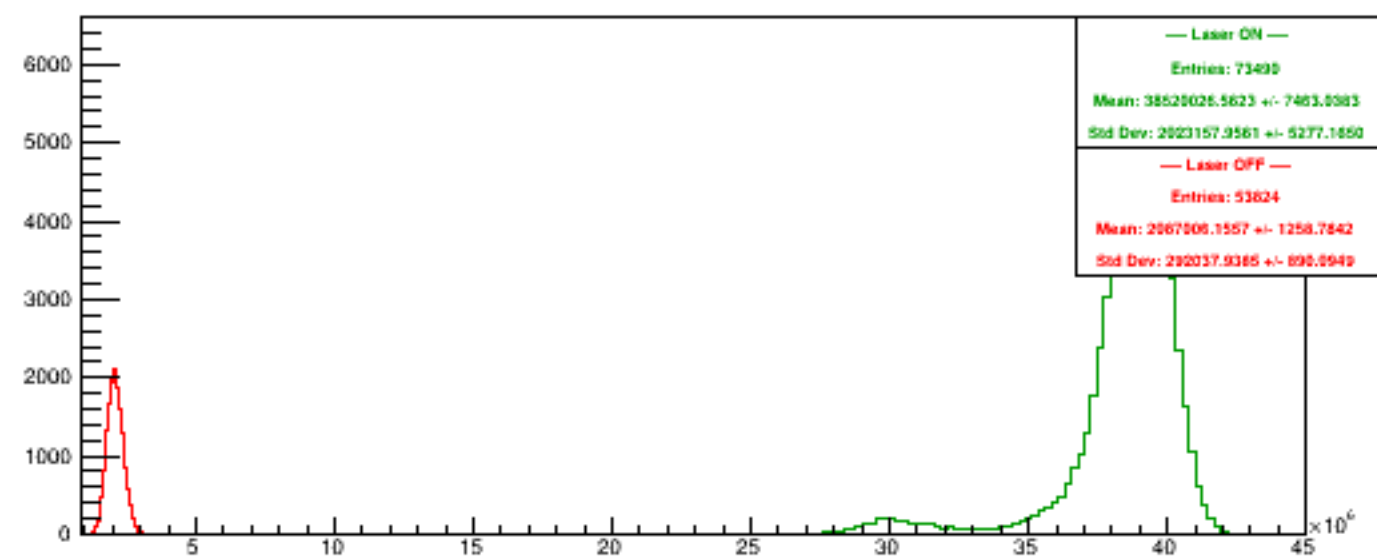
Run 5768 quartetwise, Sums0



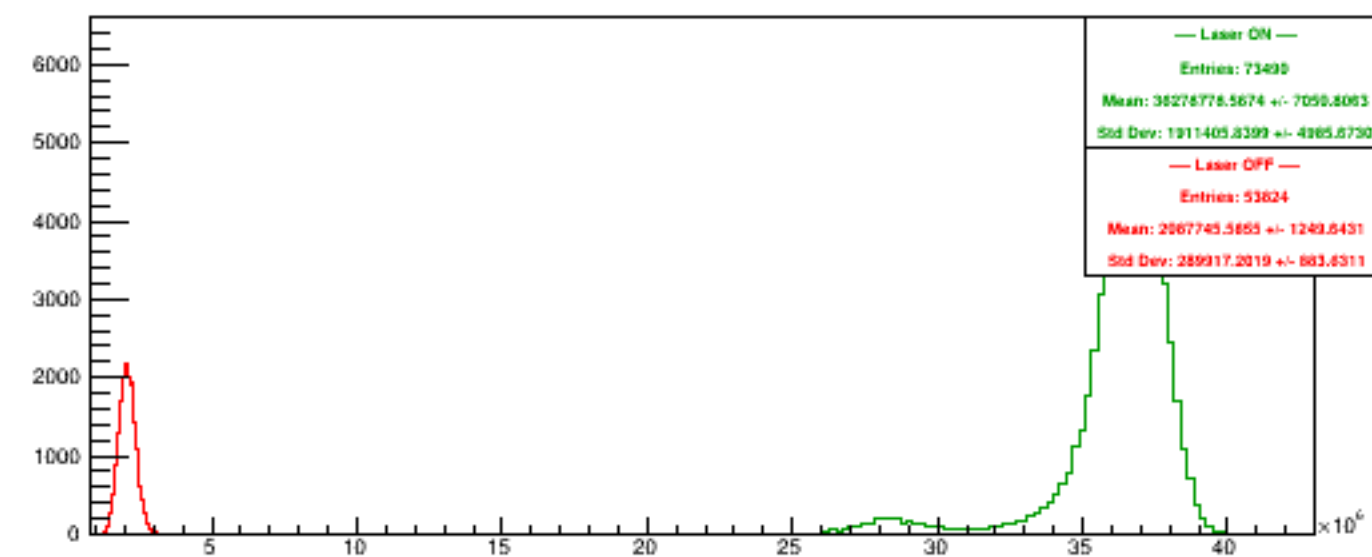
Run 5768 quartetwise, Asyms0



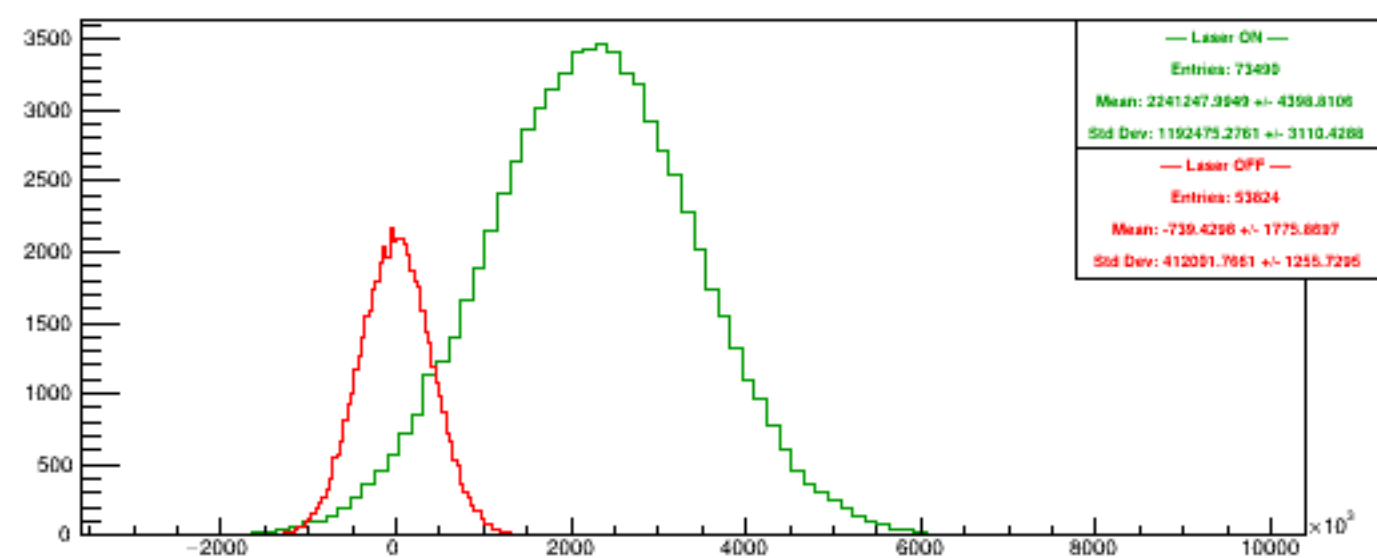
Run 5768 quartetwise, PosHelAcc4



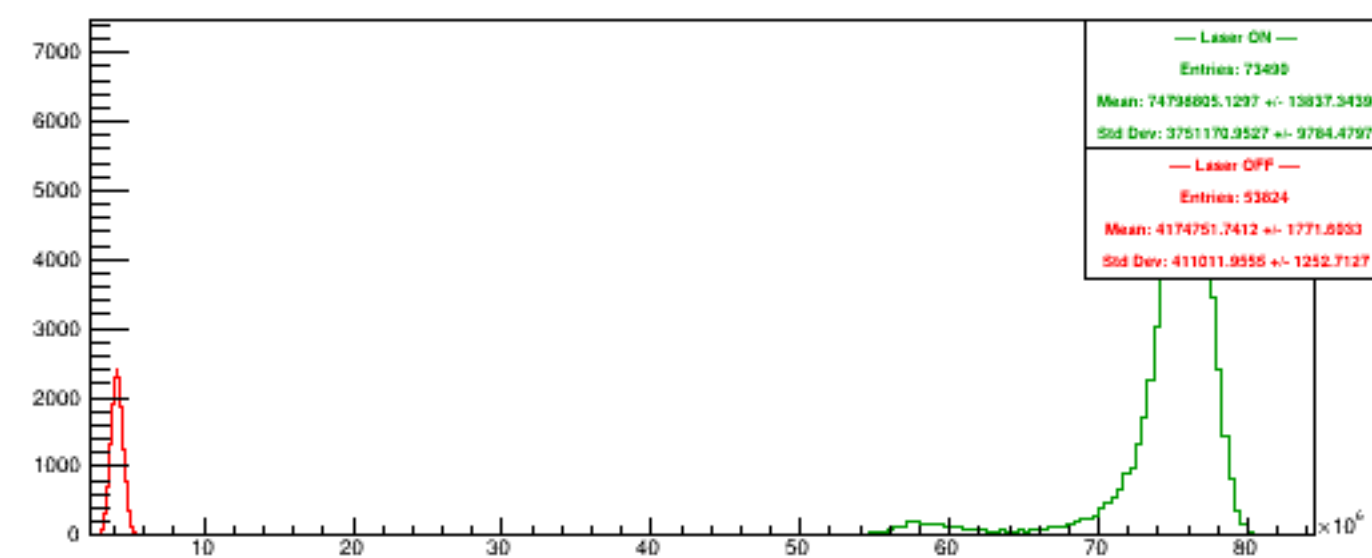
Run 5768 quartetwise, NegHelAcc4



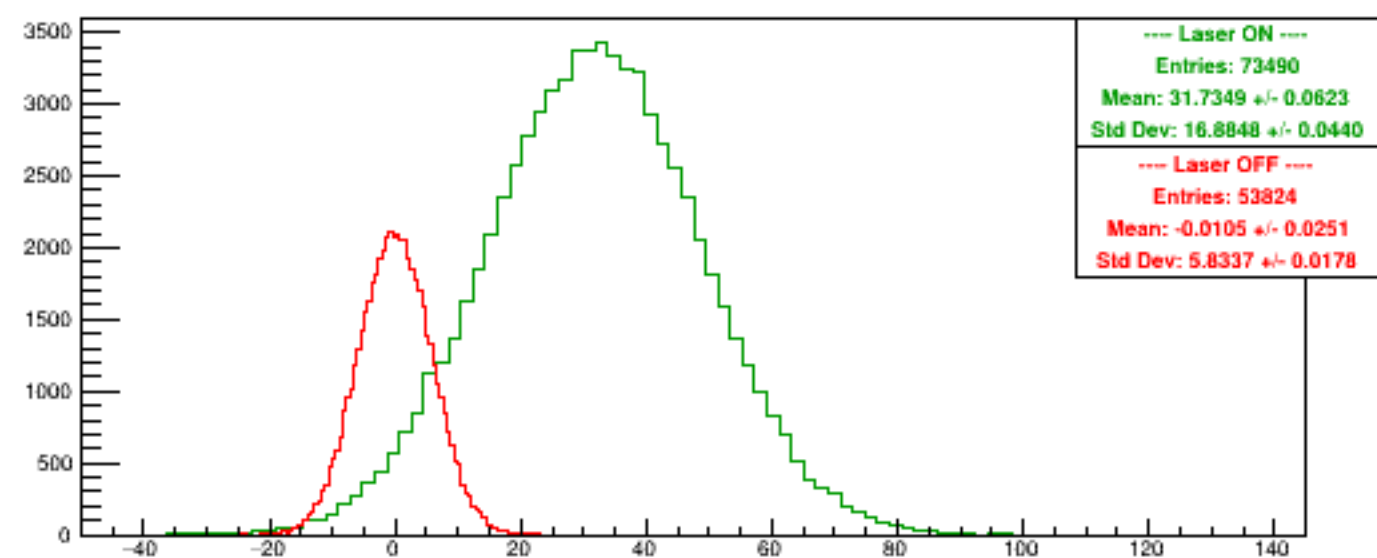
Run 5768 quartetwise, Diffs4



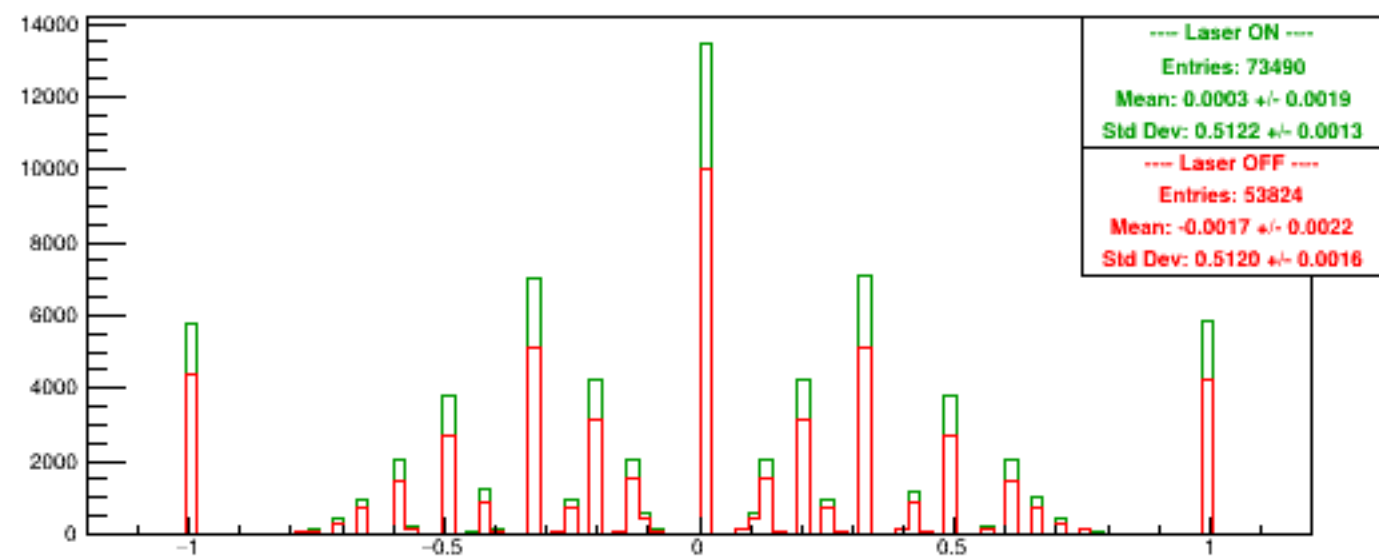
Run 5768 quartetwise, Sums4



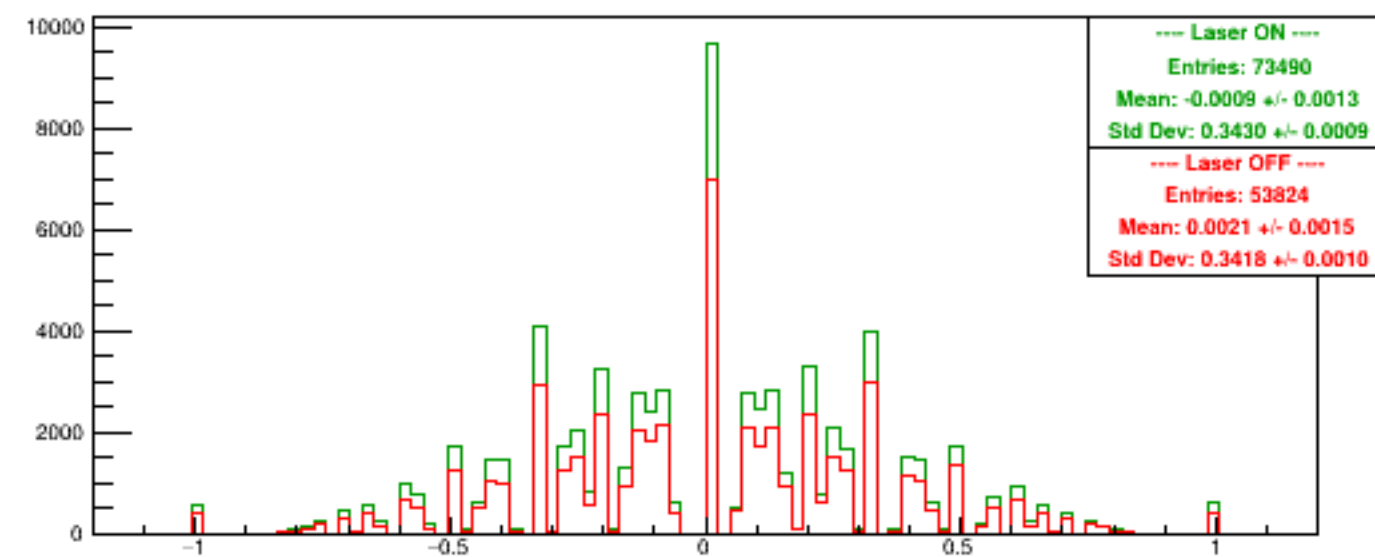
Run 5768 quartetwise, Asyms4



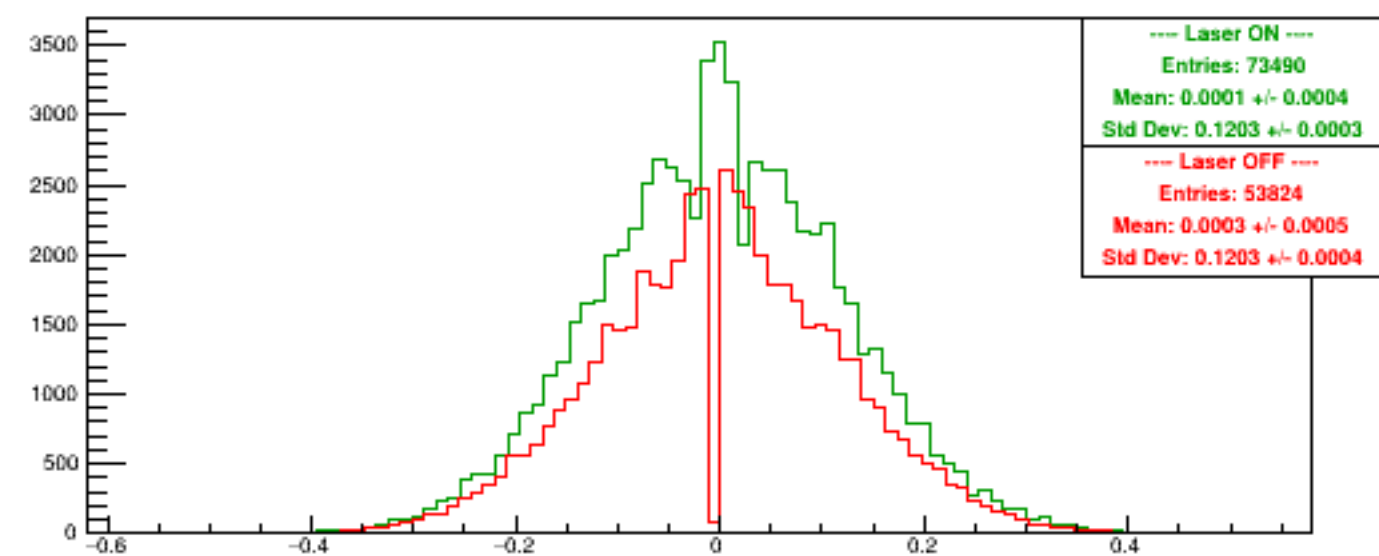
Run 5768 quartetwise, Asyms USbg1



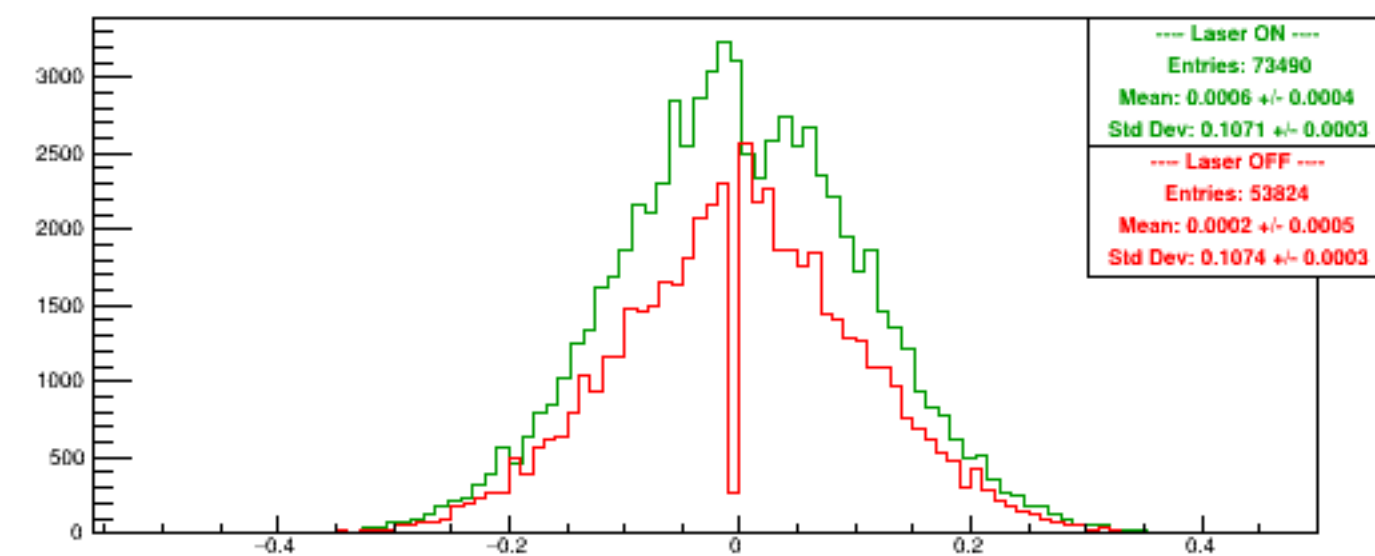
Run 5768 quartetwise, Asyms USbg2



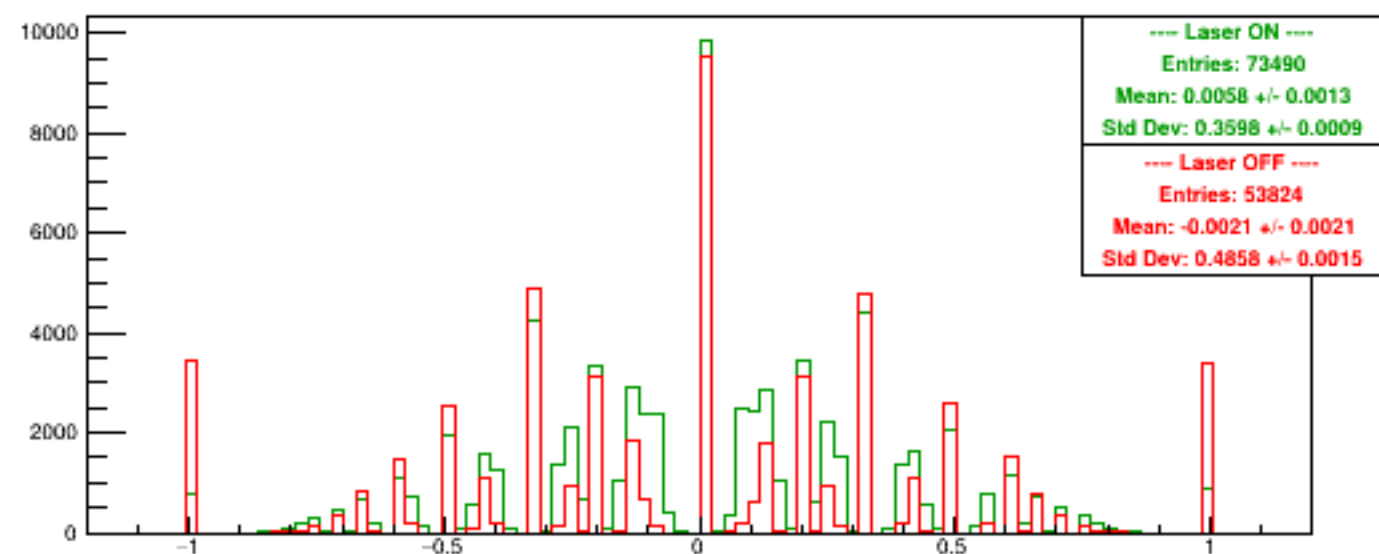
Run 5768 quartetwise, Asyms DSbg1



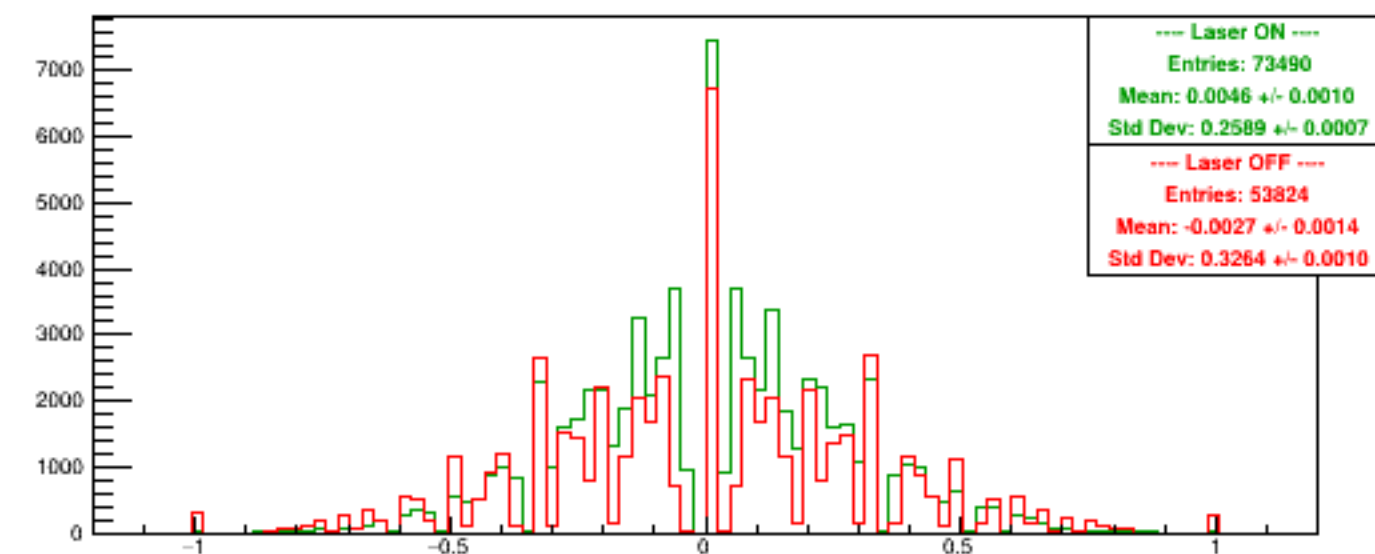
Run 5768 quartetwise, Asyms DSbg2



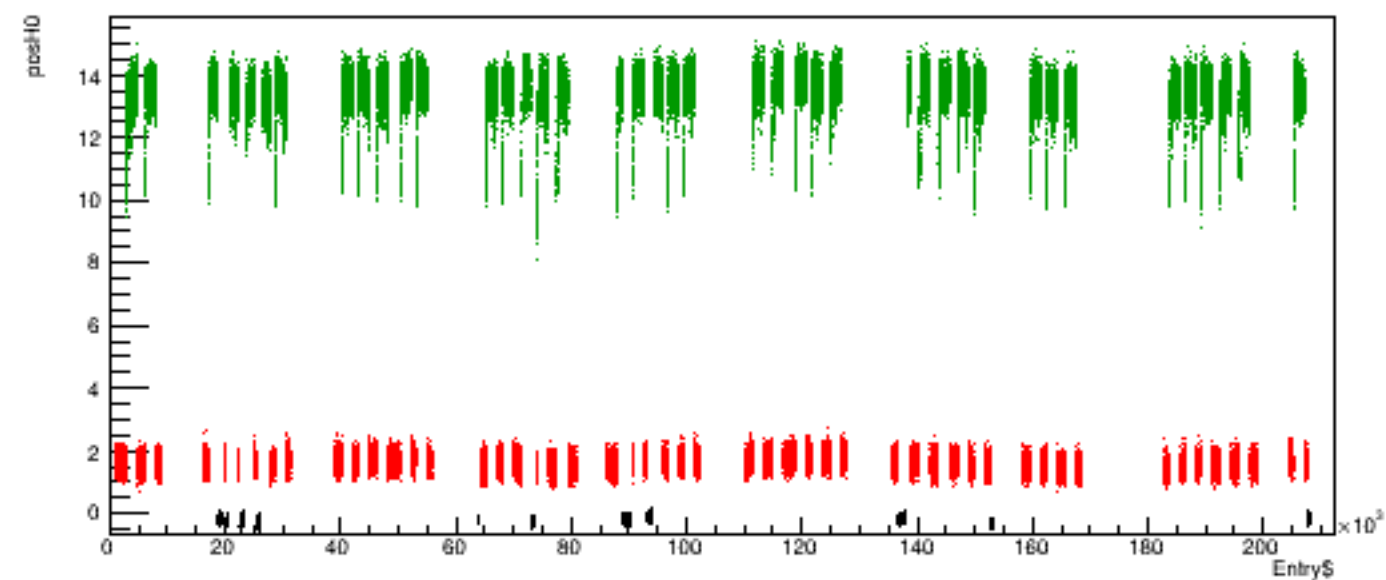
Run 5768 quartetwise, Asyms Horiz Finger



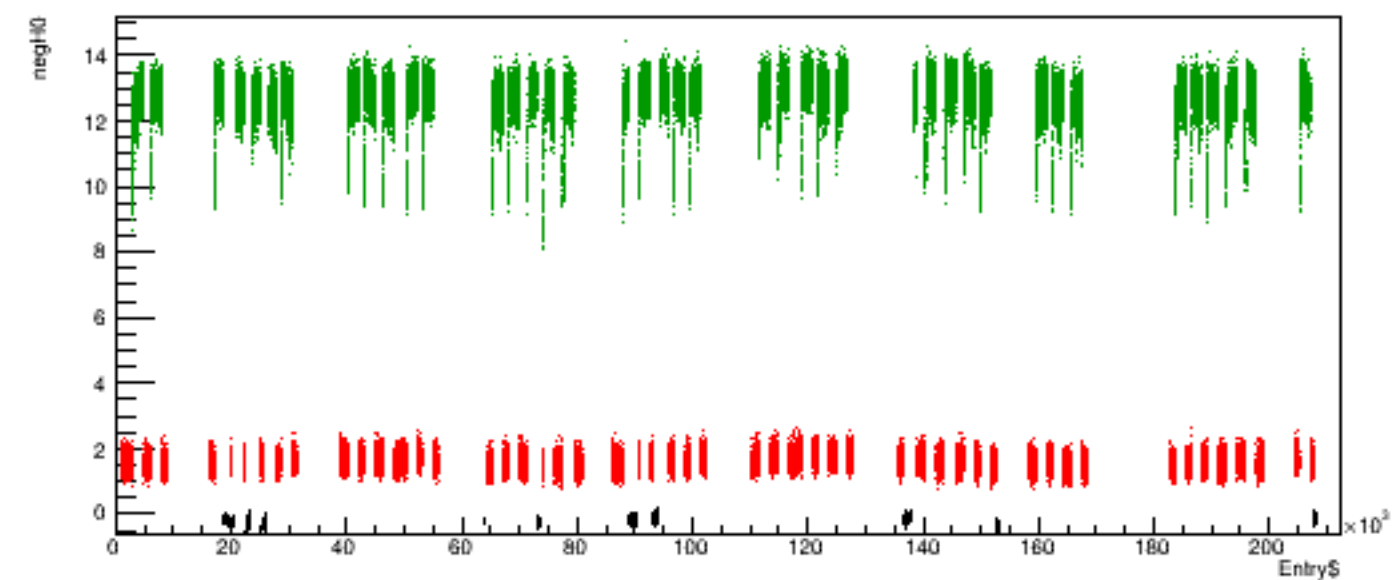
Run 5768 quartetwise, Asyms Vert Finger



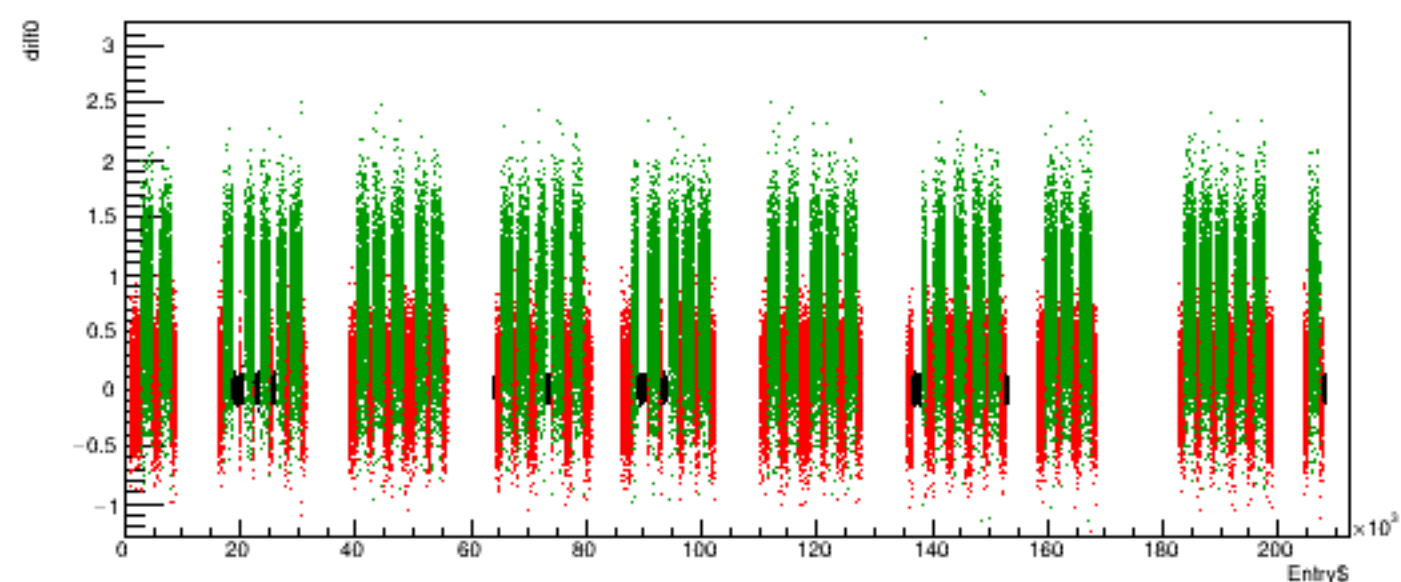
Run 5768 quartetwise, posH0 vs time



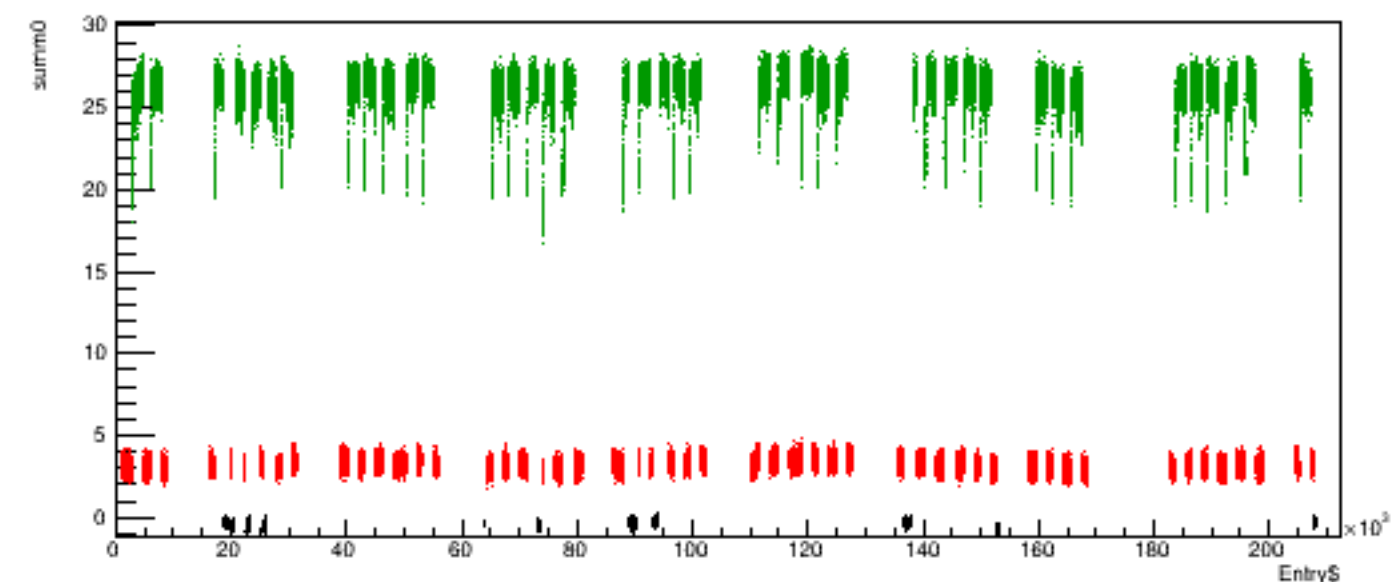
Run 5768 quartetwise, negH0 vs time



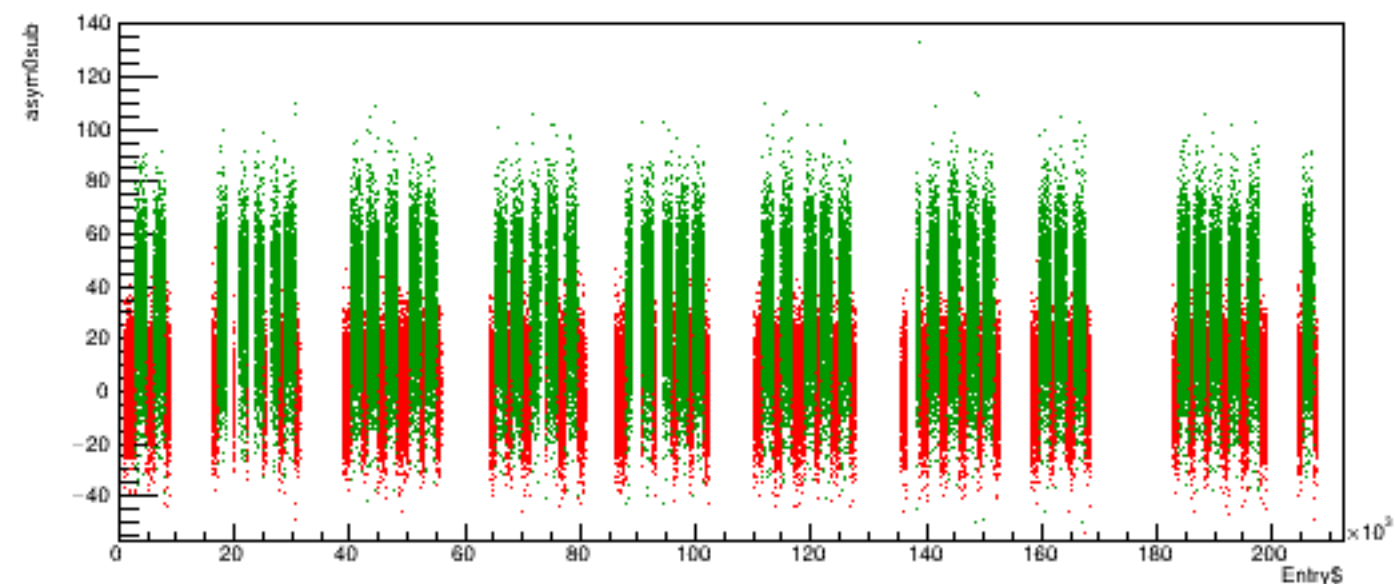
Run 5768 quartetwise, diff0 vs time



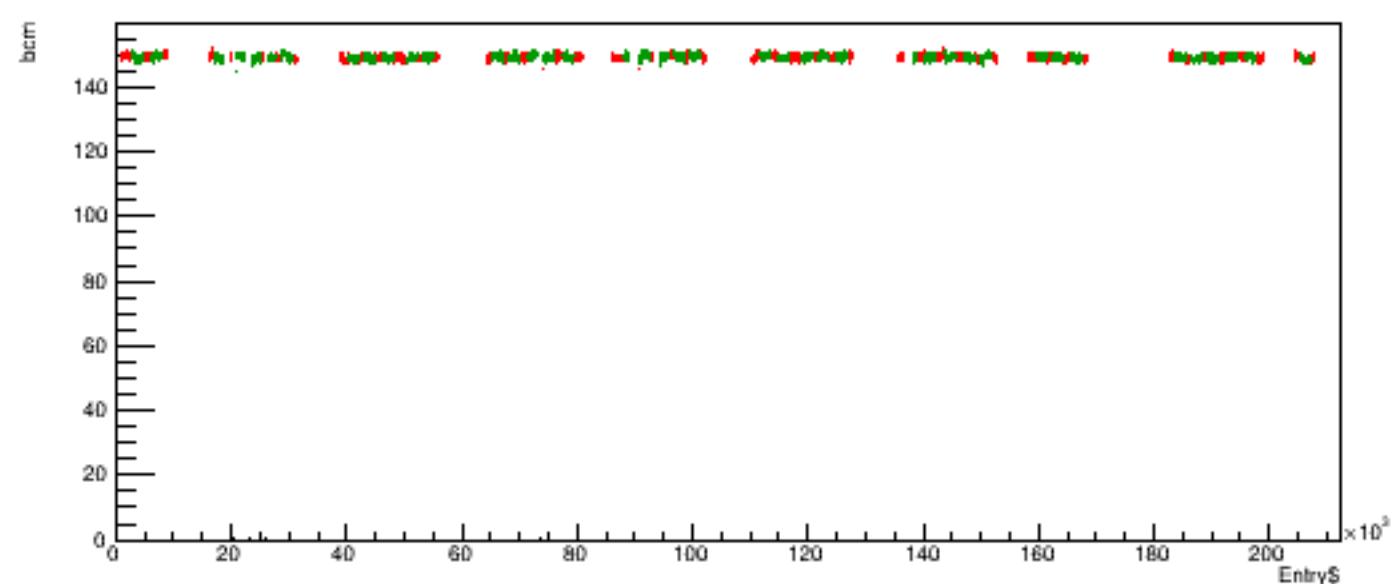
Run 5768 quartetwise, summ0 vs time



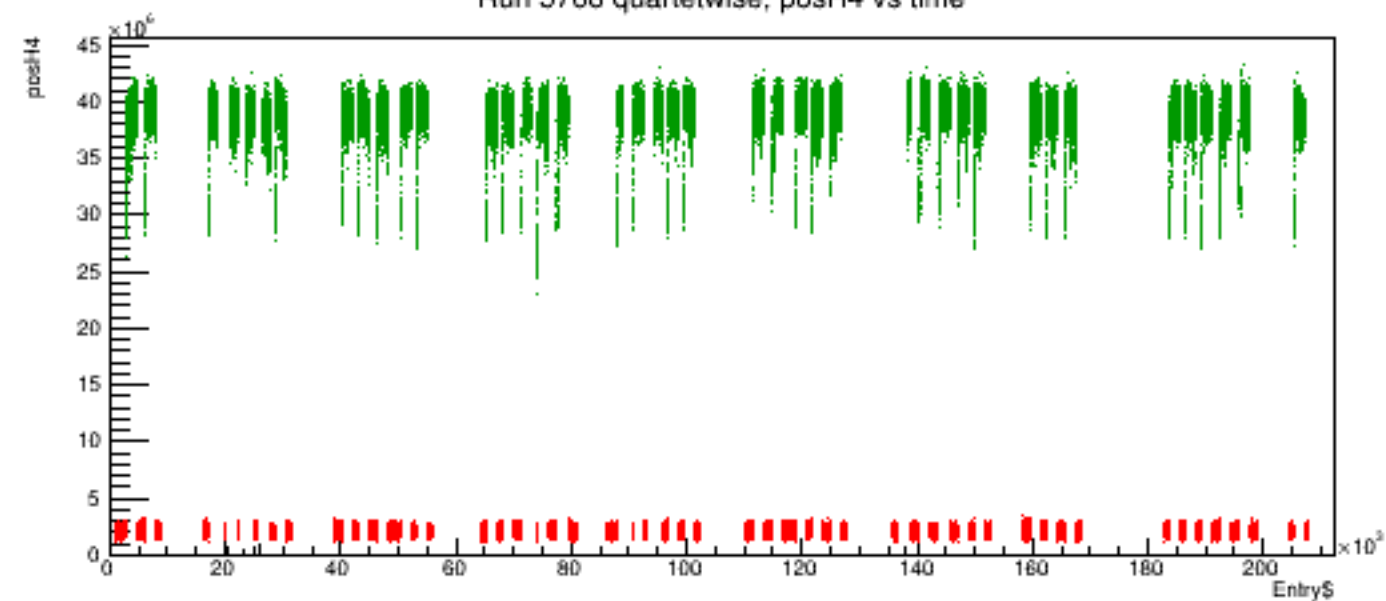
Run 5768 quartetwise, asym0sub vs time



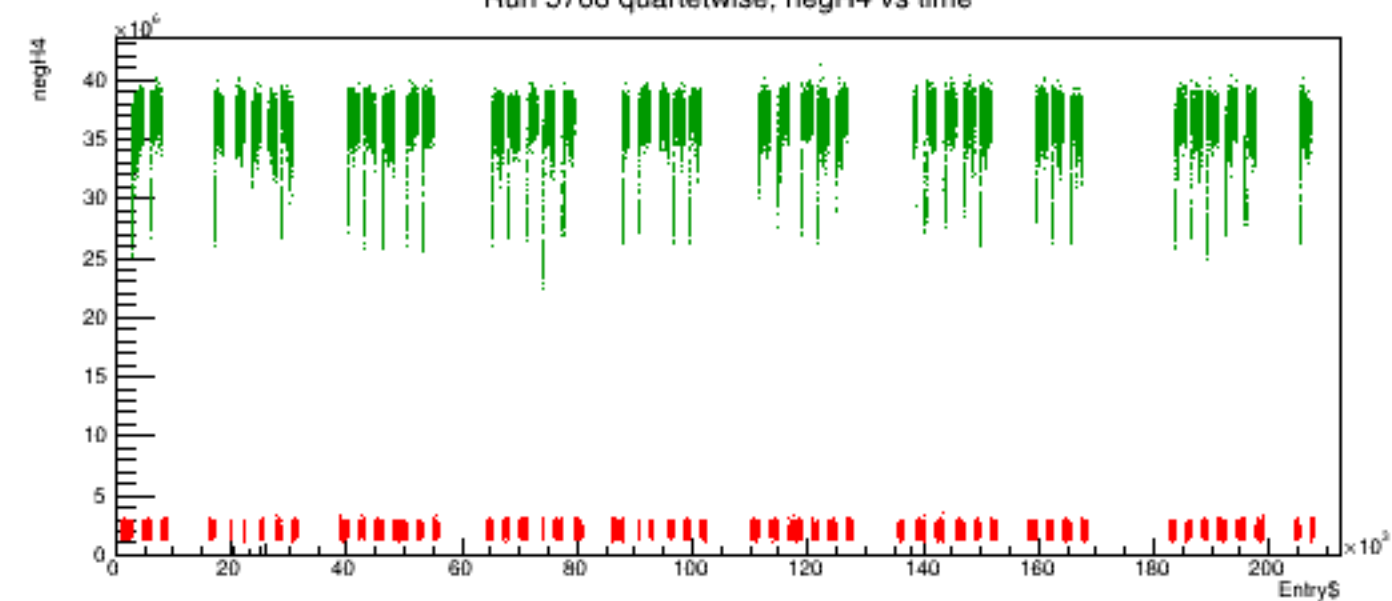
Run 5768 quartetwise, posH4 vs time



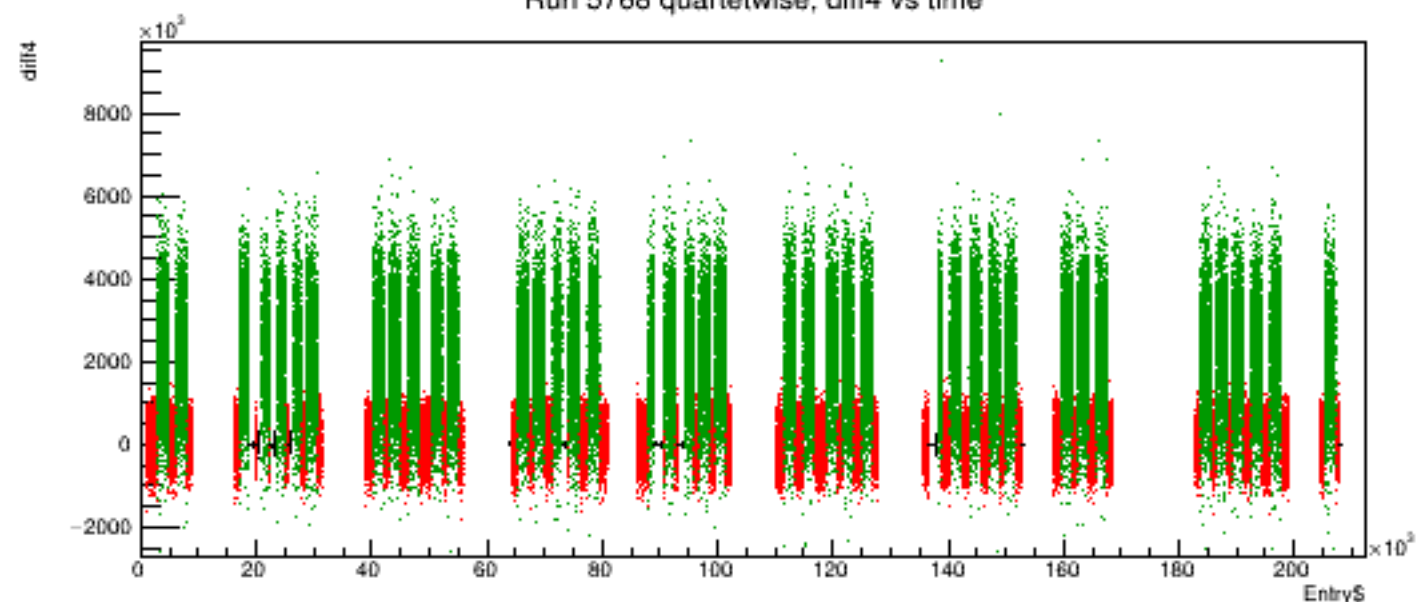
Run 5768 quartetwise, posH4 vs time



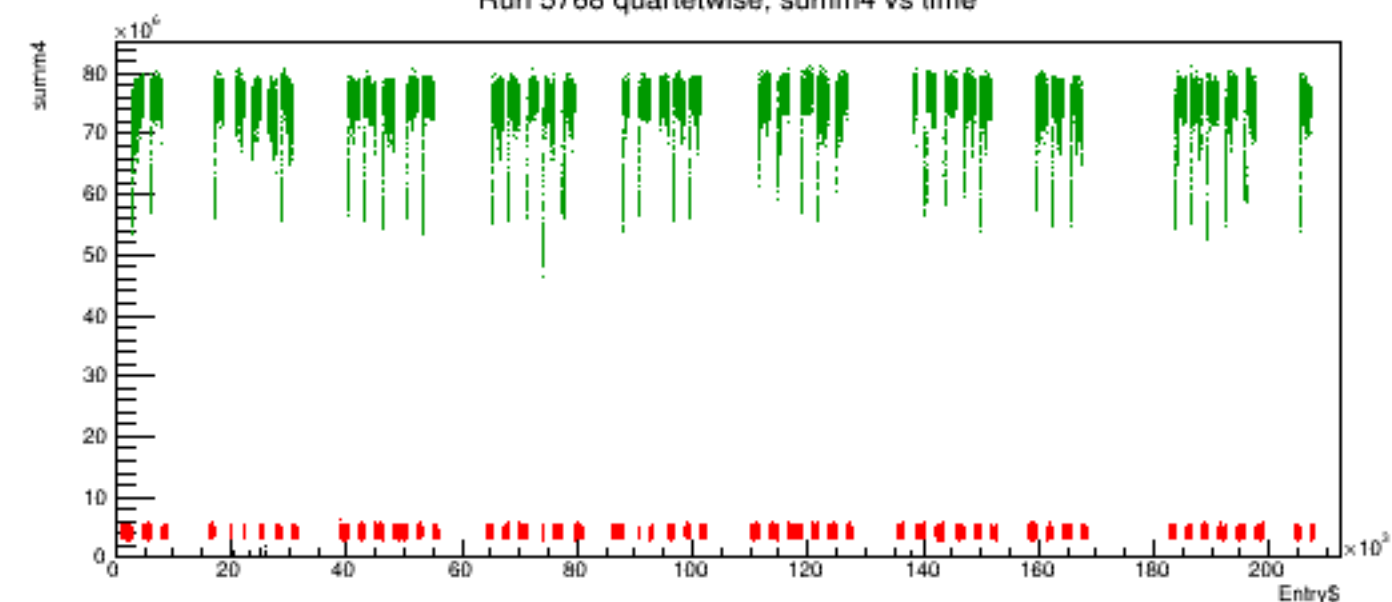
Run 5768 quartetwise, negH4 vs time



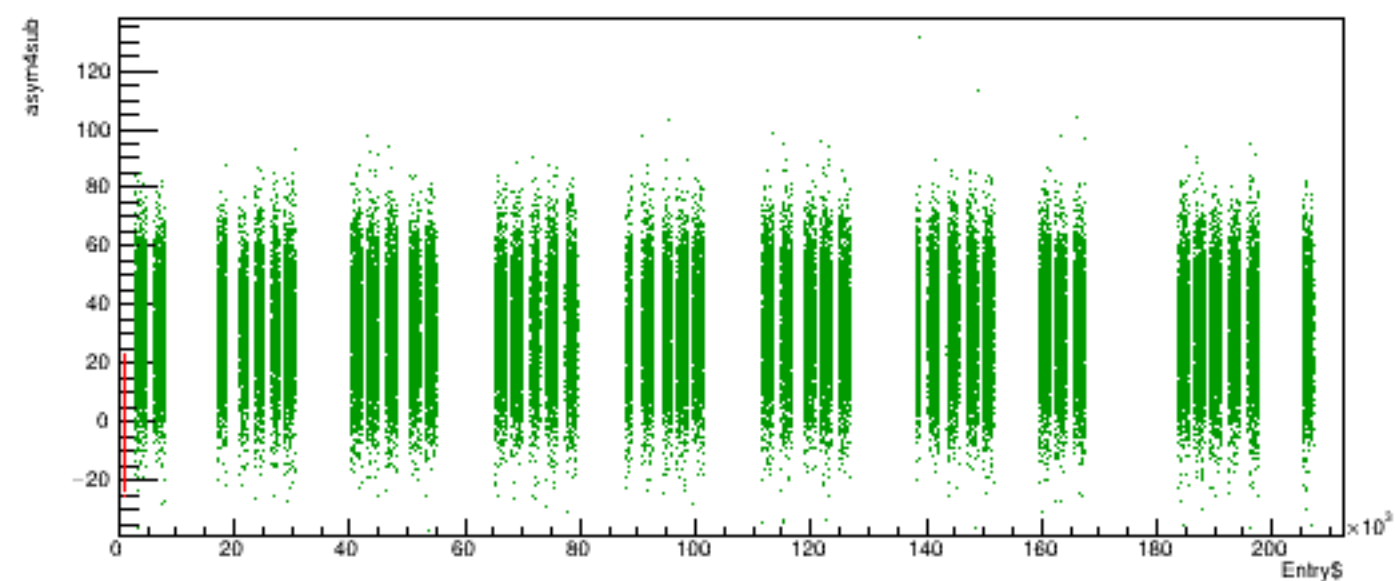
Run 5768 quartetwise, diff4 vs time



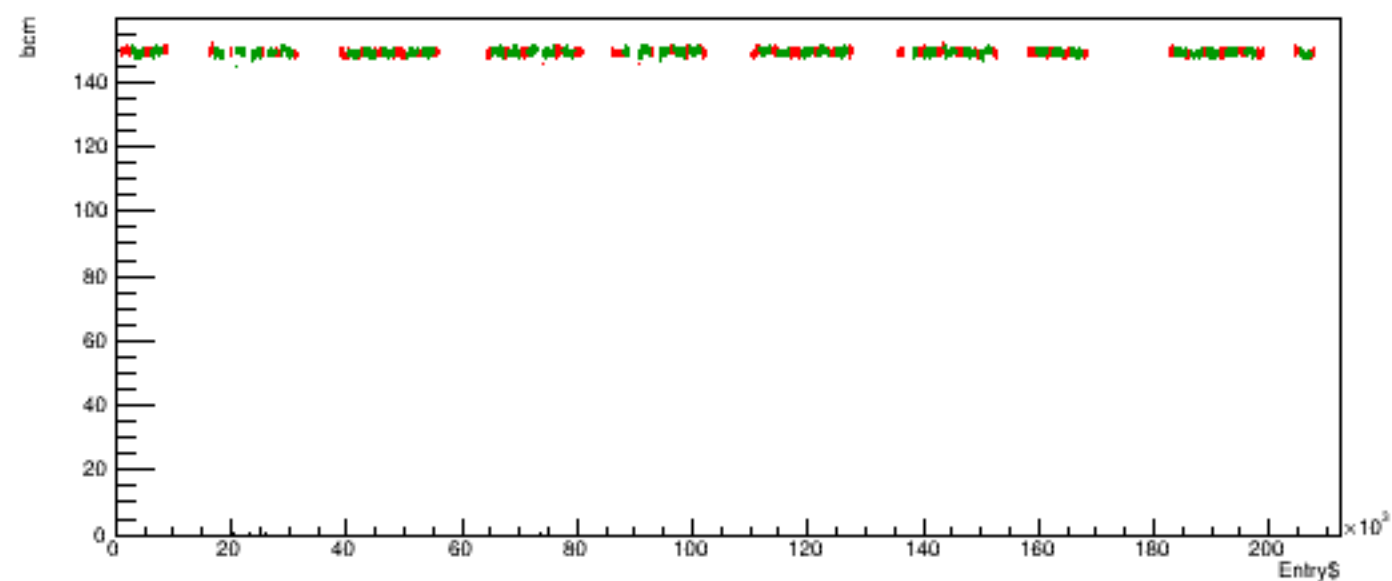
Run 5768 quartetwise, summ4 vs time



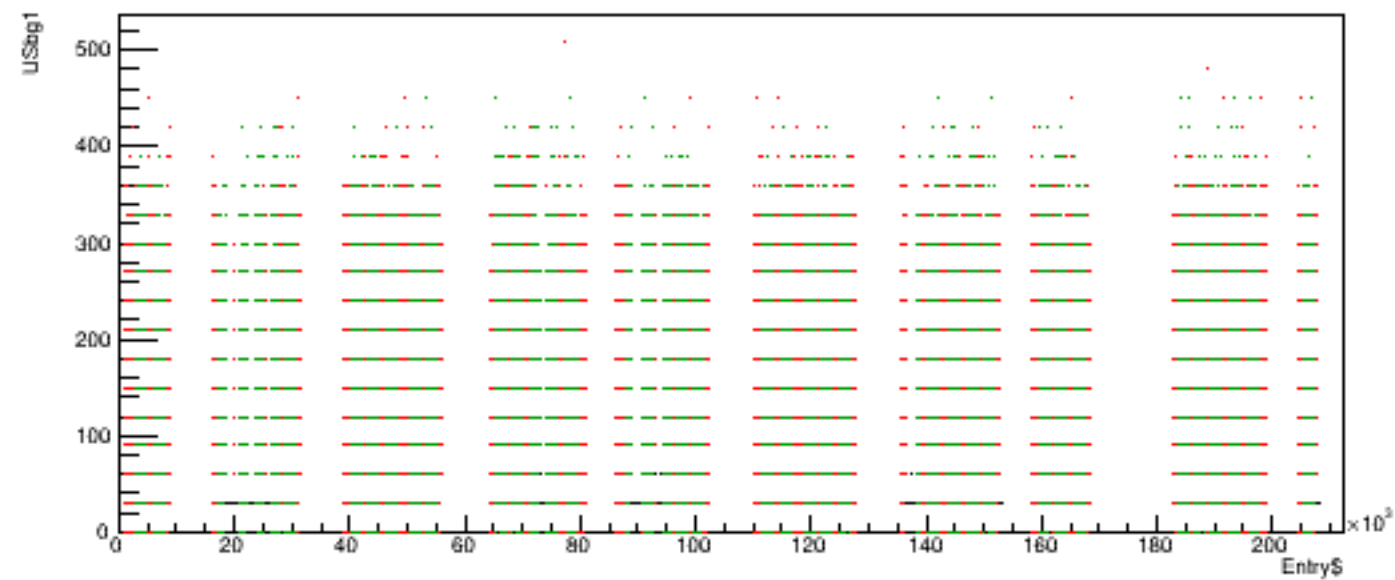
Run 5768 quartetwise, asym4sub vs time



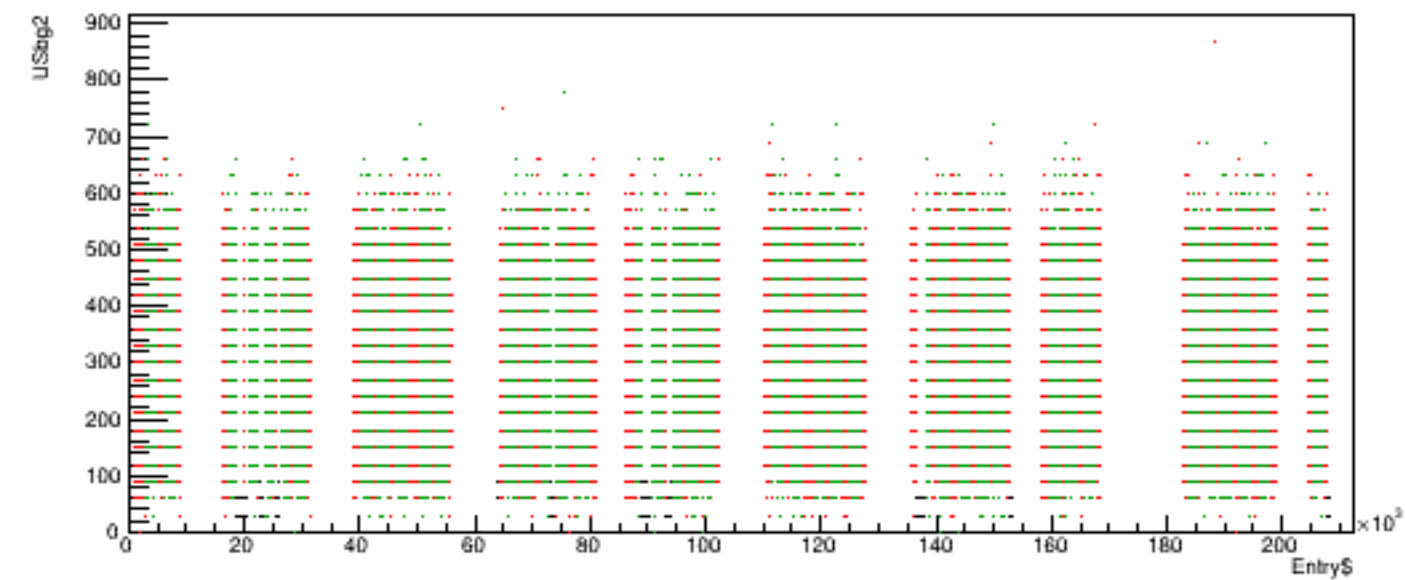
Run 5768 quartetwise, posH4 vs time



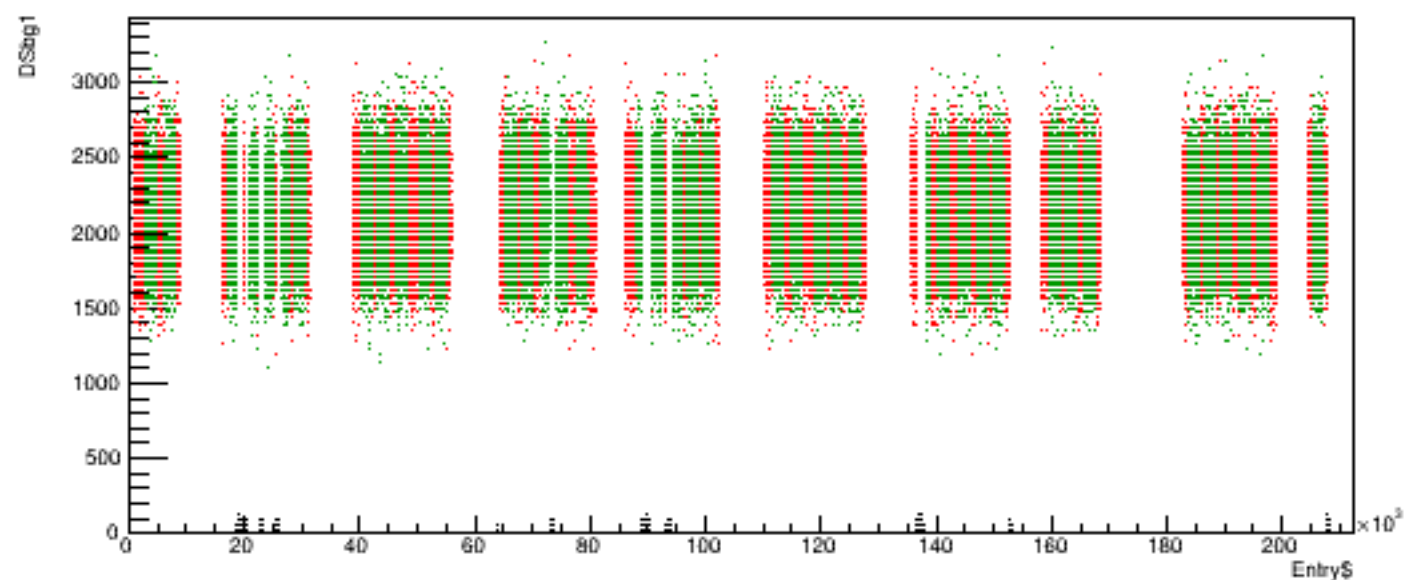
Run 5768 quartetwise, USbg1 vs time



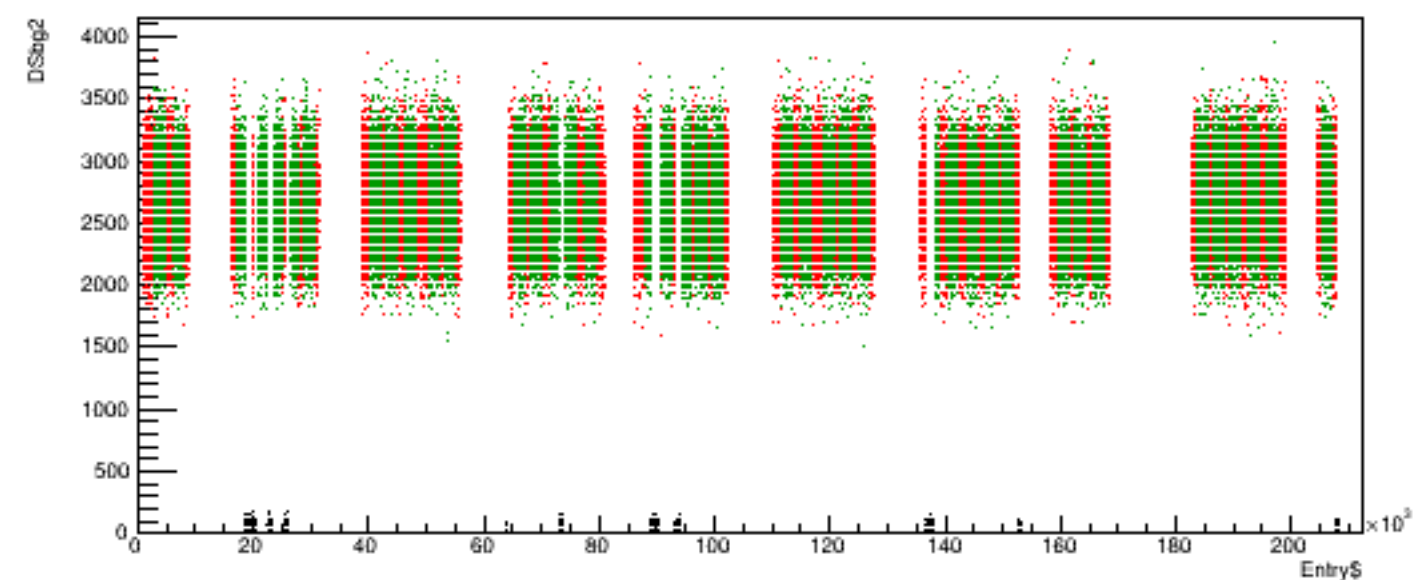
Run 5768 quartetwise, USbg2 vs time



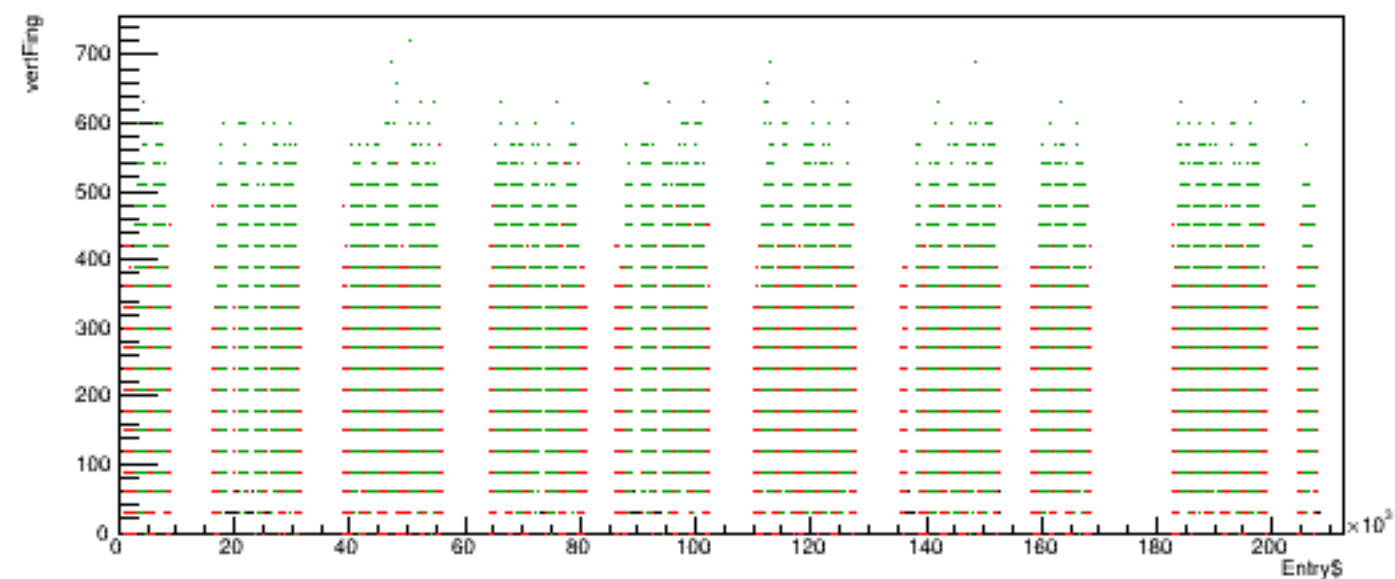
Run 5768 quartetwise, DSbg1 vs time



Run 5768 quartetwise, DSbg2 vs time



Run 5768 quartetwise, vertFing vs time



Run 5768 quartetwise, horizFing vs time

