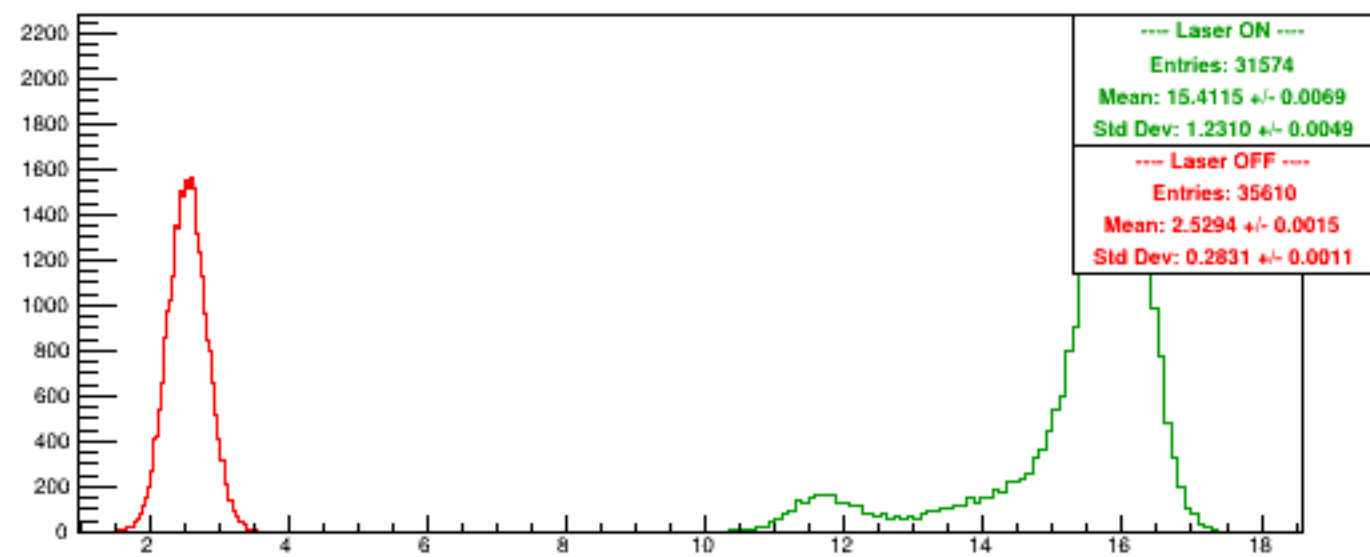
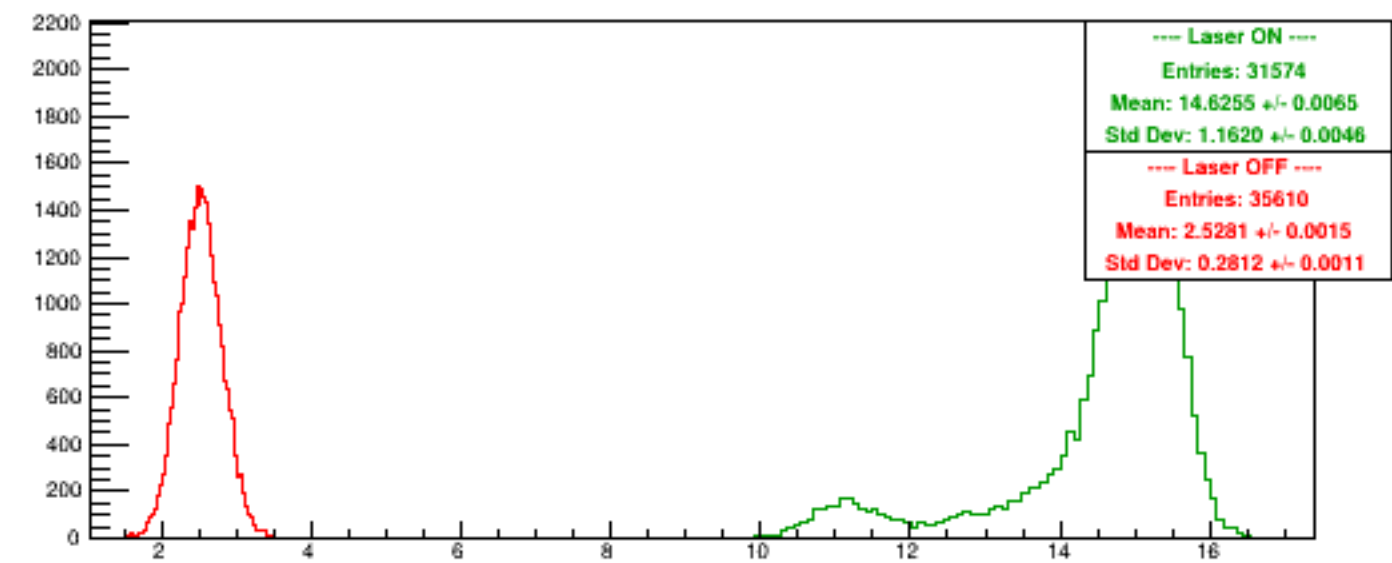


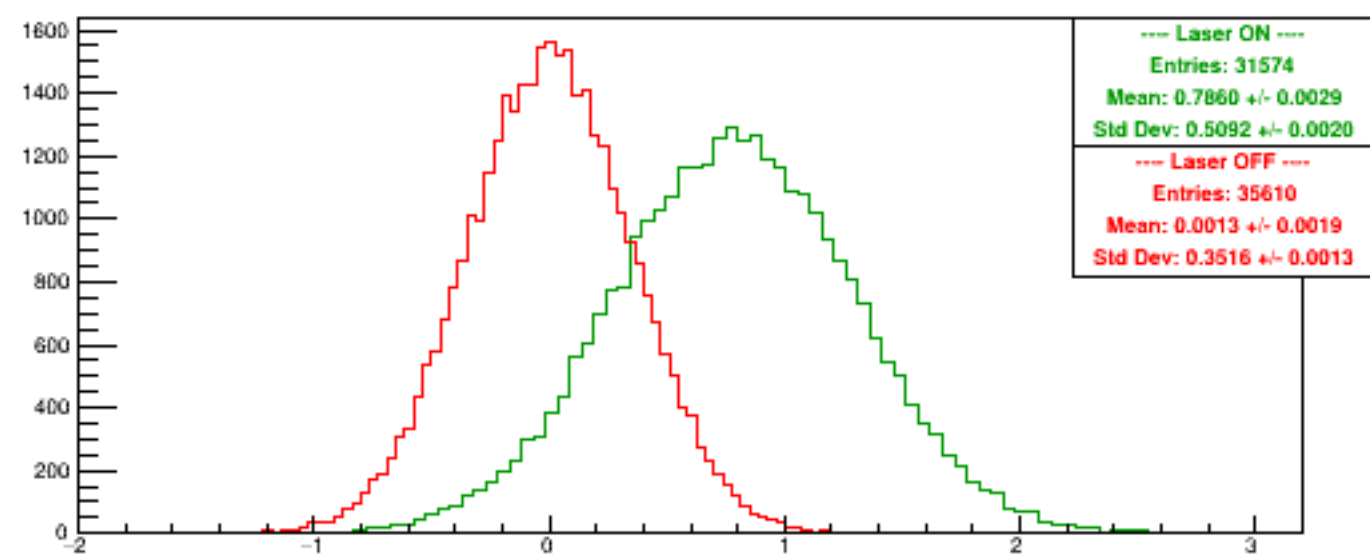
Run 5896 quartetwise, PosHelAcc0/NSamples0



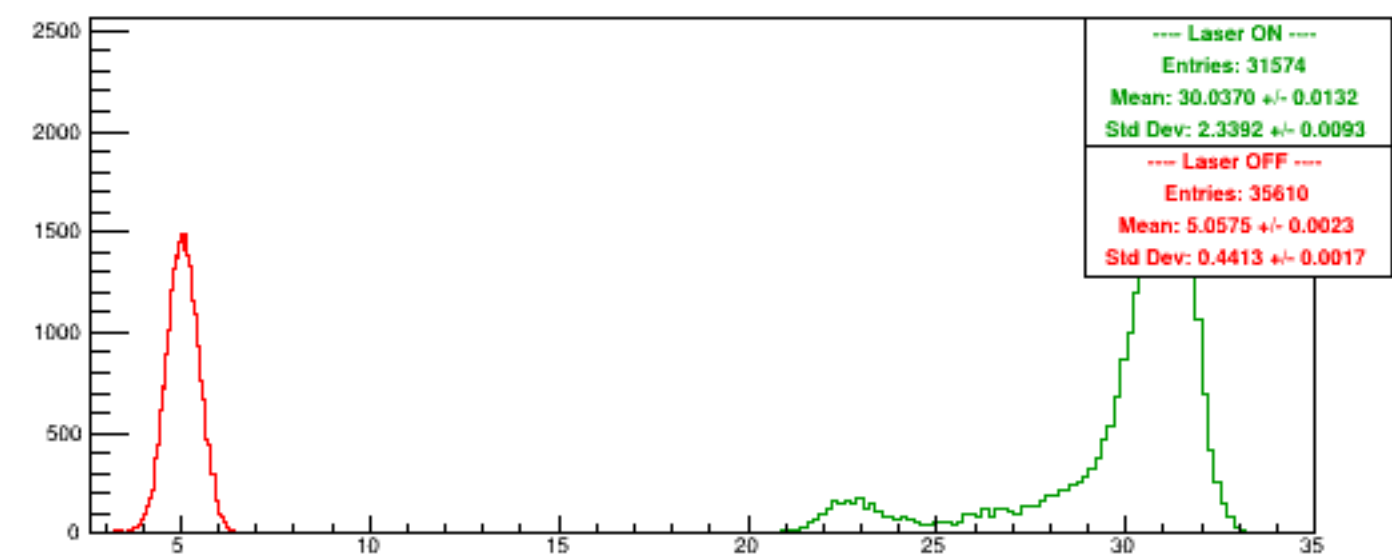
Run 5896 quartetwise, NegHelAcc0/NSamples0



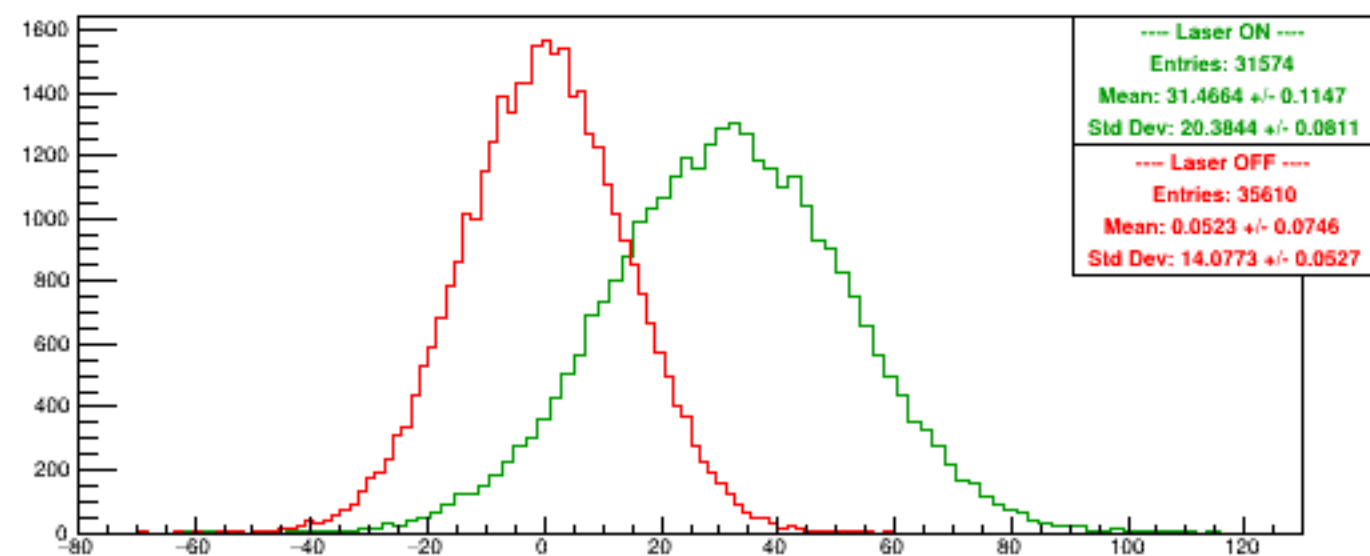
Run 5896 quartetwise, Diffs0



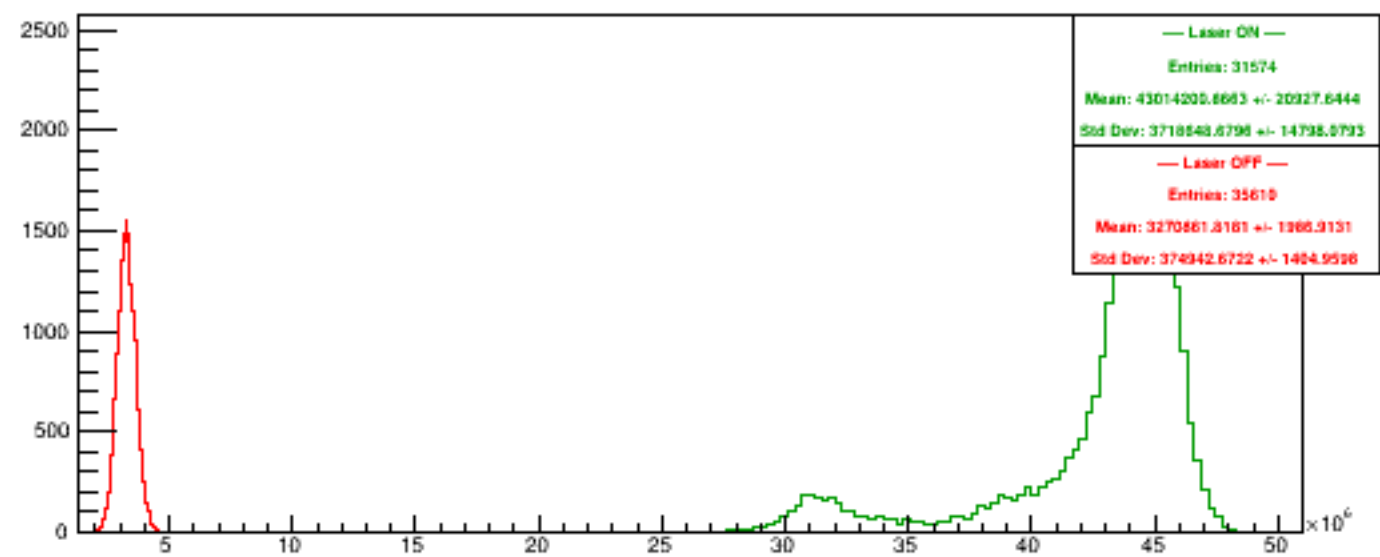
Run 5896 quartetwise, Sums0



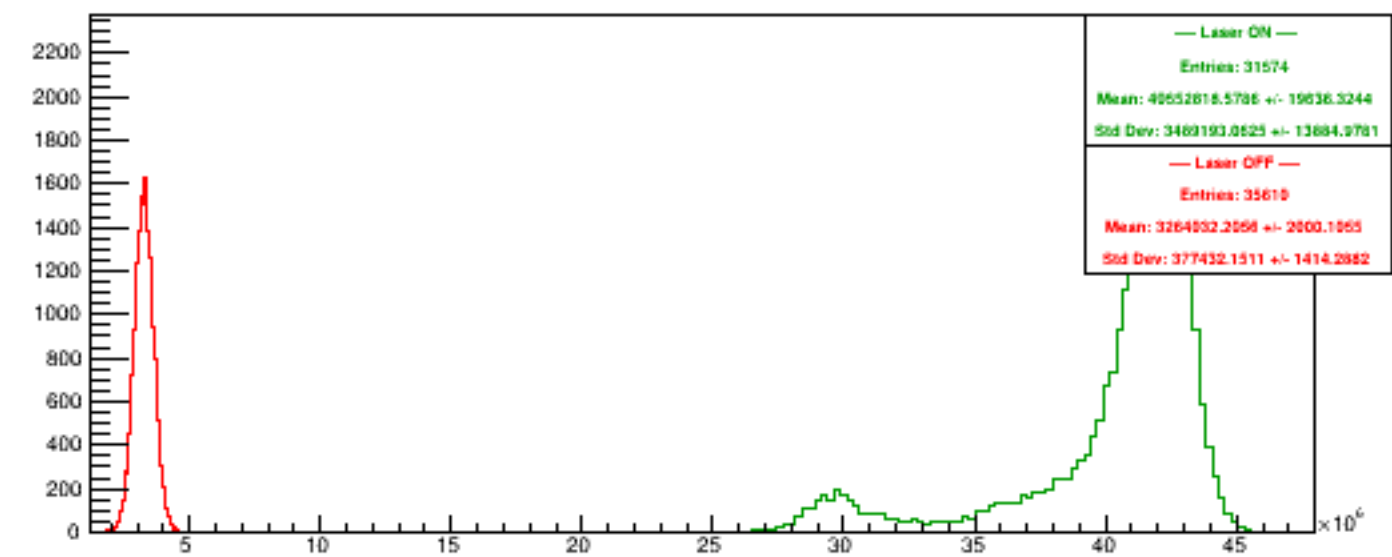
Run 5896 quartetwise, Asyms0



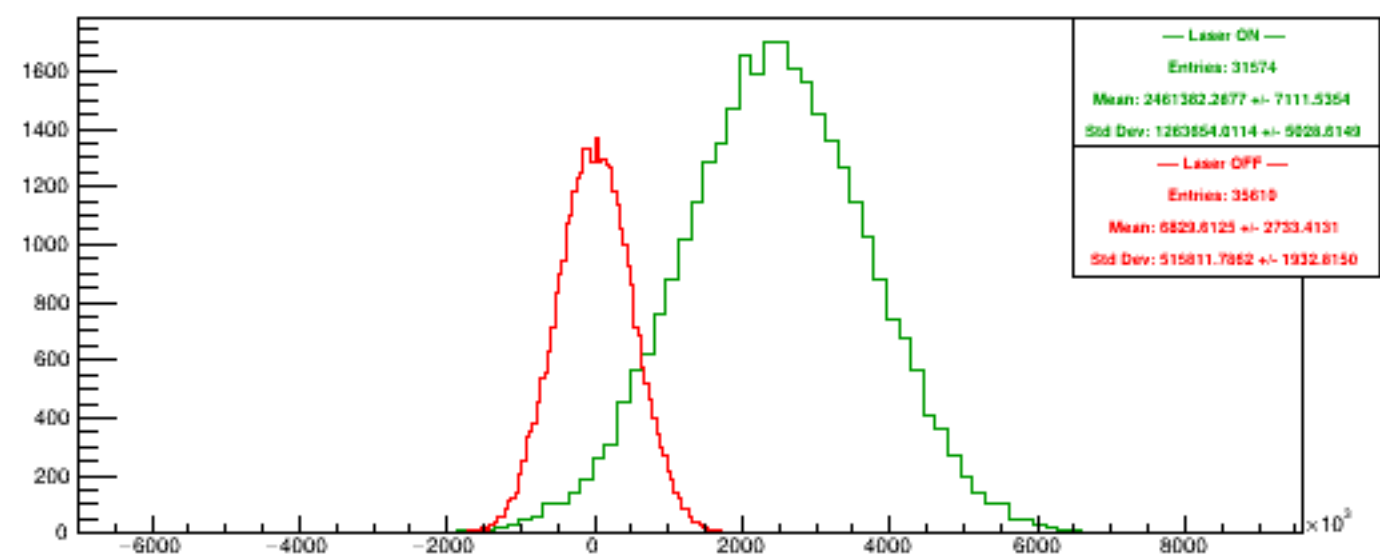
Run 5896 quartetwise, PosHelAcc4



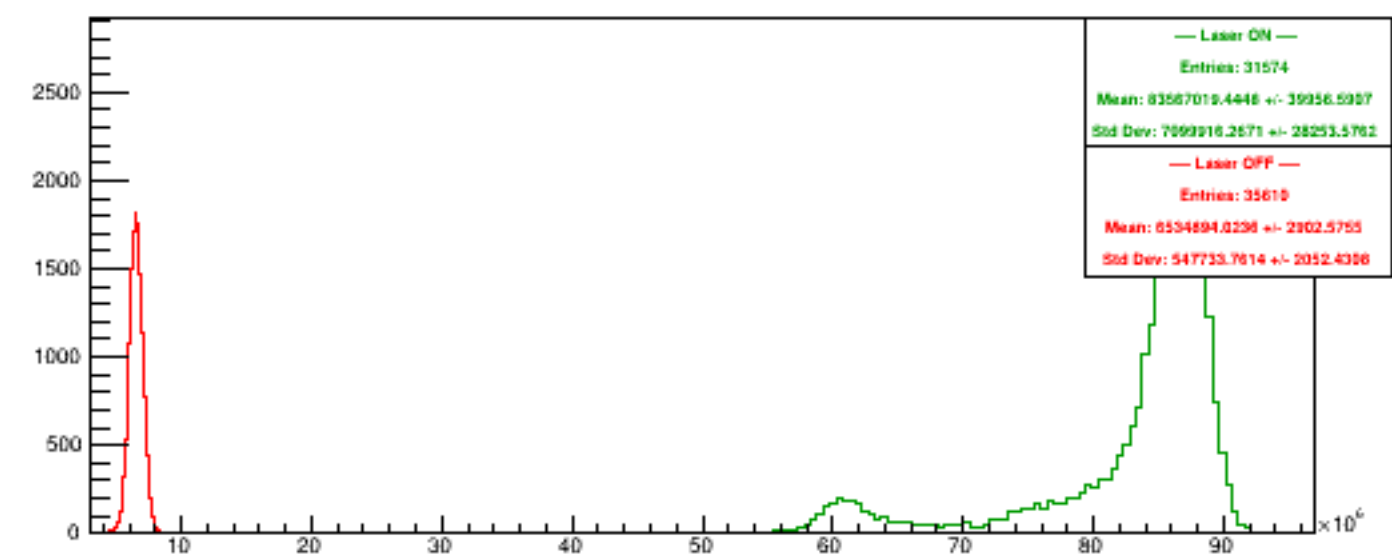
Run 5896 quartetwise, NegHelAcc4



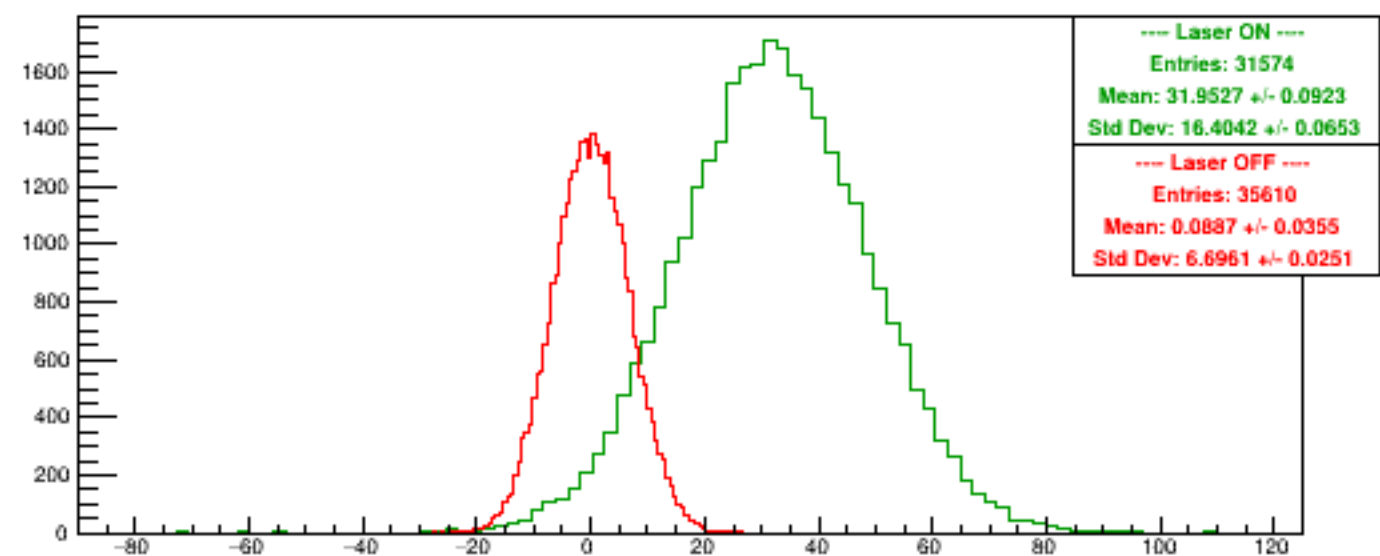
Run 5896 quartetwise, Diffs4



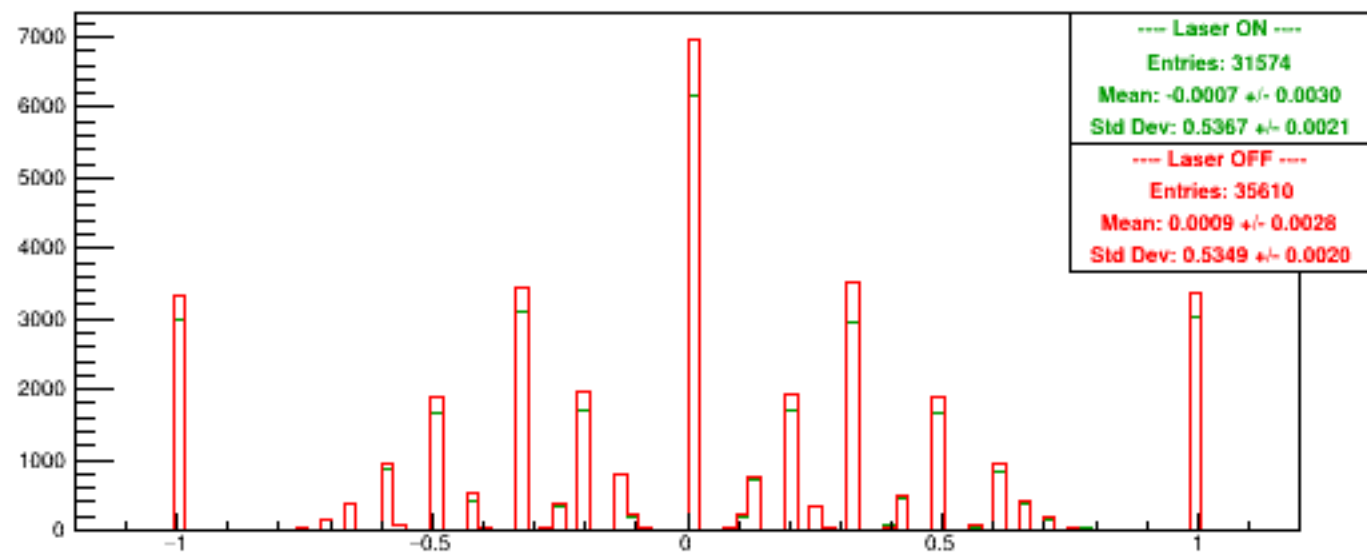
Run 5896 quartetwise, Sums4



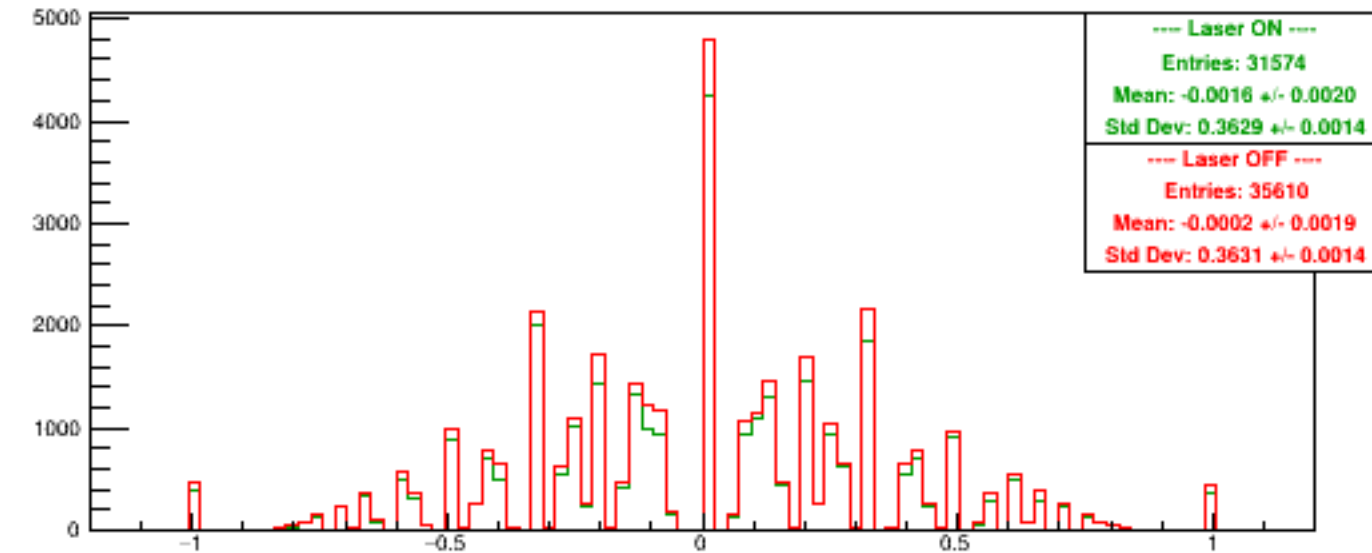
Run 5896 quartetwise, Asyms4



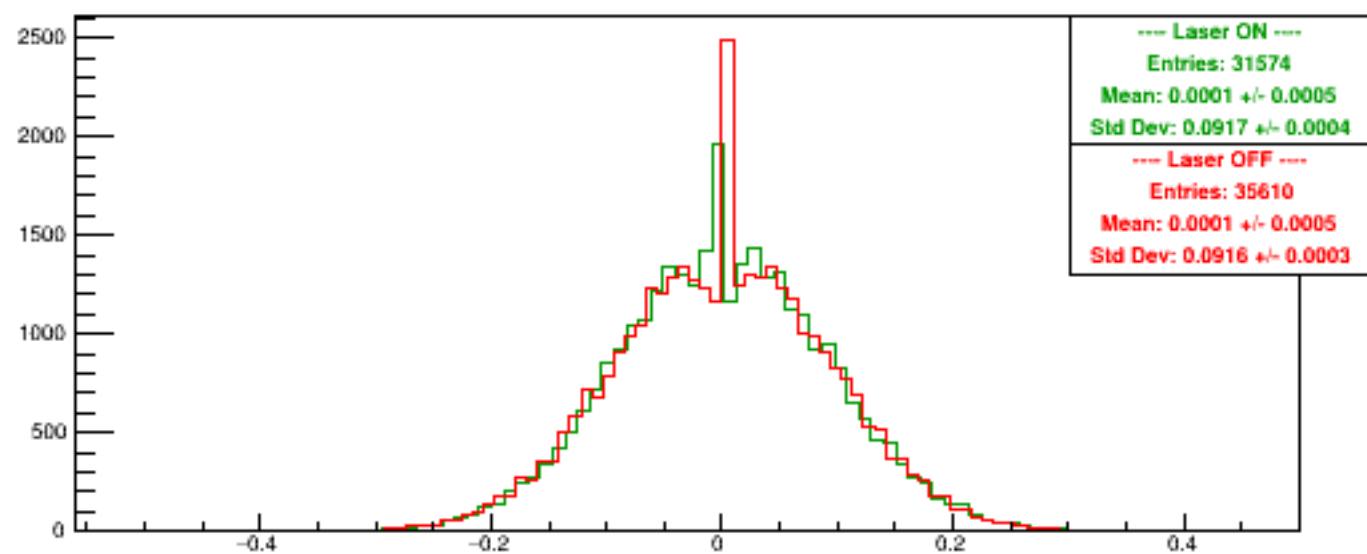
Run 5896 quartetwise, Asyms USbg1



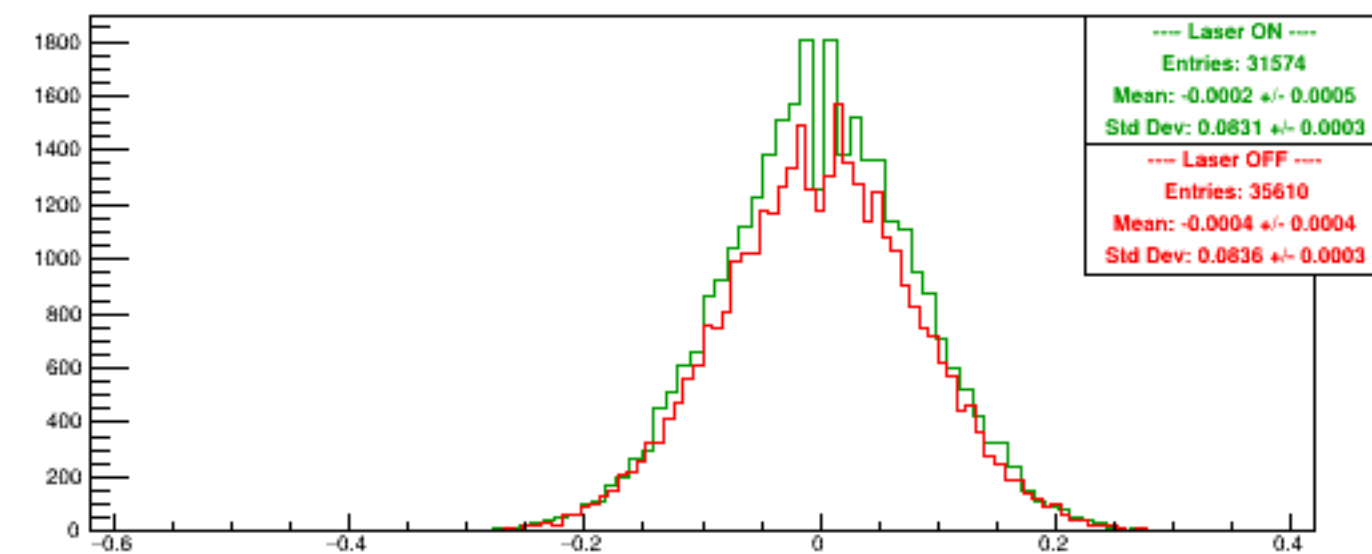
Run 5896 quartetwise, Asyms USbg2



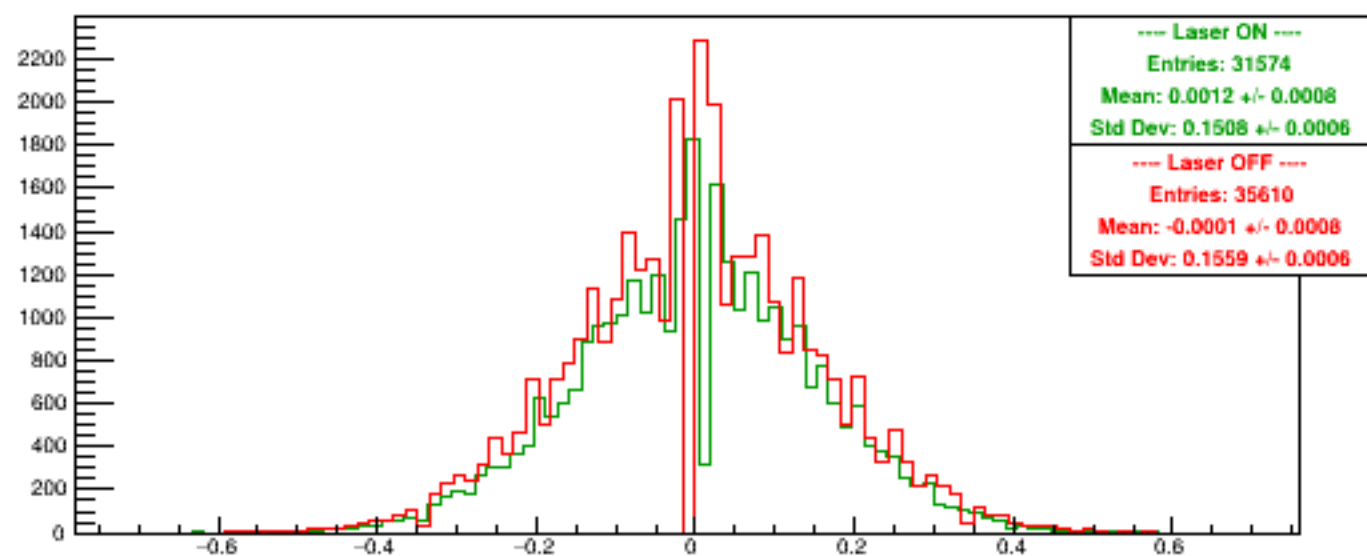
Run 5896 quartetwise, Asyms DSbg1



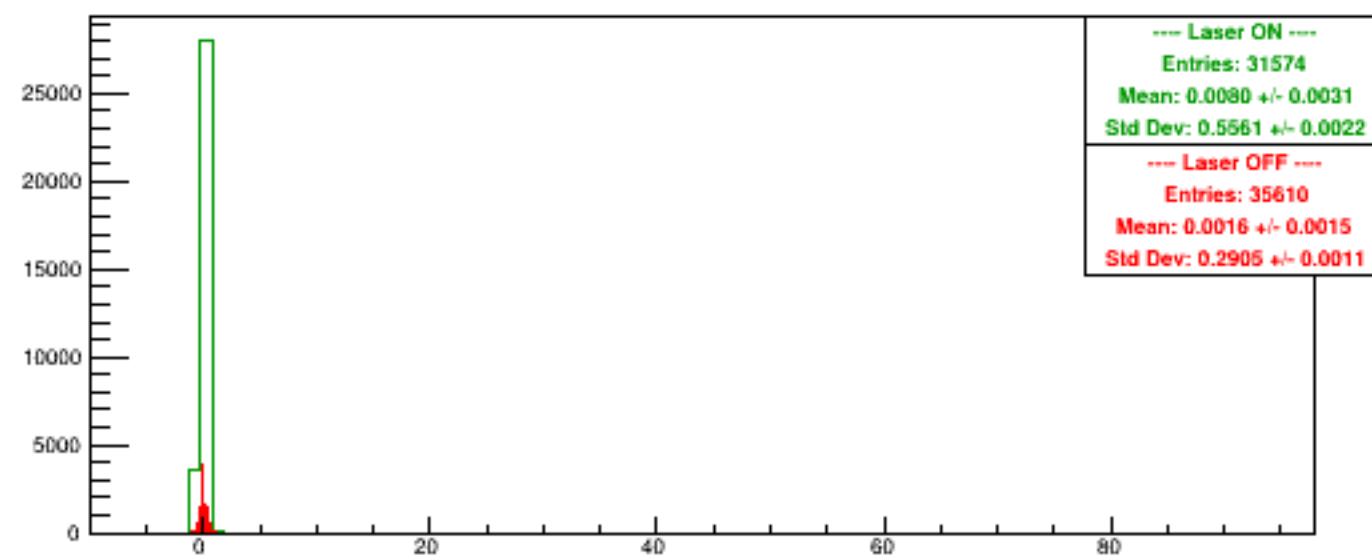
Run 5896 quartetwise, Asyms DSbg2



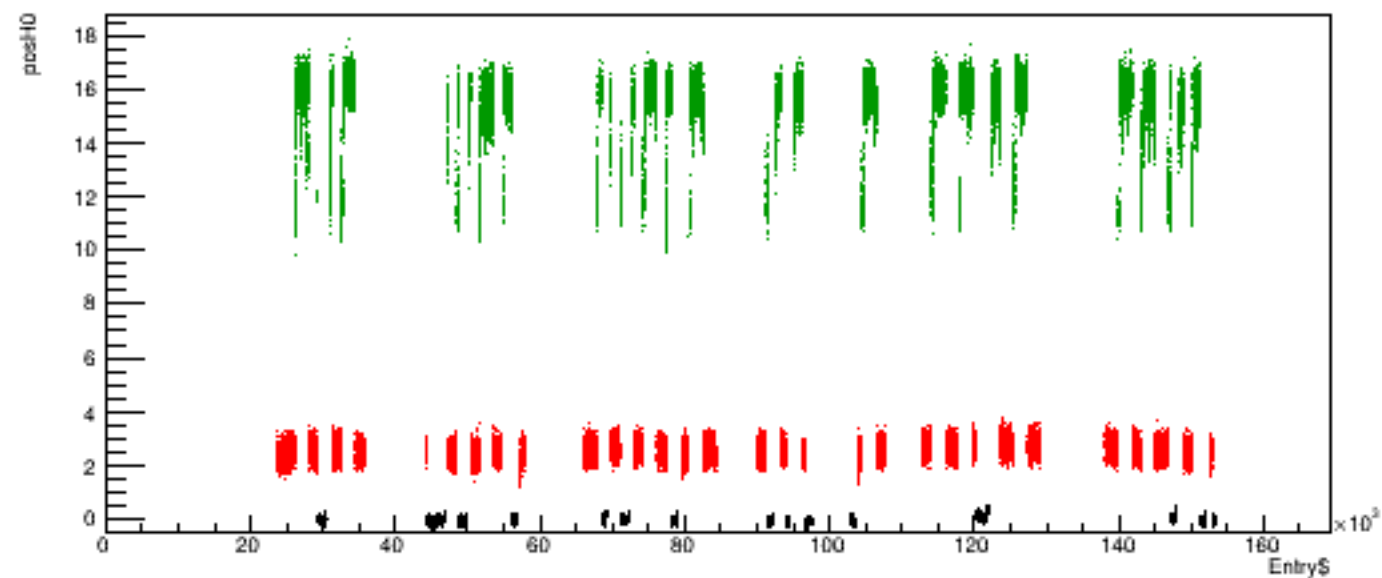
Run 5896 quartetwise, Asyms Horiz Finger



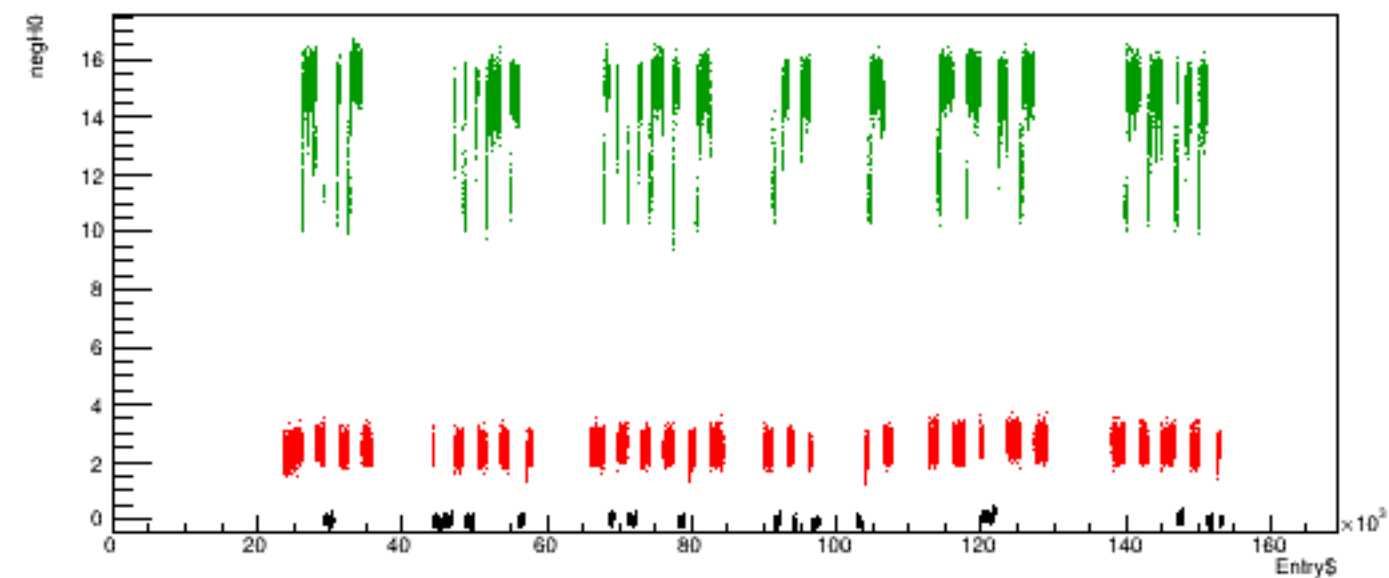
Run 5896 quartetwise, Asyms Vert Finger



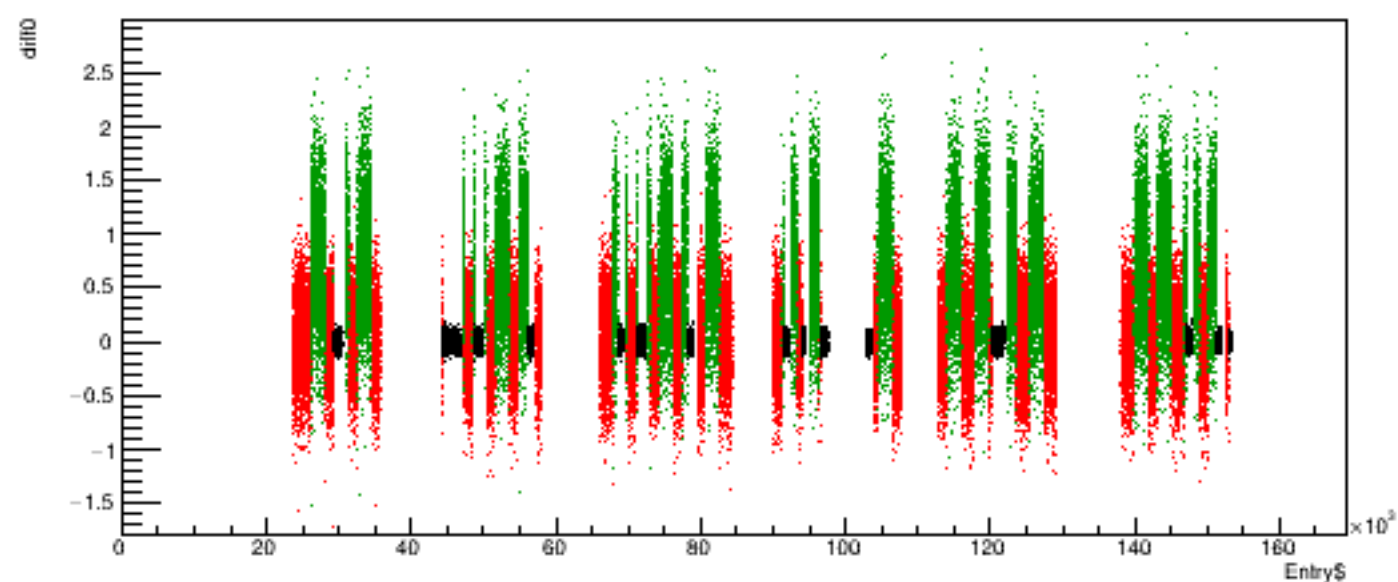
Run 5896 quartetwise, posH0 vs time



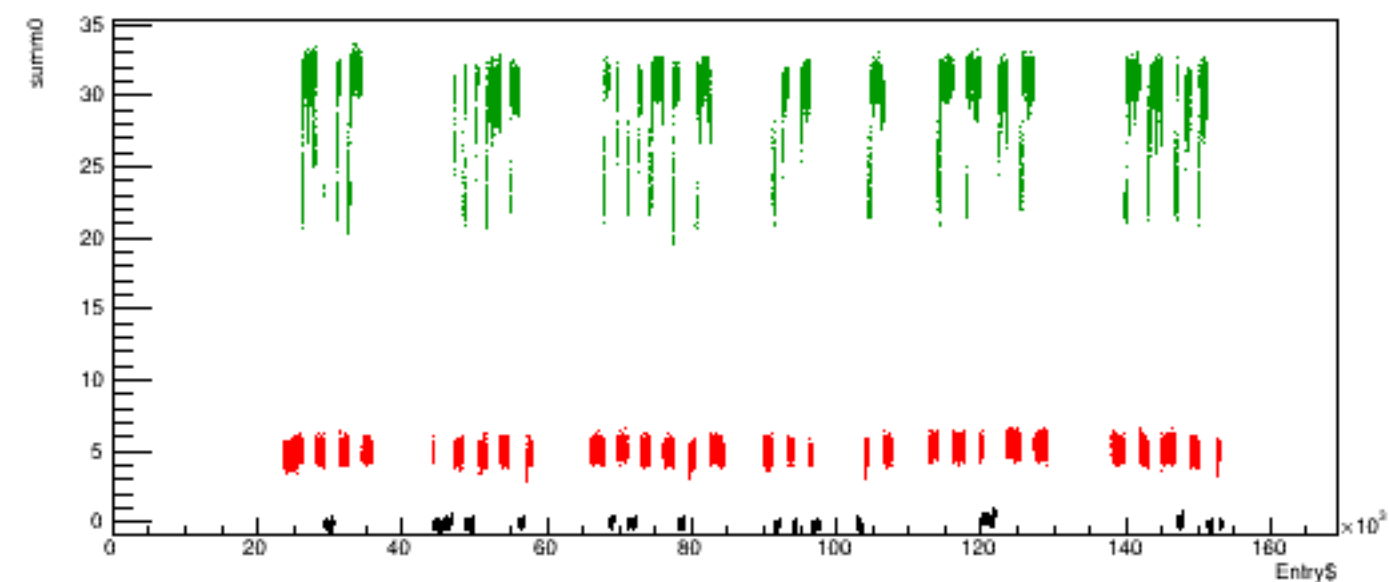
Run 5896 quartetwise, negH0 vs time



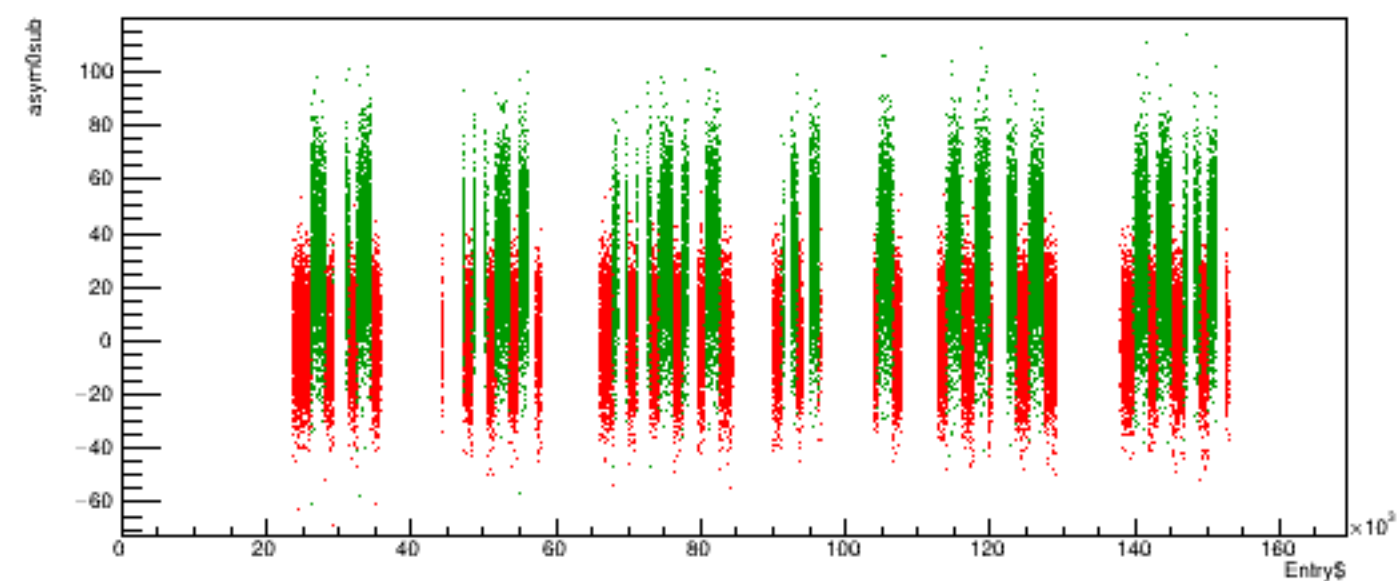
Run 5896 quartetwise, diff0 vs time



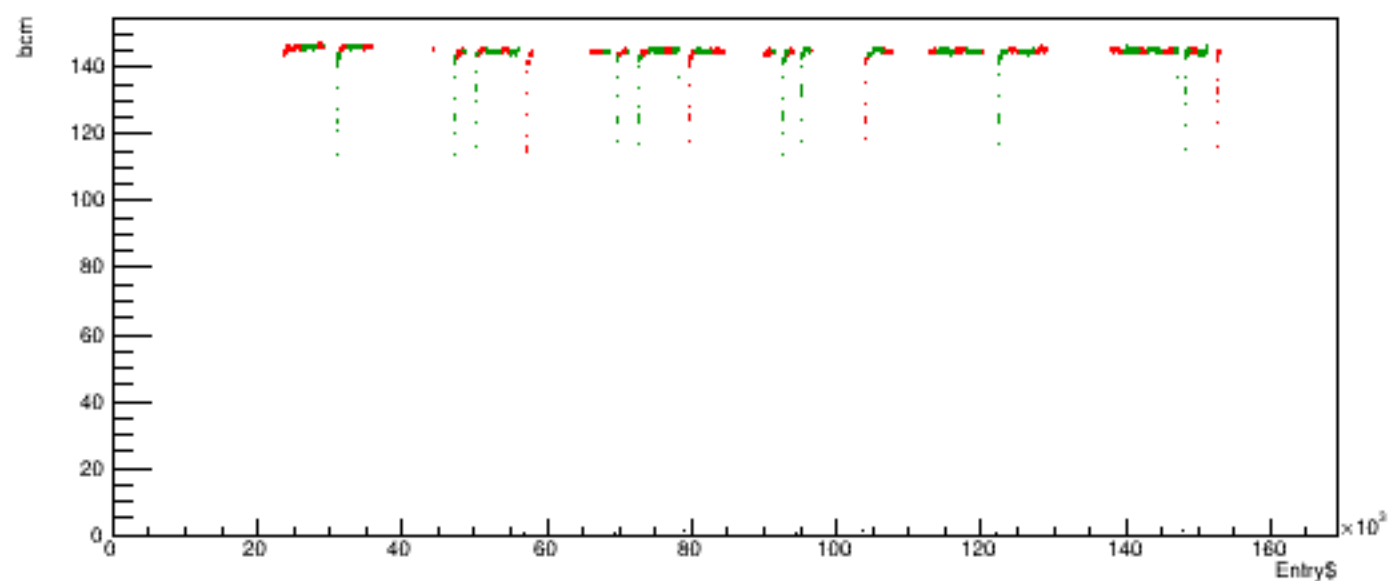
Run 5896 quartetwise, summ0 vs time



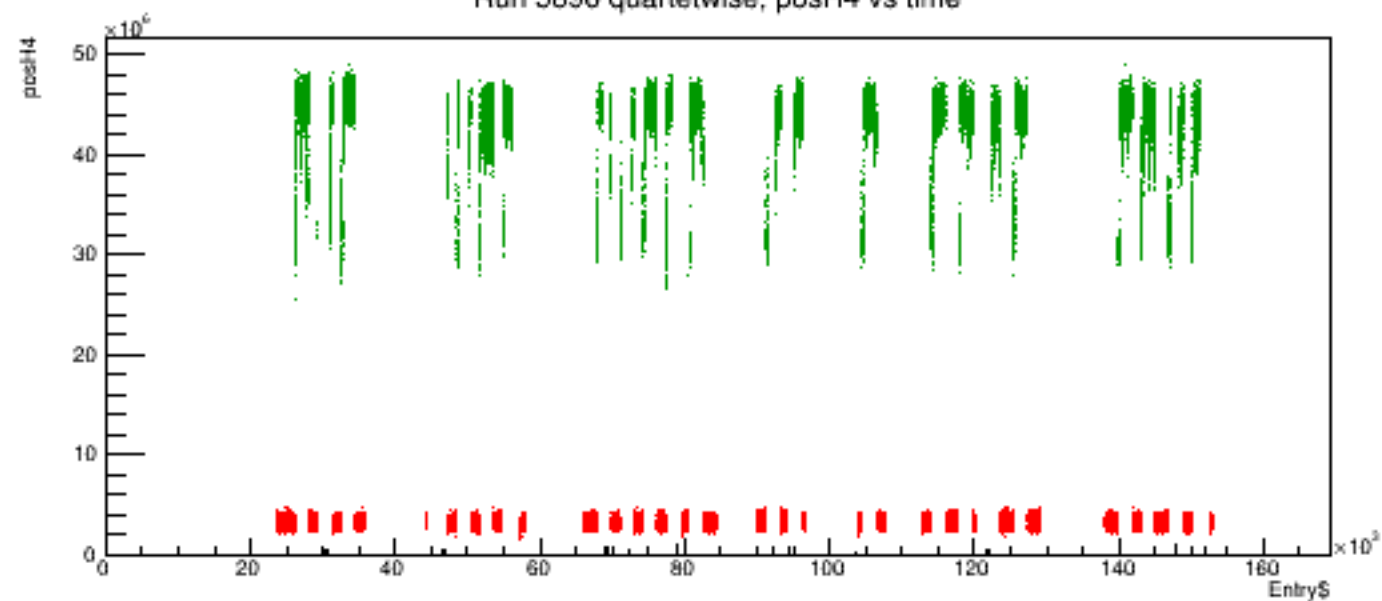
Run 5896 quartetwise, asym0sub vs time



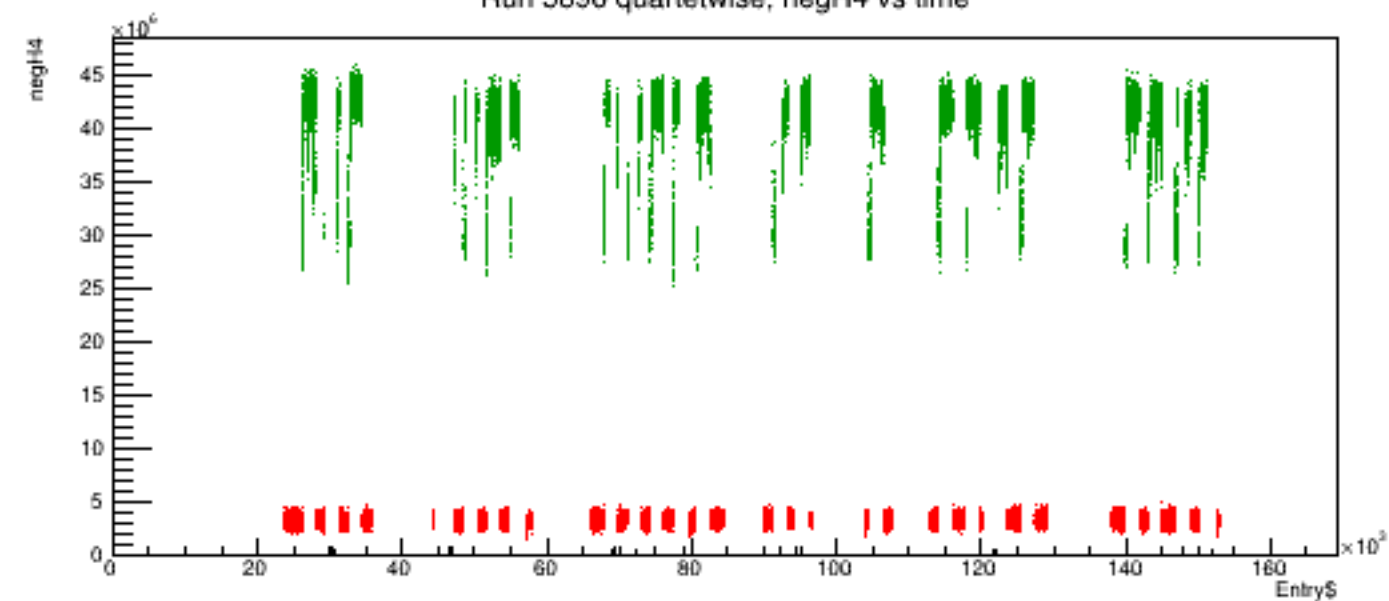
Run 5896 quartetwise, posH4 vs time



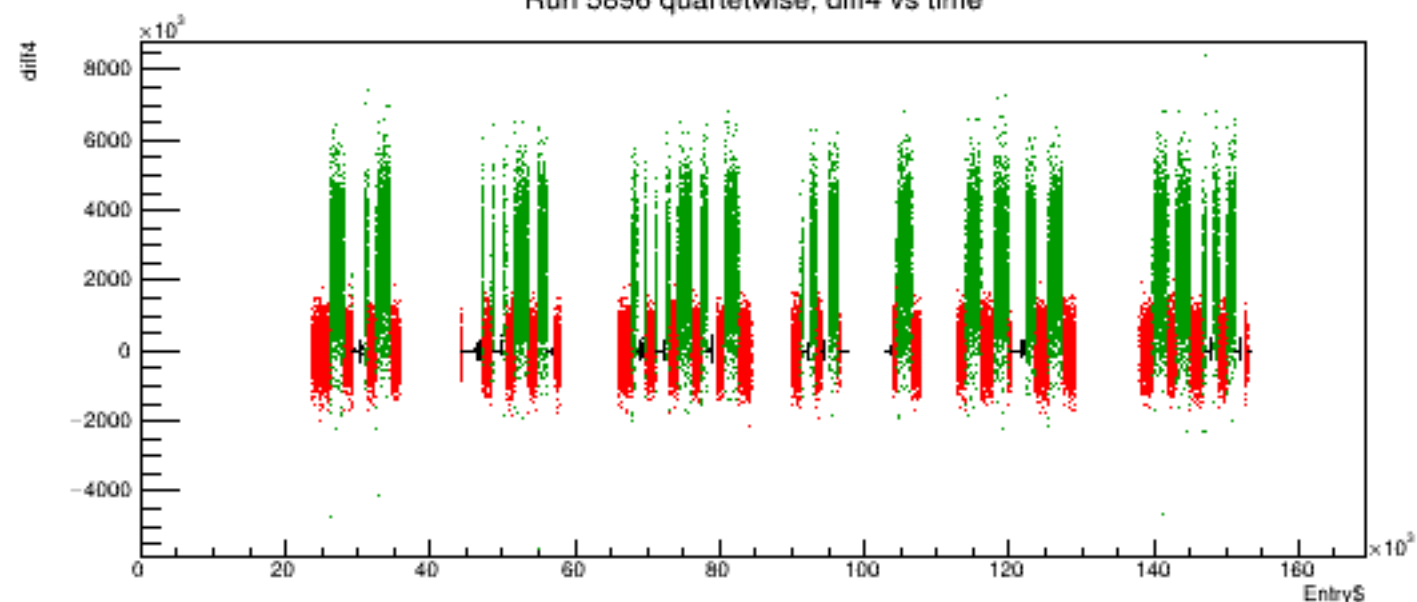
Run 5896 quartetwise, posH4 vs time



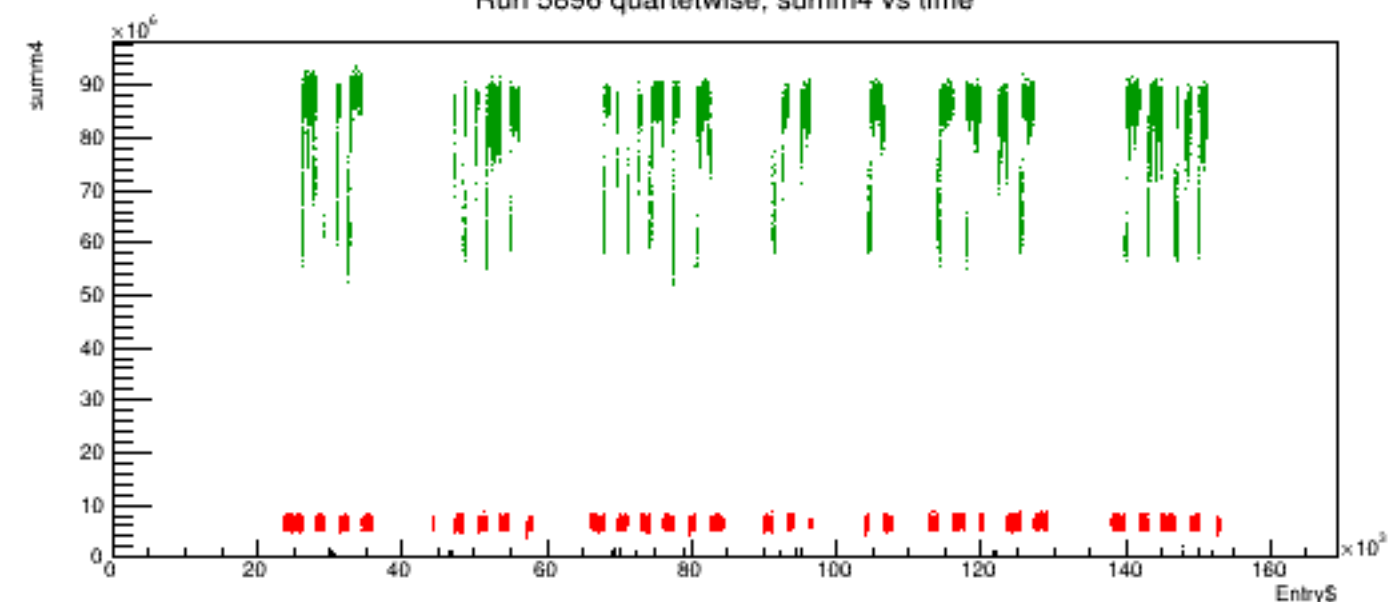
Run 5896 quartetwise, negH4 vs time



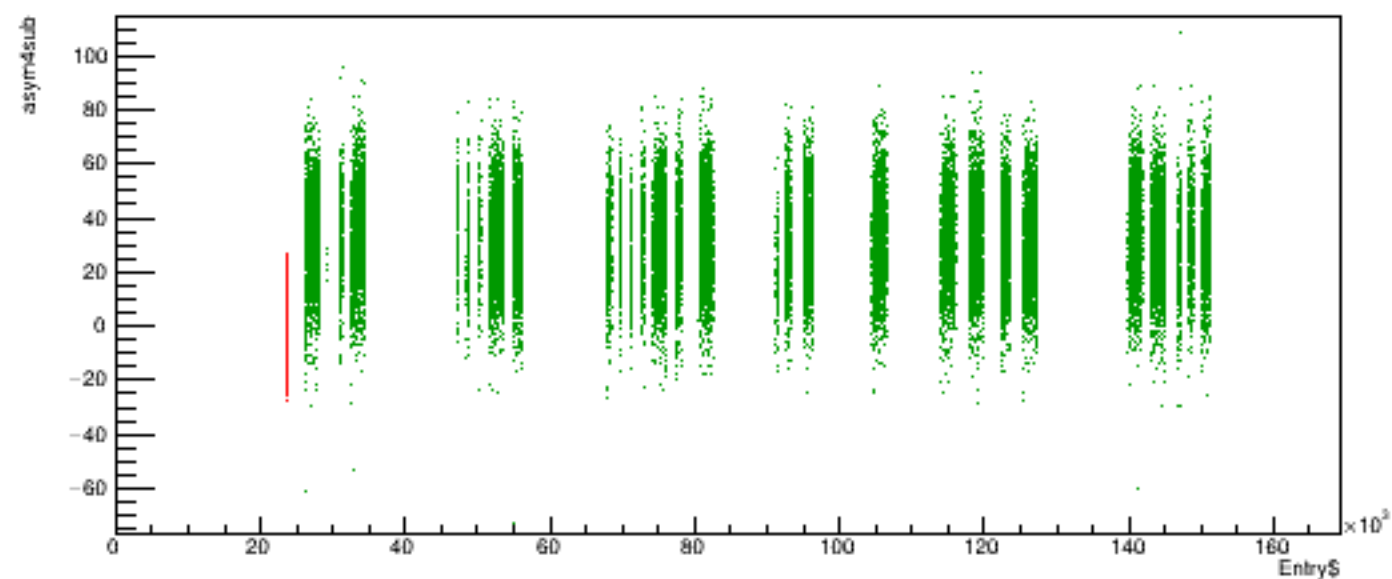
Run 5896 quartetwise, diff4 vs time



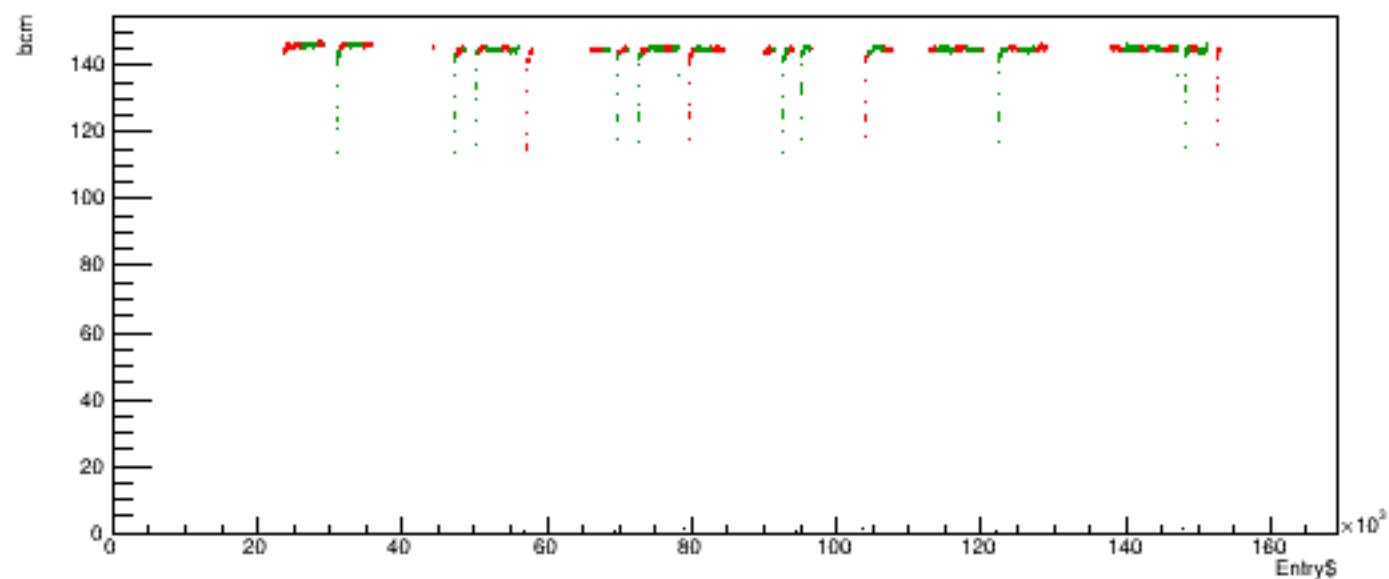
Run 5896 quartetwise, summ4 vs time



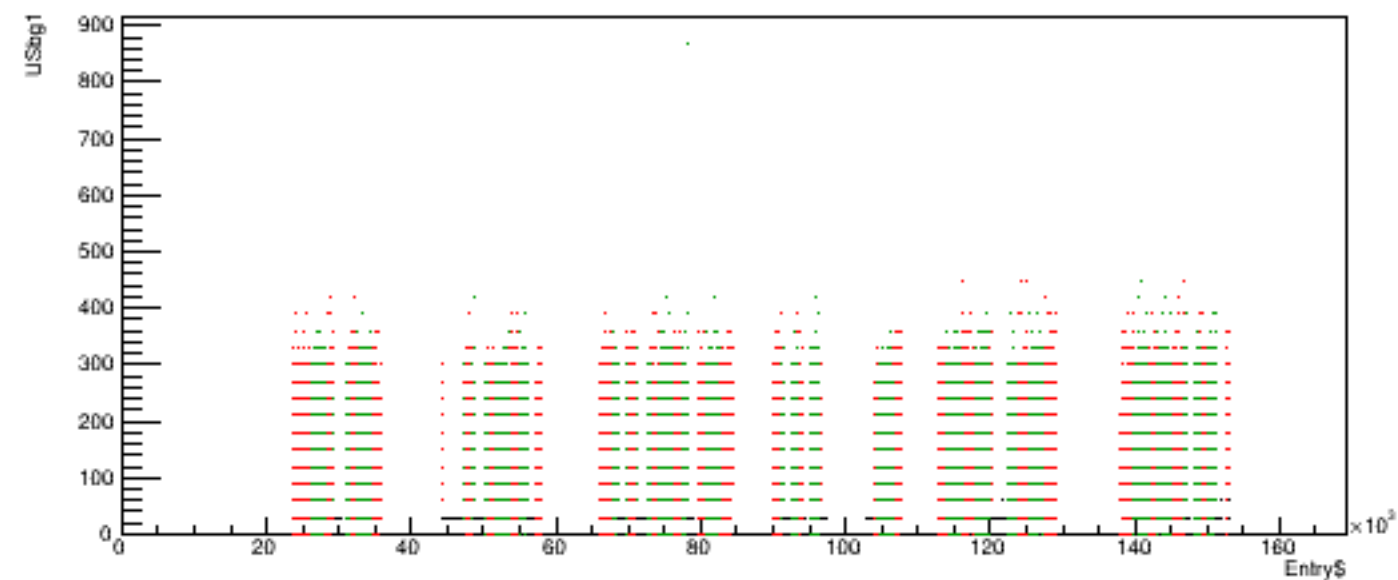
Run 5896 quartetwise, asym4sub vs time



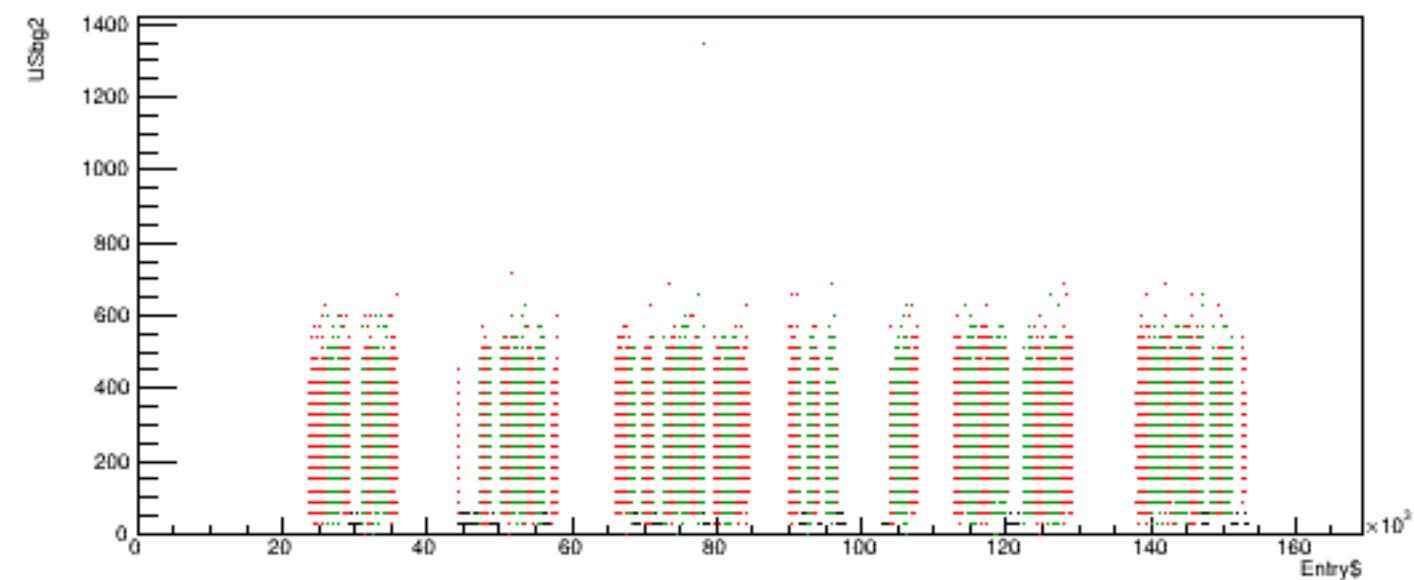
Run 5896 quartetwise, posH4 vs time



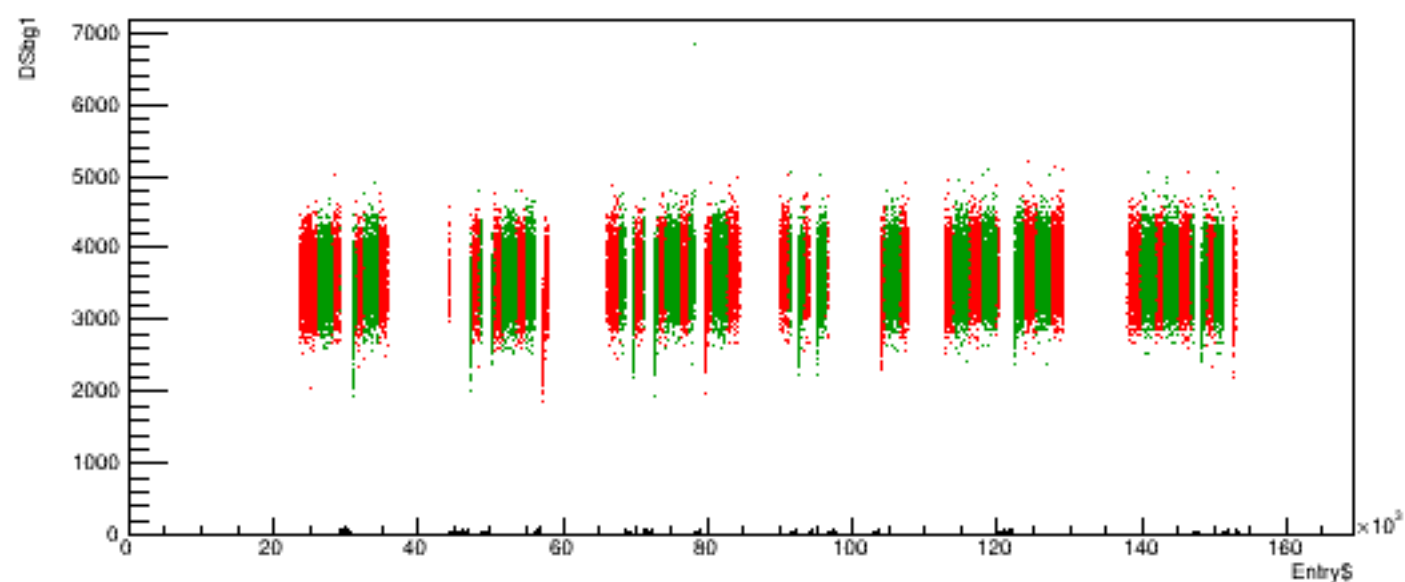
Run 5896 quartetwise, USbg1 vs time



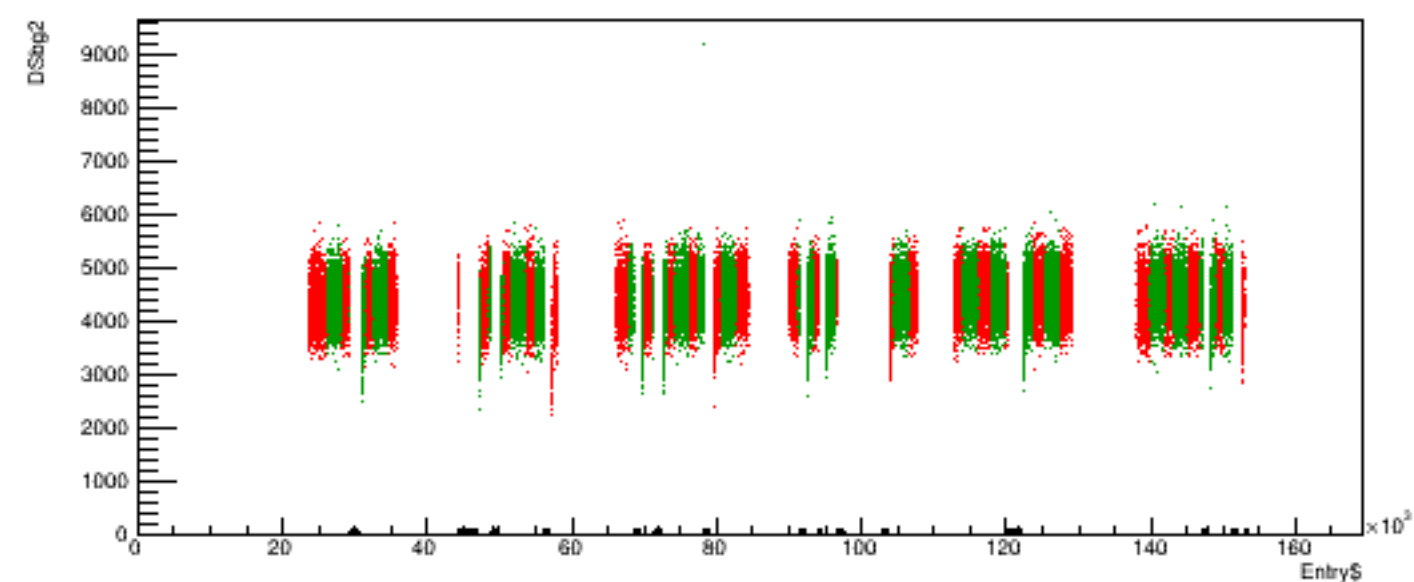
Run 5896 quartetwise, USbg2 vs time



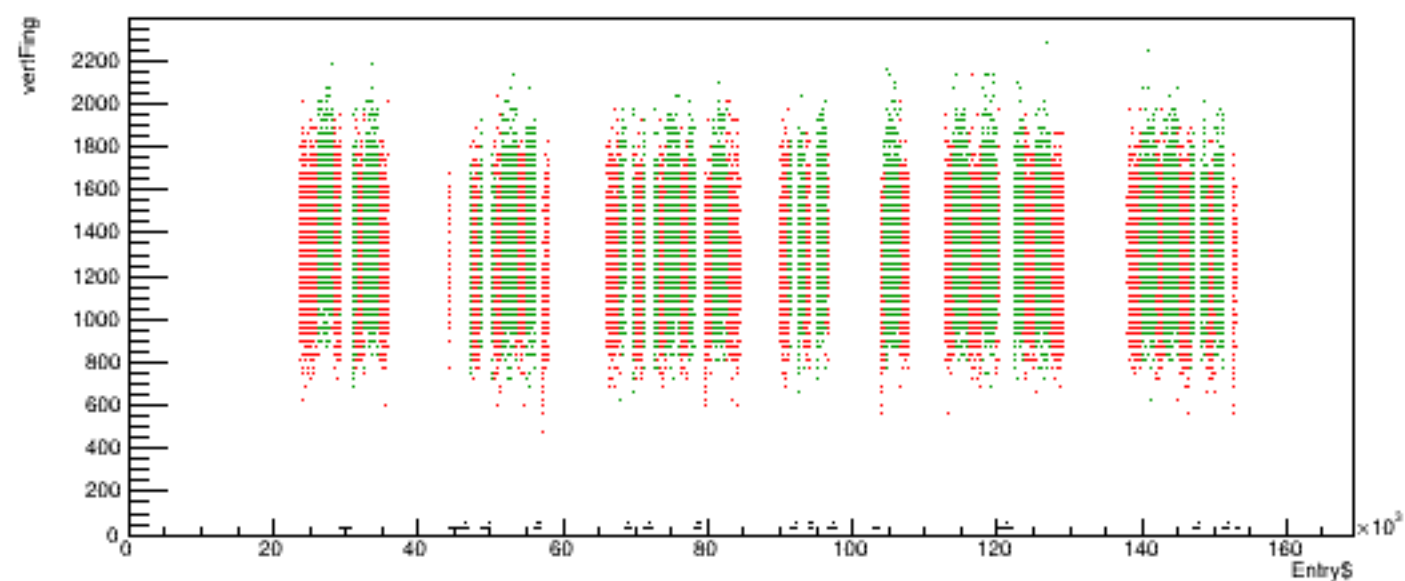
Run 5896 quartetwise, DSbg1 vs time



Run 5896 quartetwise, DSbg2 vs time



Run 5896 quartetwise, vertFing vs time



Run 5896 quartetwise, horizFing vs time

