



X AXIS

BELOW 1 GHZ



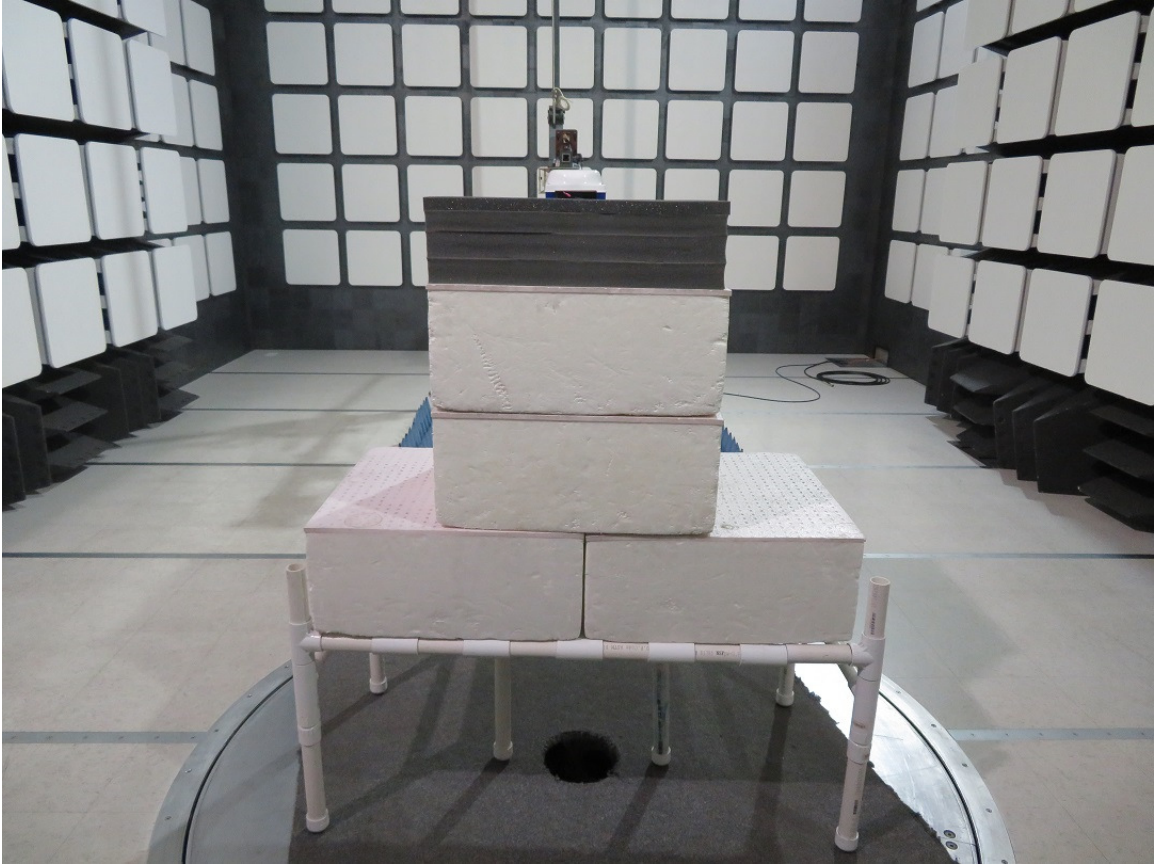
Y AXIS

BELOW 1 GHZ

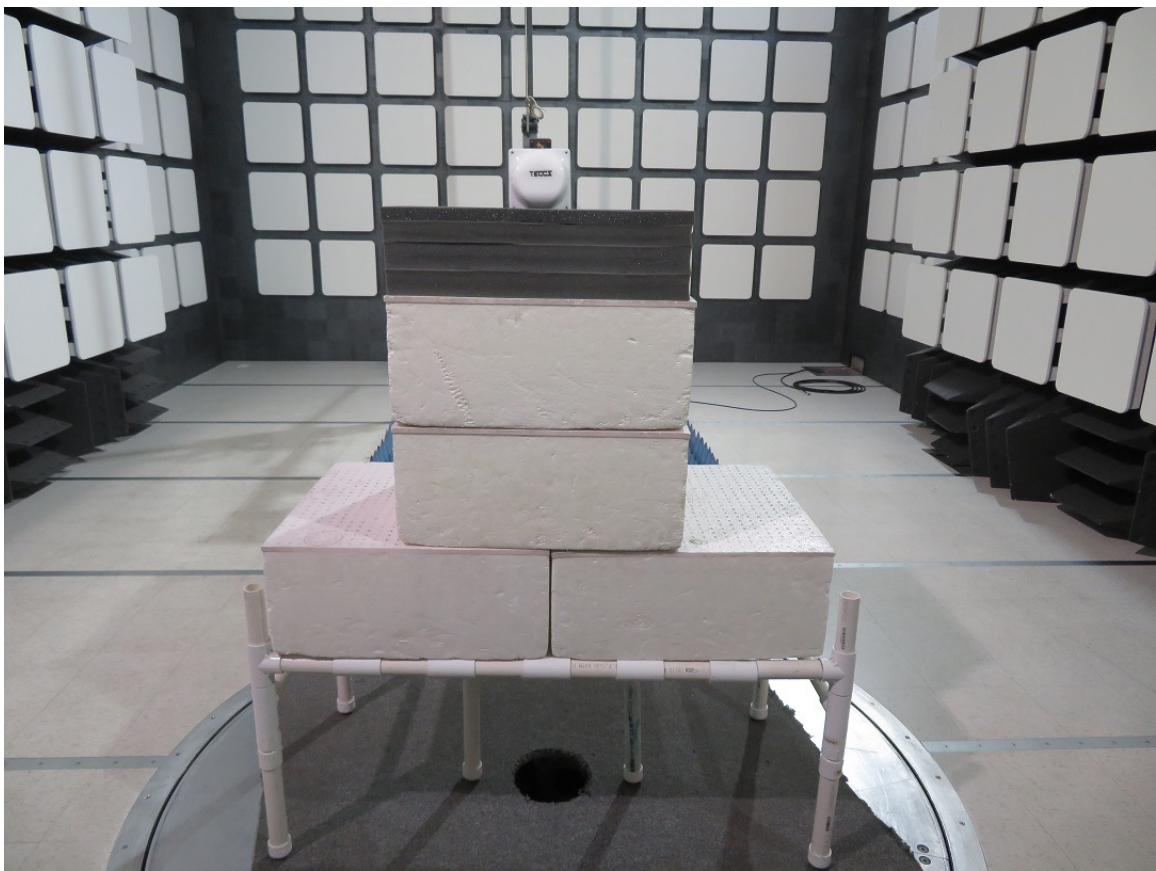


Z AXIS

BELOW 1 GHZ

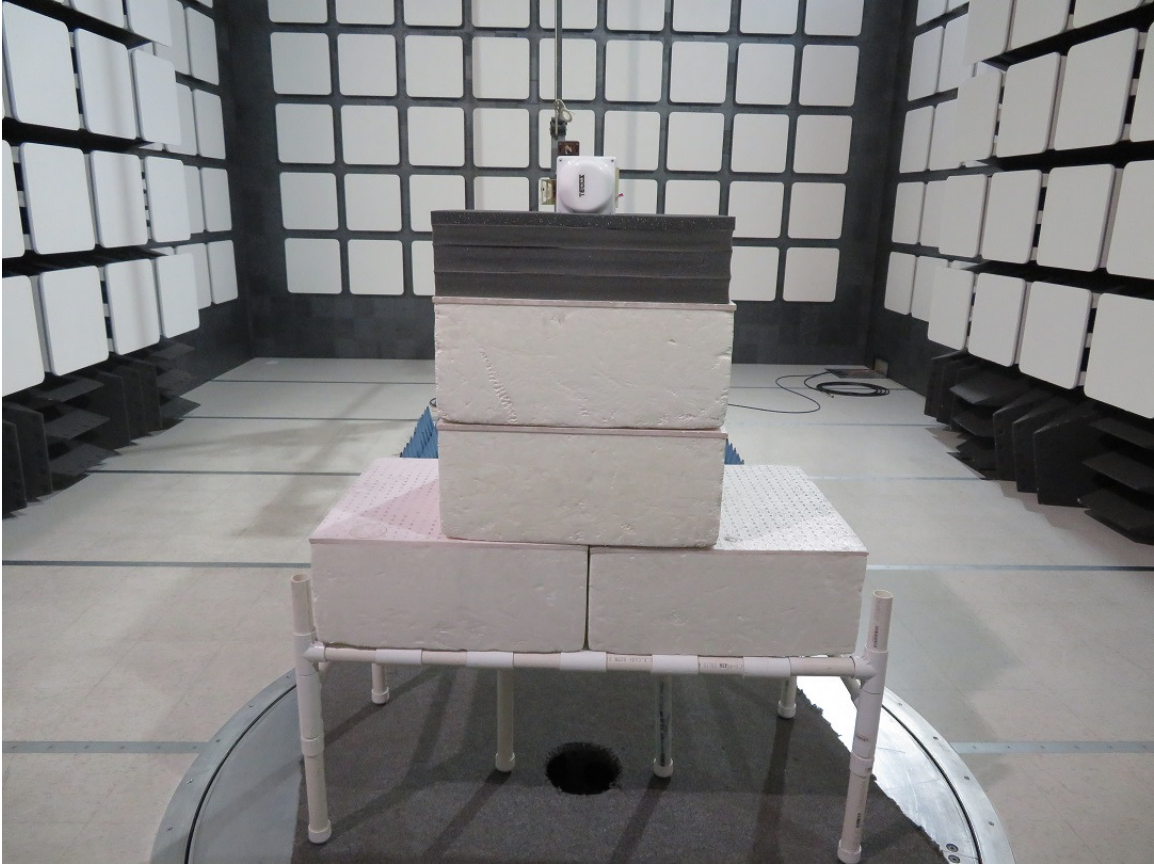


X AXIS
ABOVE 1 GHZ



Y AXIS

ABOVE 1 GHZ



Z AXIS

ABOVE 1 GHZ



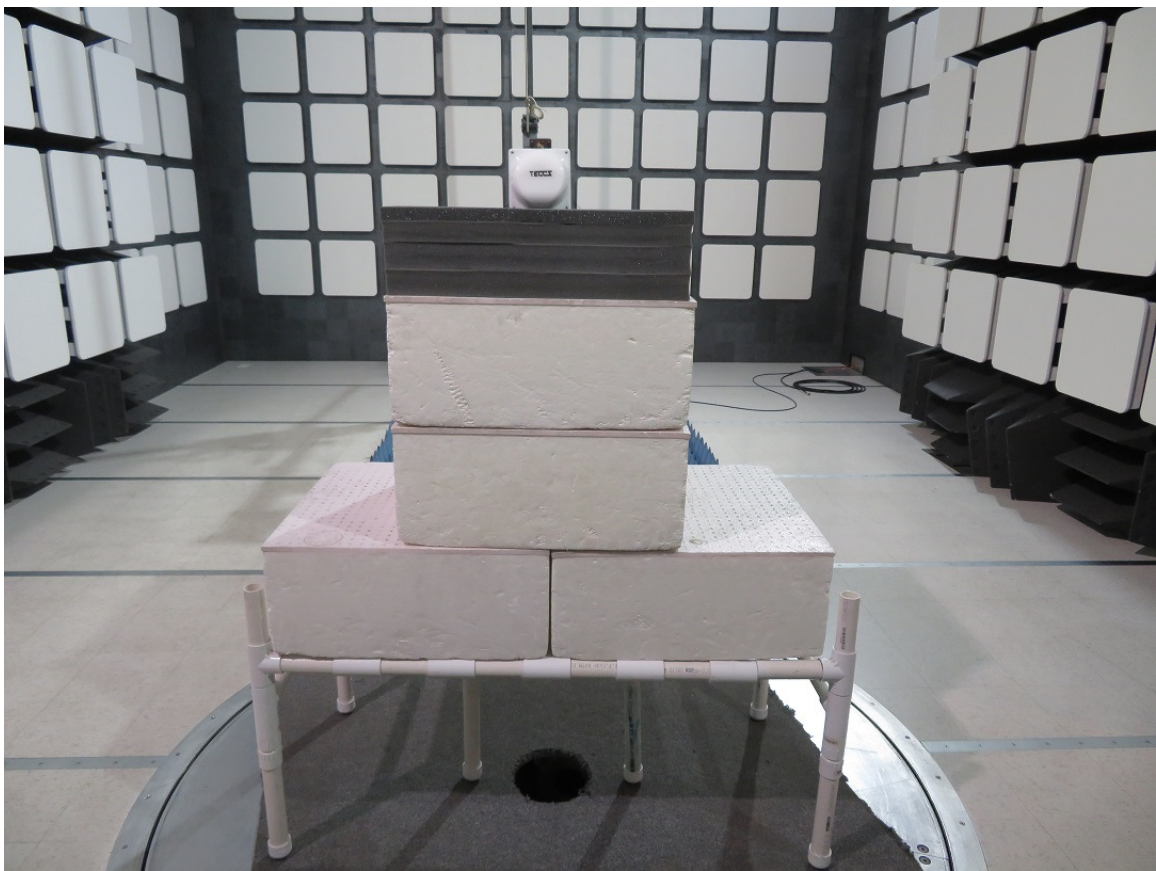
FRONT

BELOW 1 GHZ

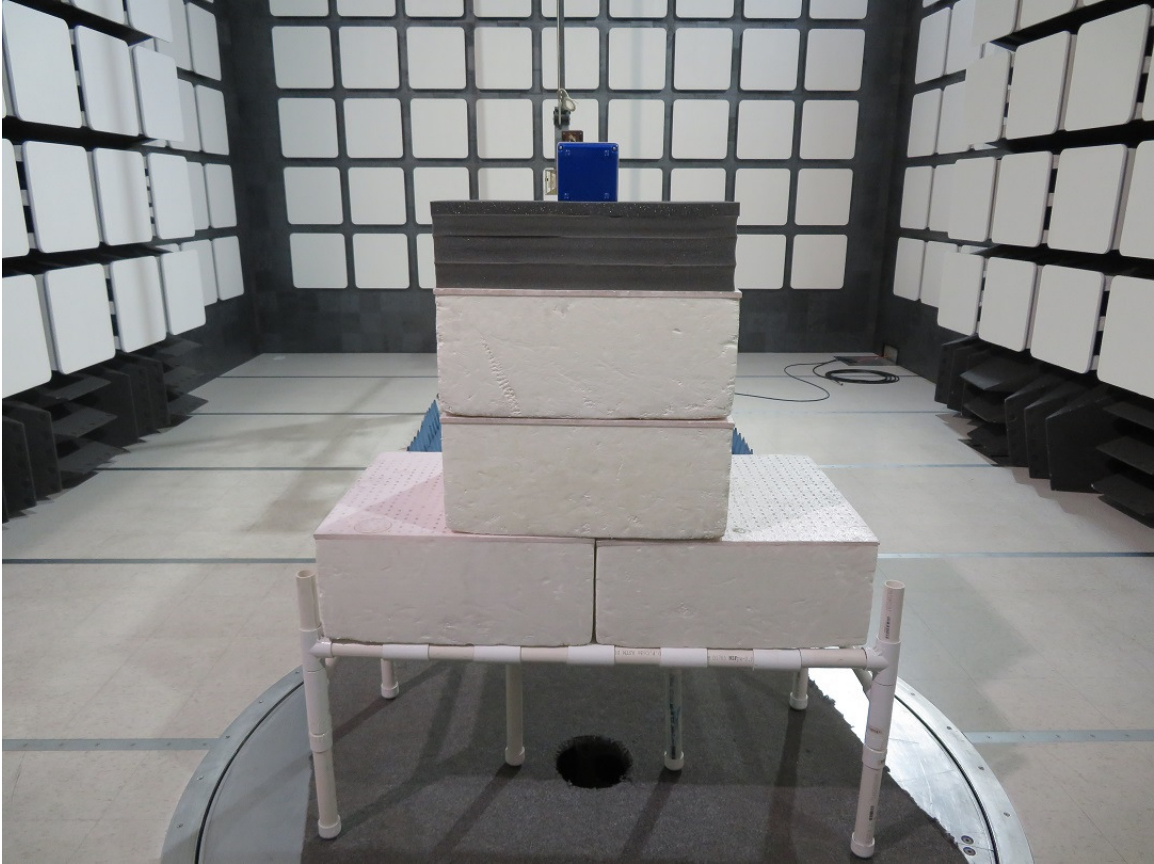


REAR

BELOW 1 GHZ



FRONT
ABOVE 1 GHZ



REAR

ABOVE 1 GHZ