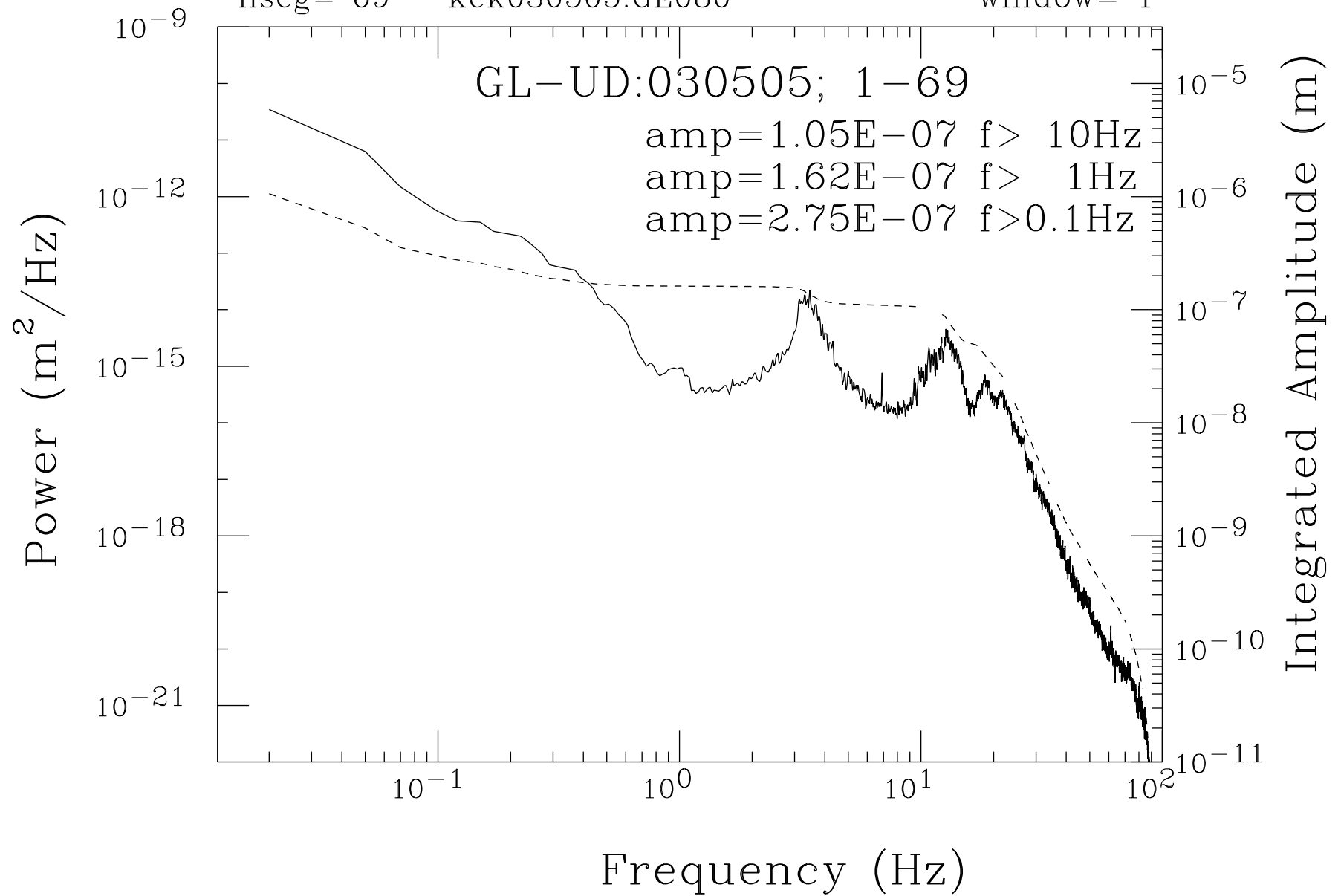


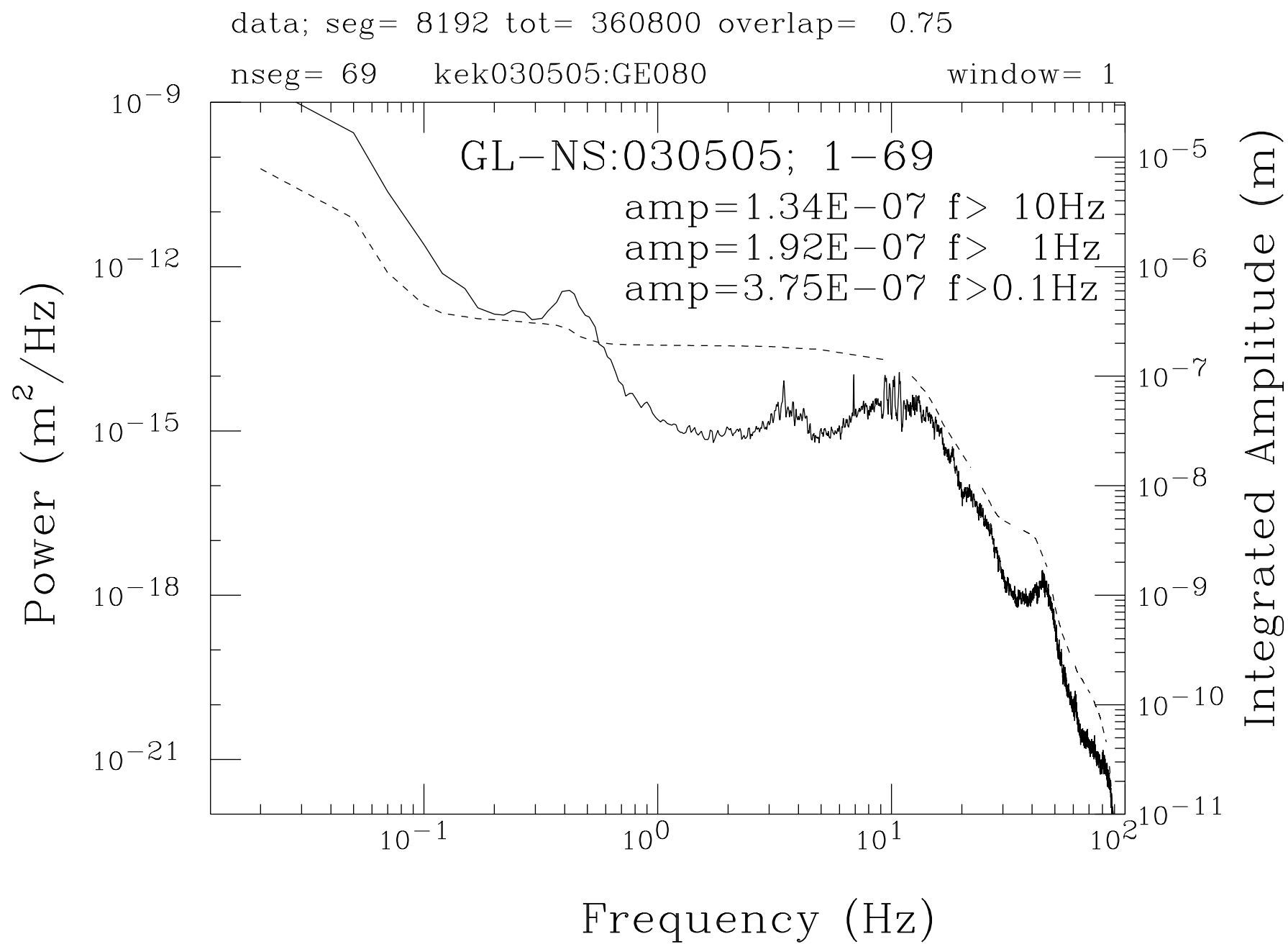
data; seg= 8192 tot= 360800 overlap= 0.75

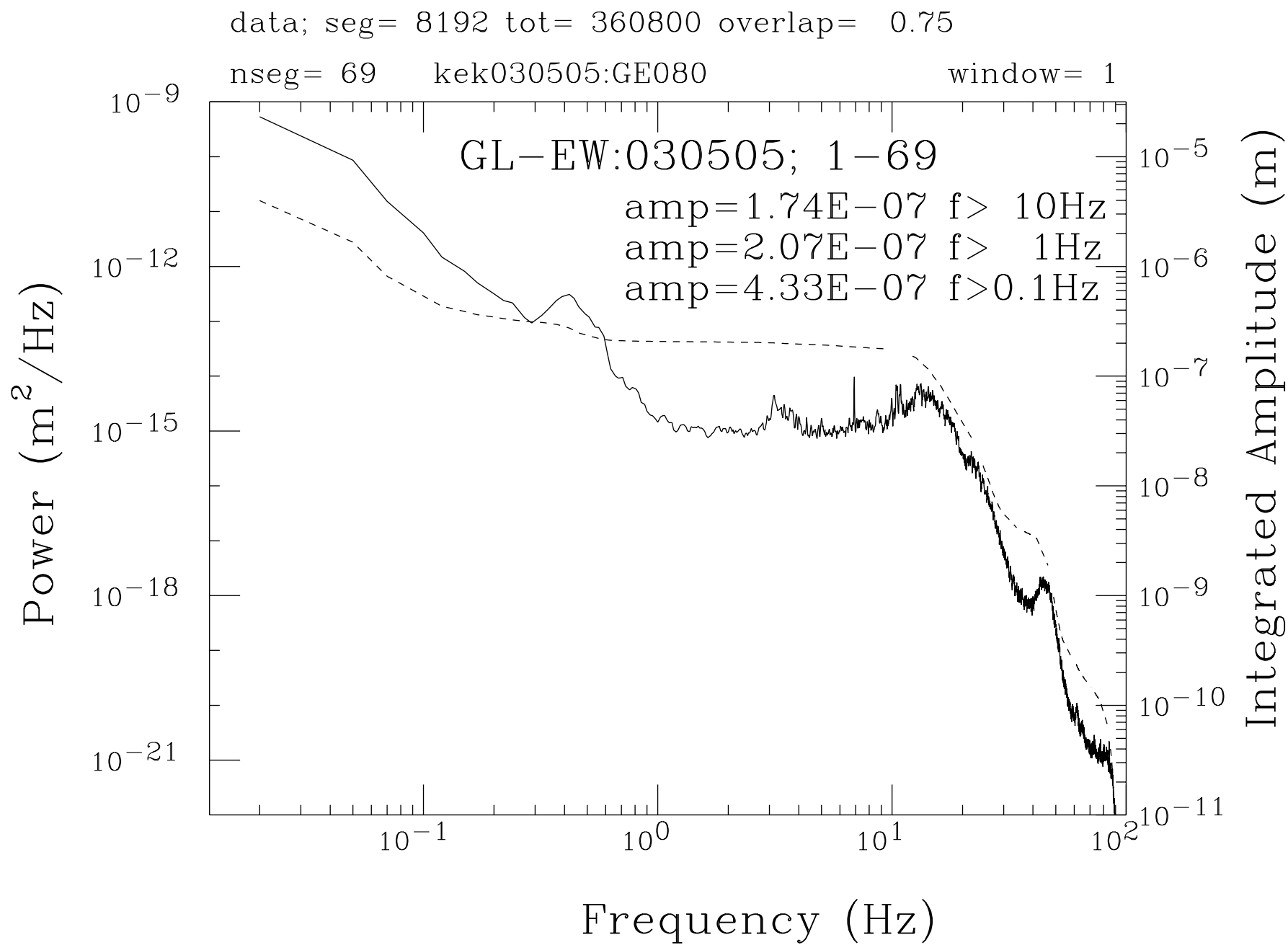
nseg= 69

kek030505:GE080

window= 1





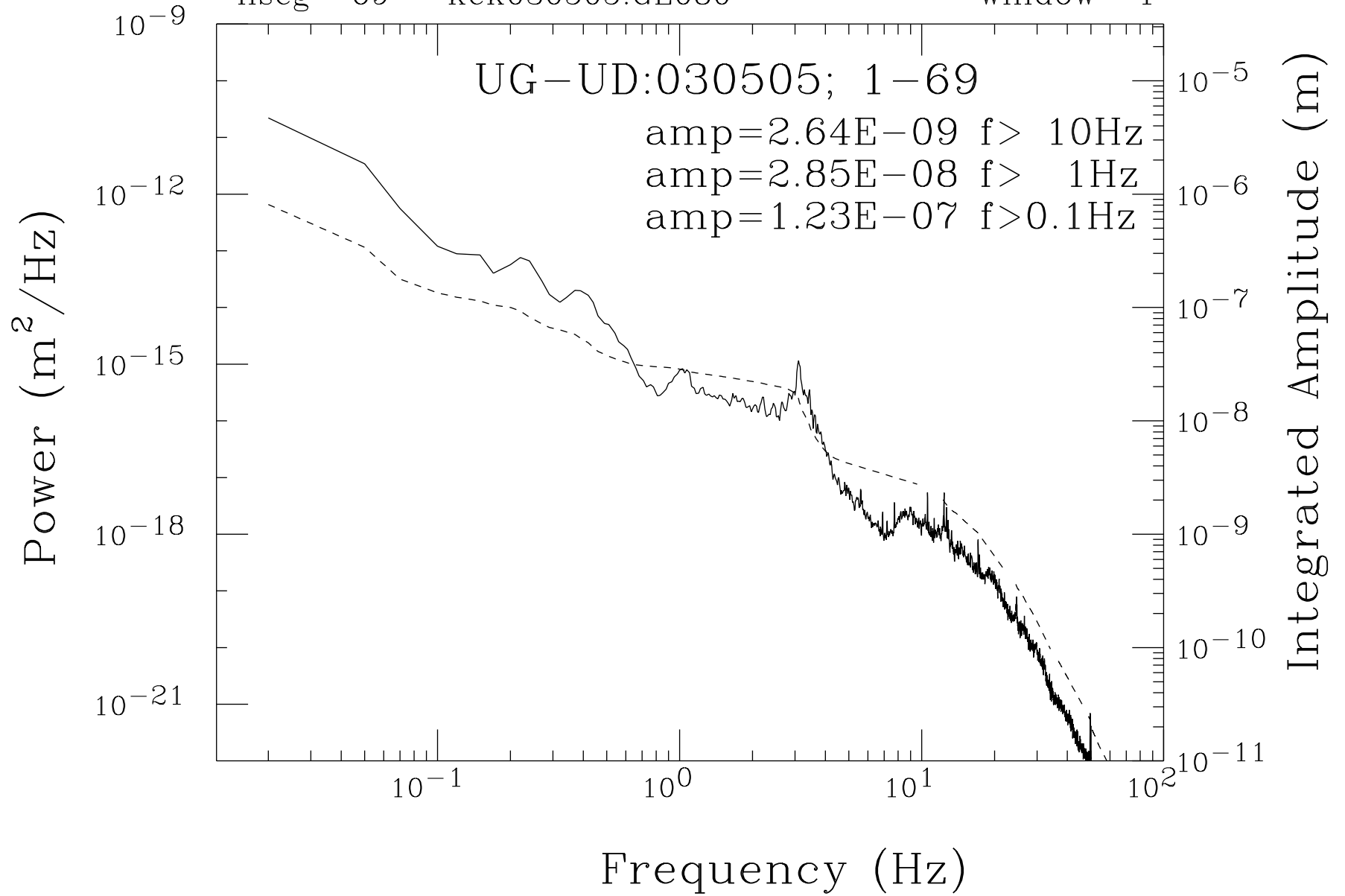


data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69

kek030505:GE080

window= 1

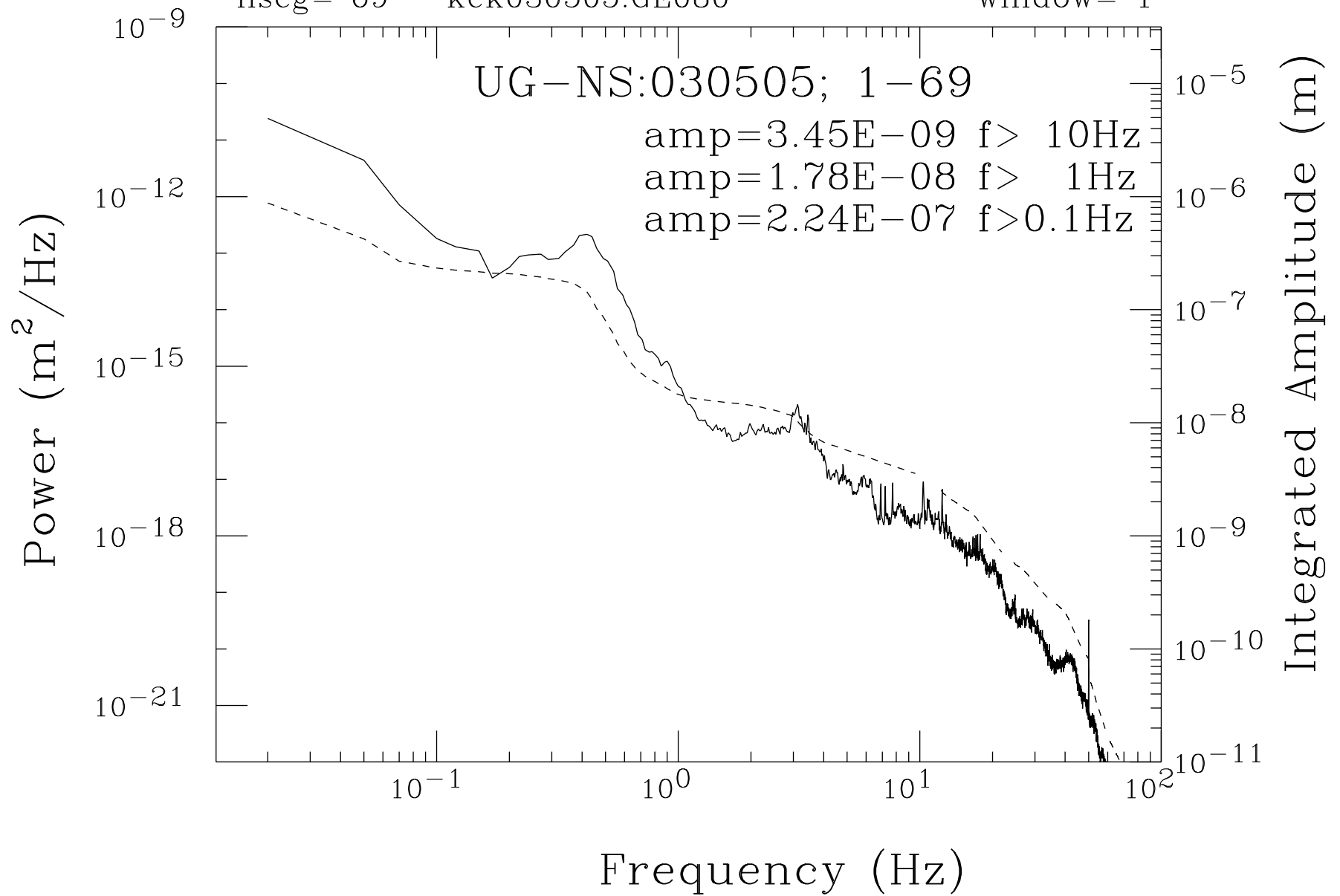


data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69

kek030505:GE080

window= 1

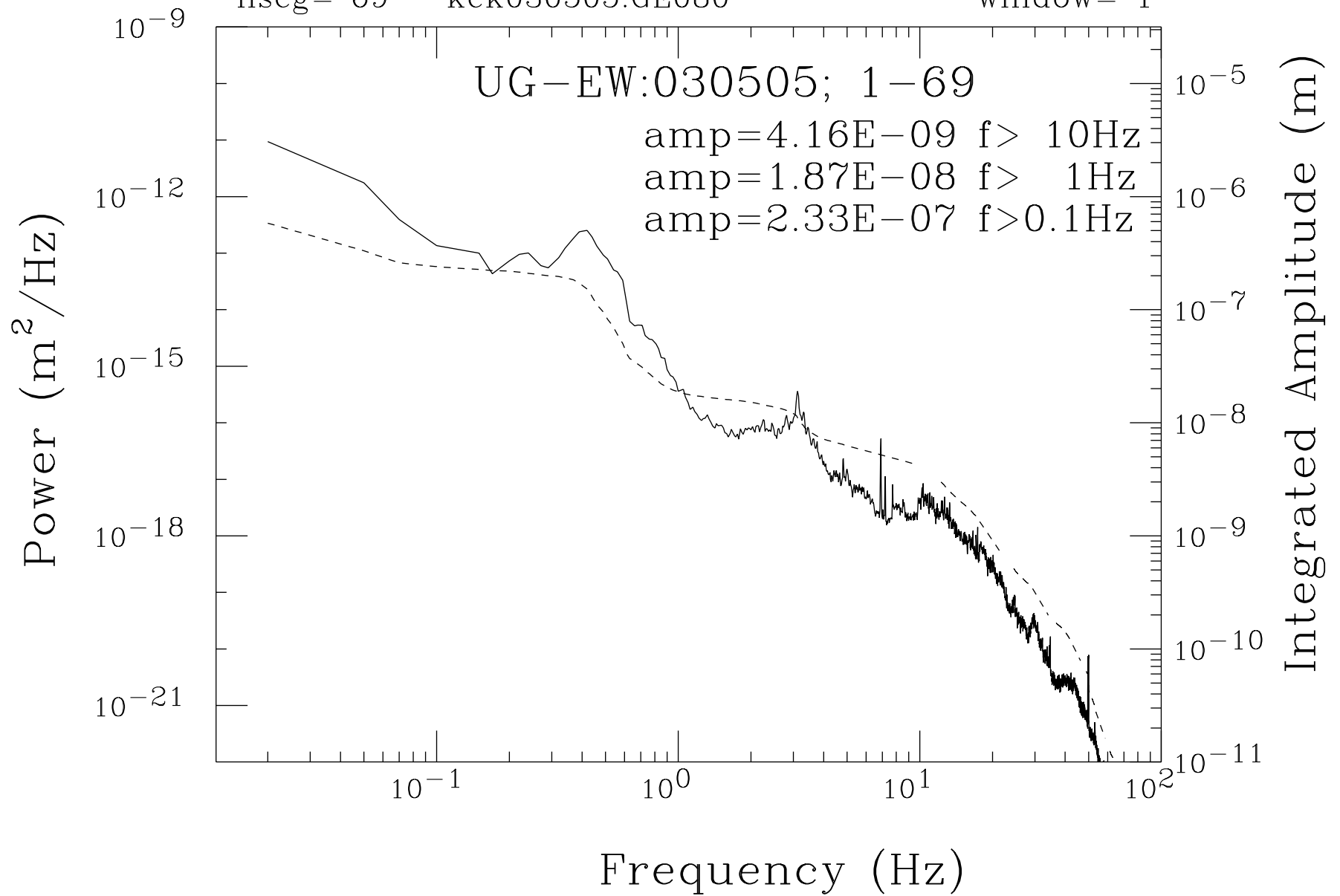


data; seg= 8192 tot= 360800 overlap= 0.75

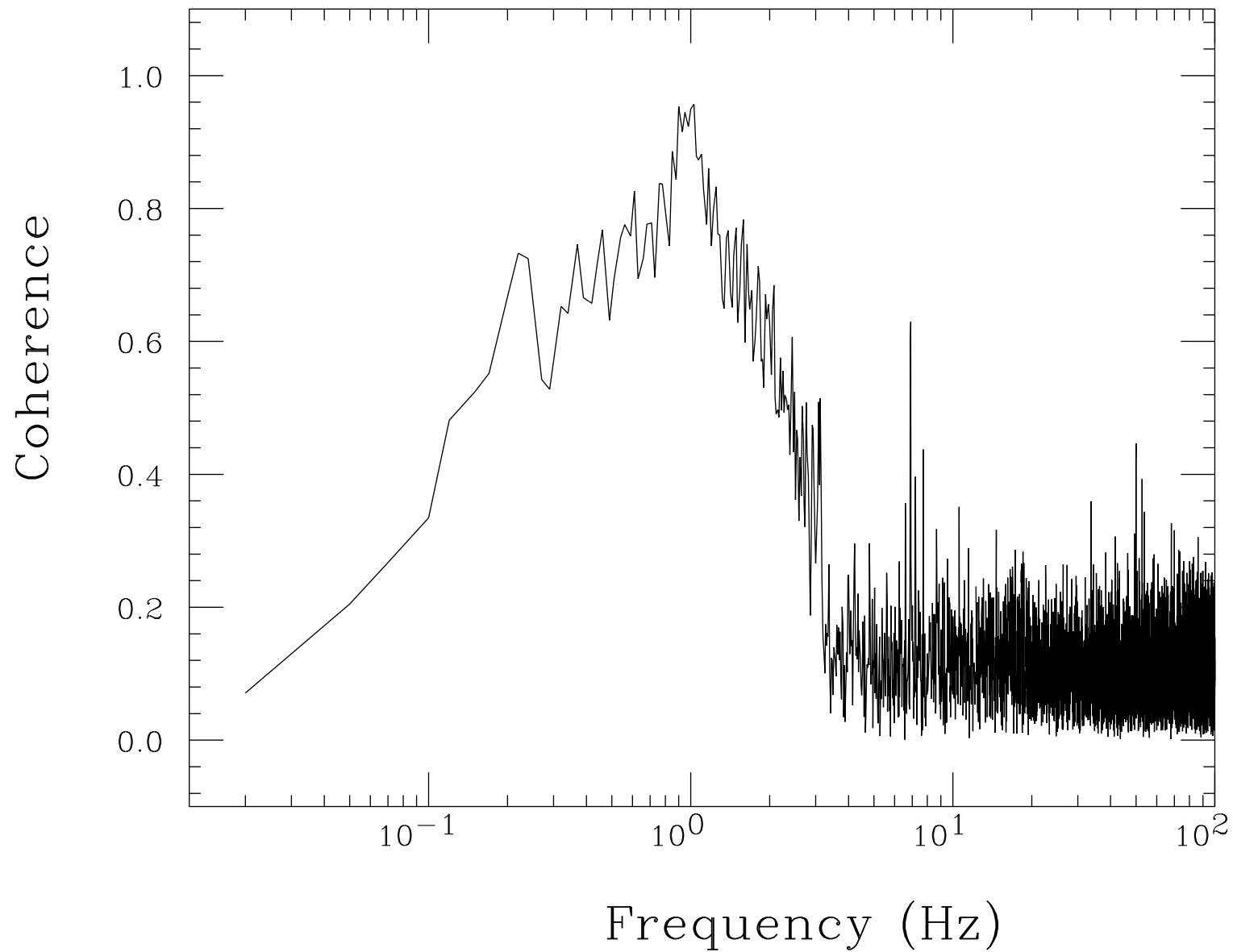
nseg= 69

kek030505:GE080

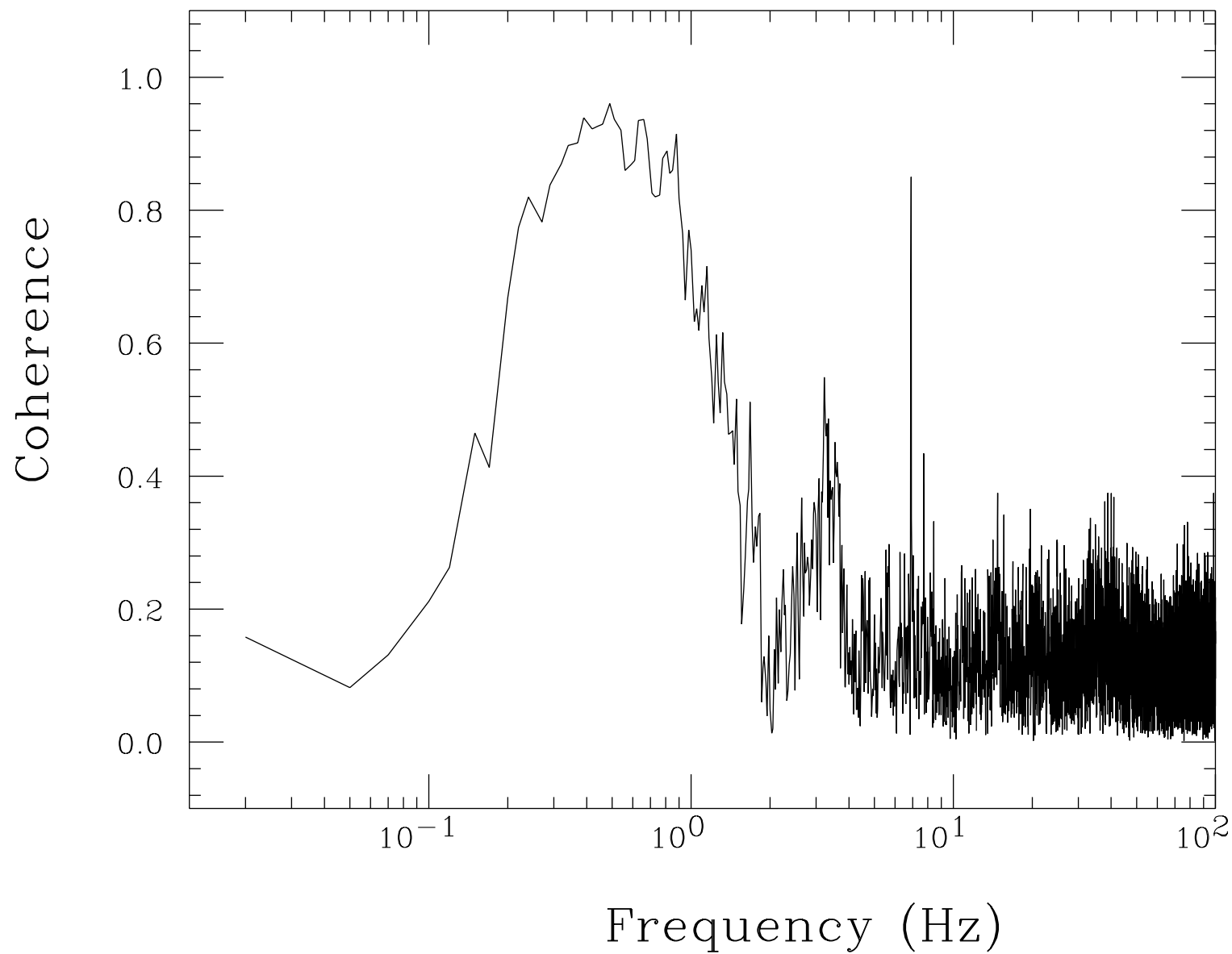
window= 1



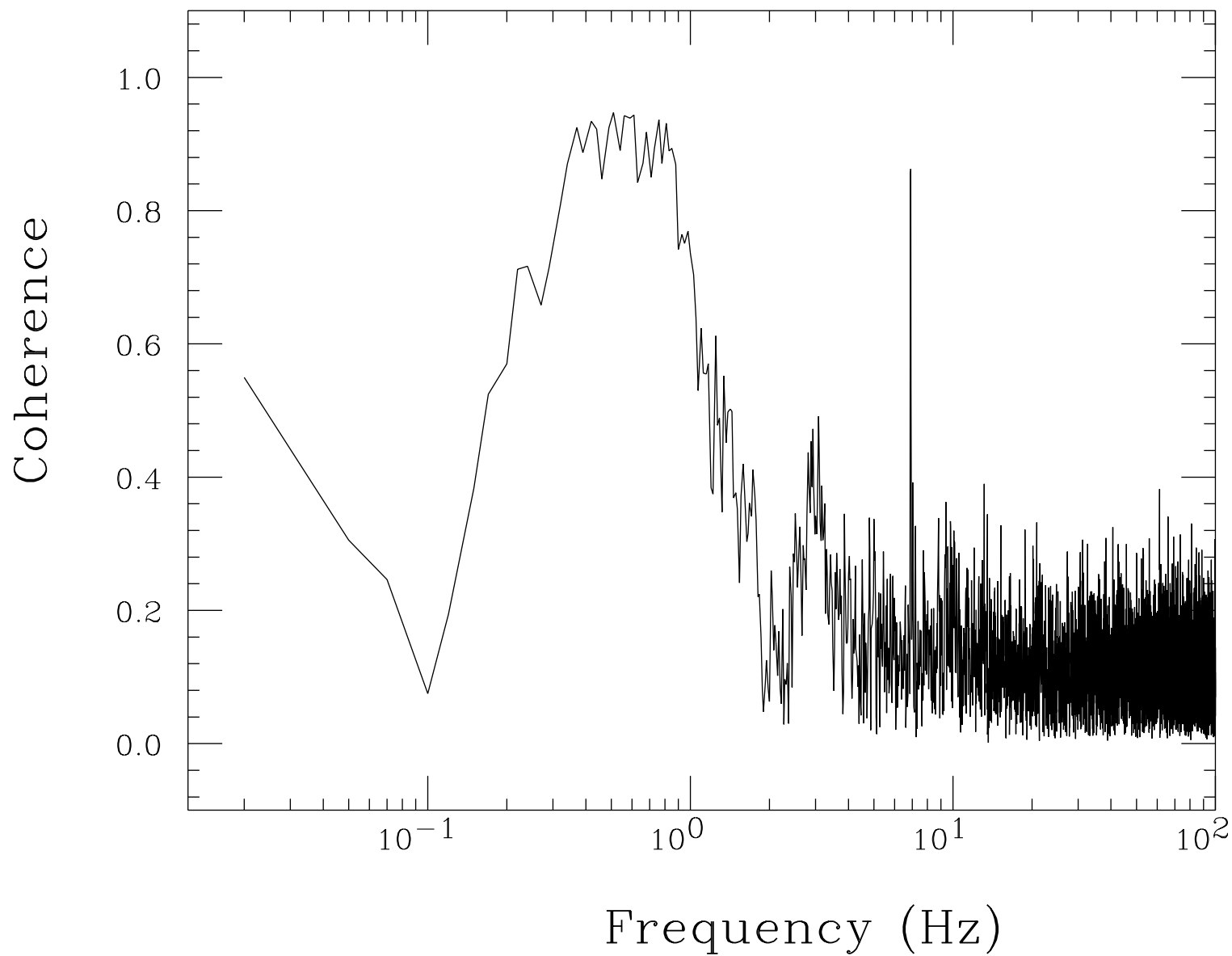
GE080.001 data#:seg= 8192 nseg= 69; overlap= 0.75 dt= 0.005sec
GE080.004 UD :kek030505:GE080



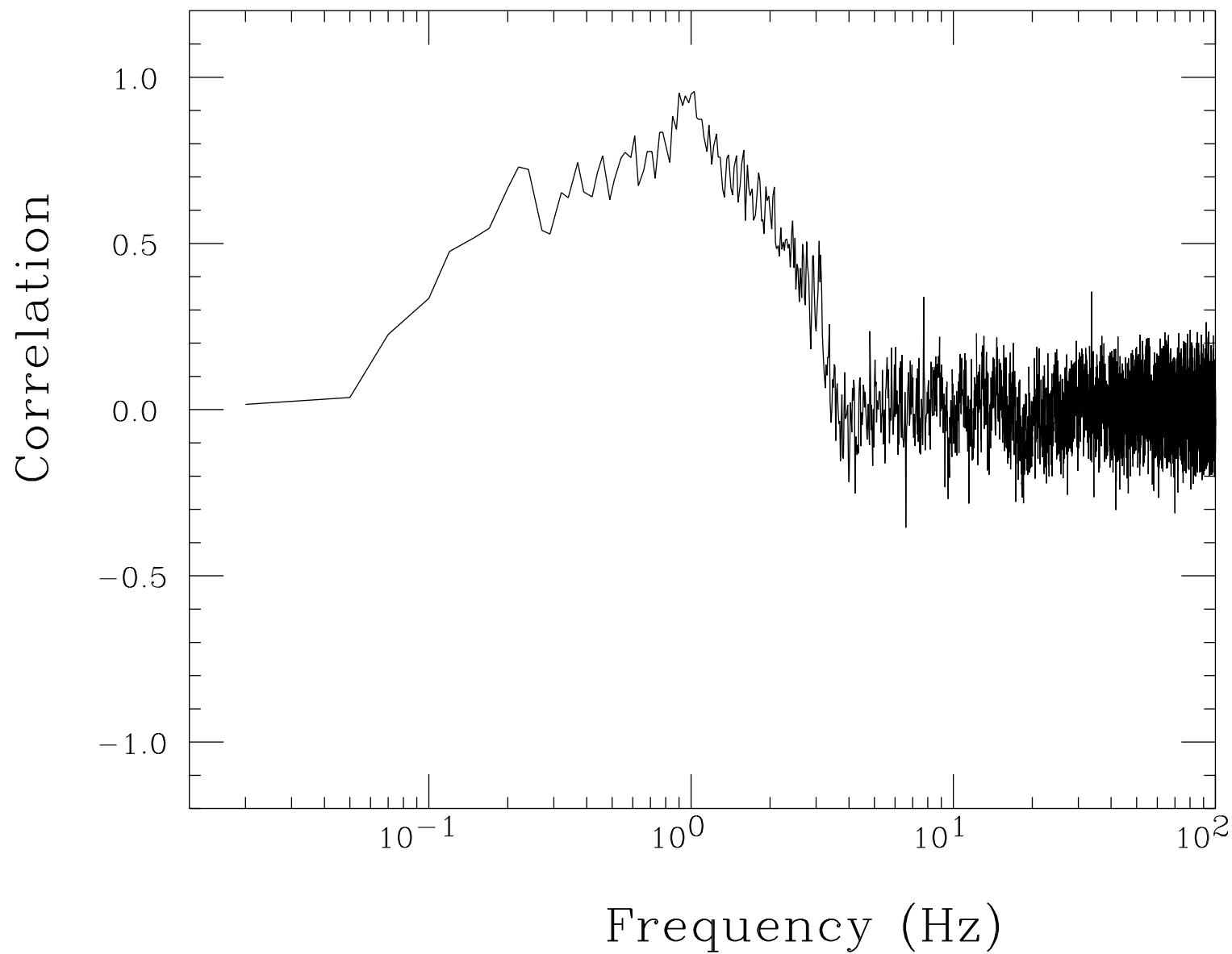
GE080.002 data#:seg= 8192 nseg= 69; overlap= 0.75 dt= 0.005sec
GE080.005 NS :kek030505:GE080



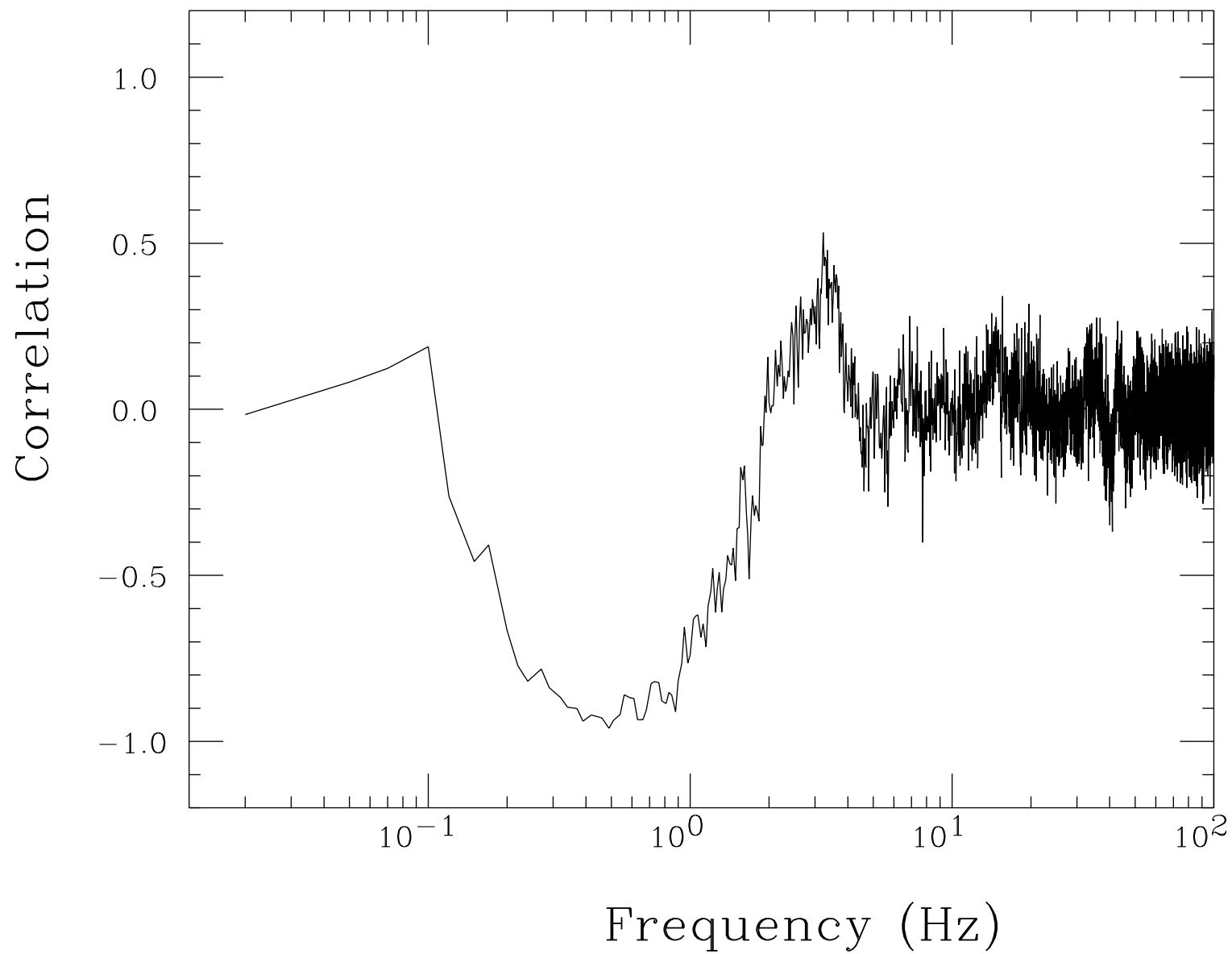
GE080.003 data#:seg= 8192 nseg= 69; overlap= 0.75 dt= 0.005sec
GE080.006 EW :kek030505:GE080



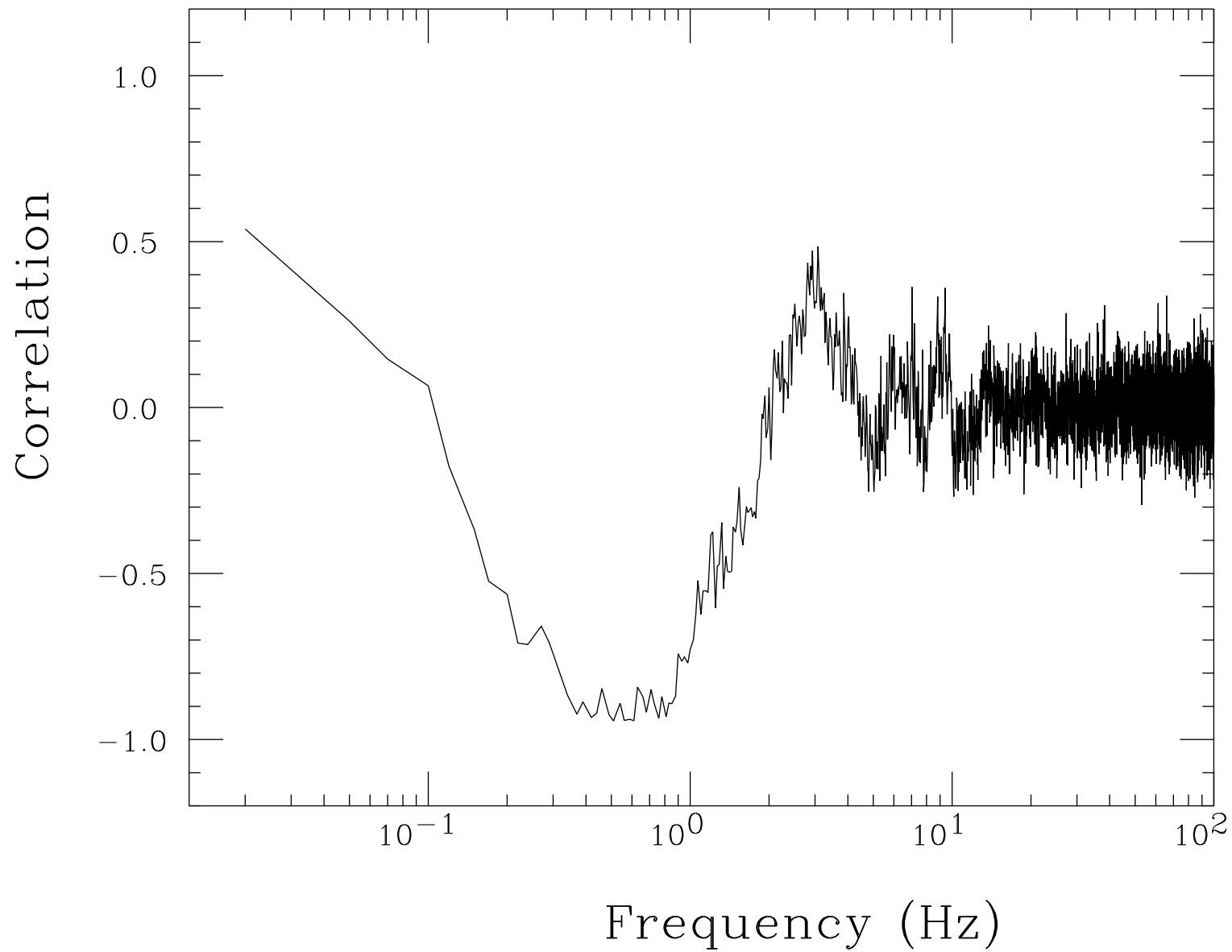
GE080.001 data#:seg= 8192 nseg= 69; overlap= 0.75 dt= 0.005sec
GE080.004 UD :kek030505:GE080



GE080.002 data#:seg= 8192 nseg= 69; overlap= 0.75 dt= 0.005sec
GE080.005 NS :kek030505:GE080

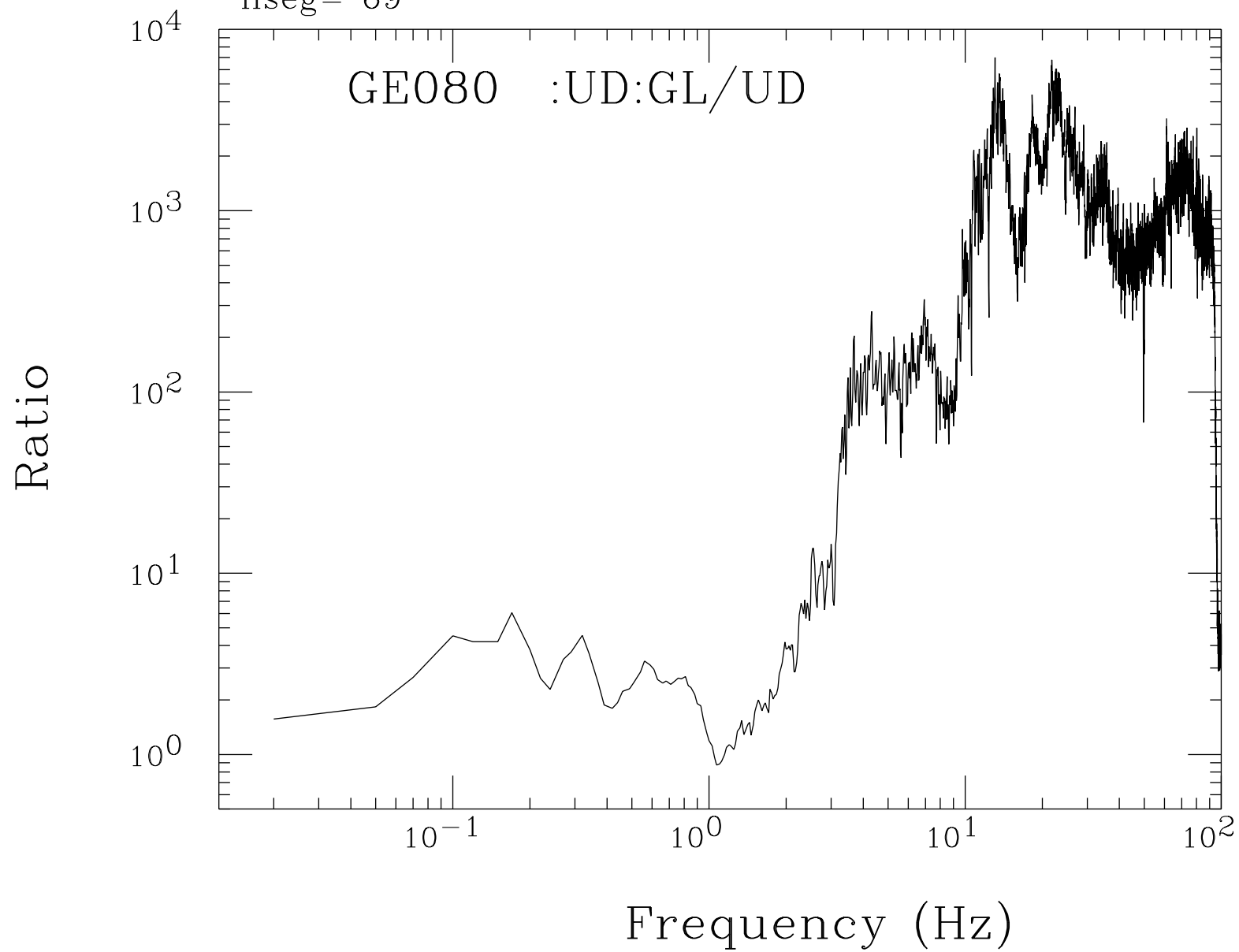


GE080.003 data#:seg= 8192 nseg= 69; overlap= 0.75 dt= 0.005sec
GE080.006 EW :kek030505:GE080



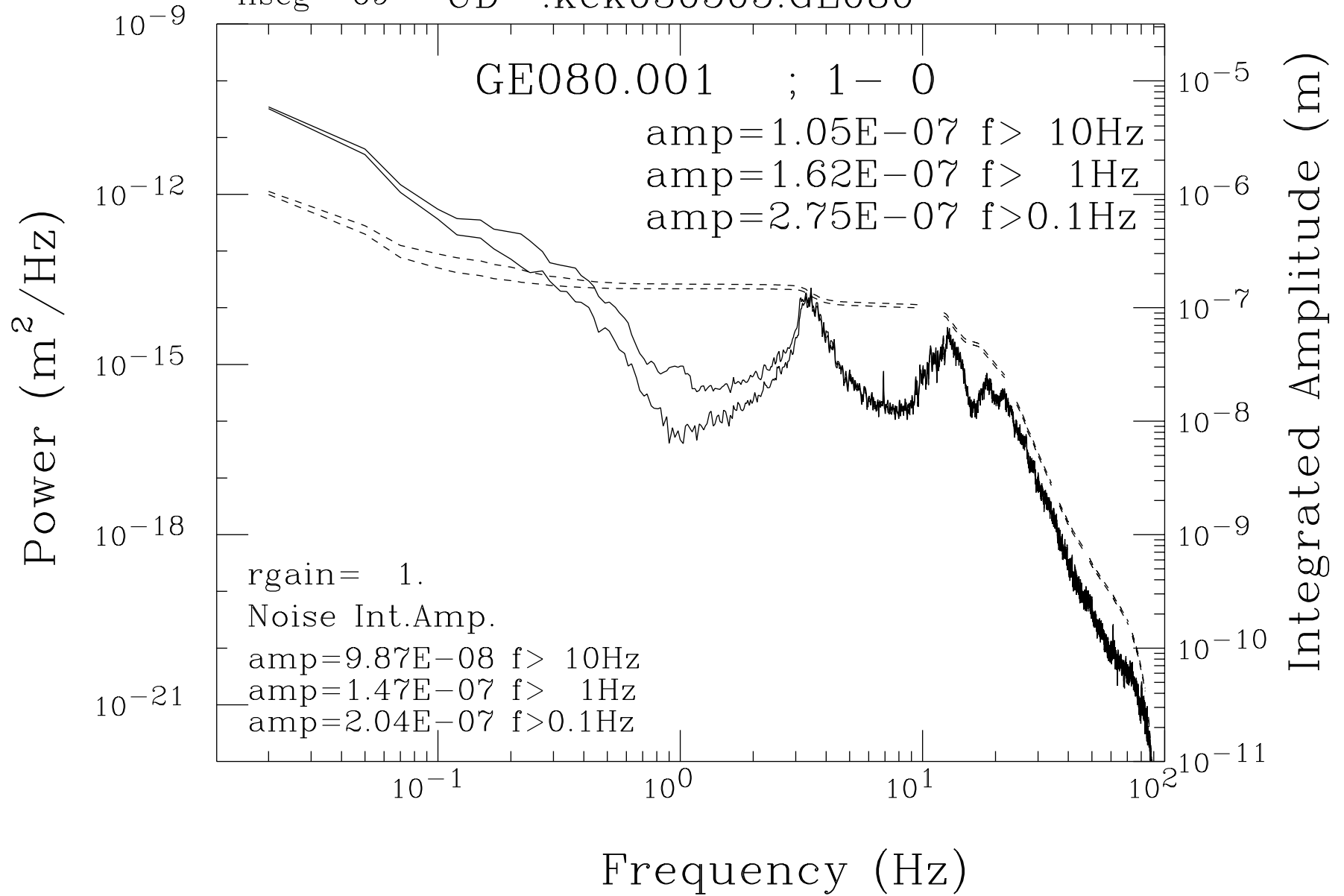
data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69



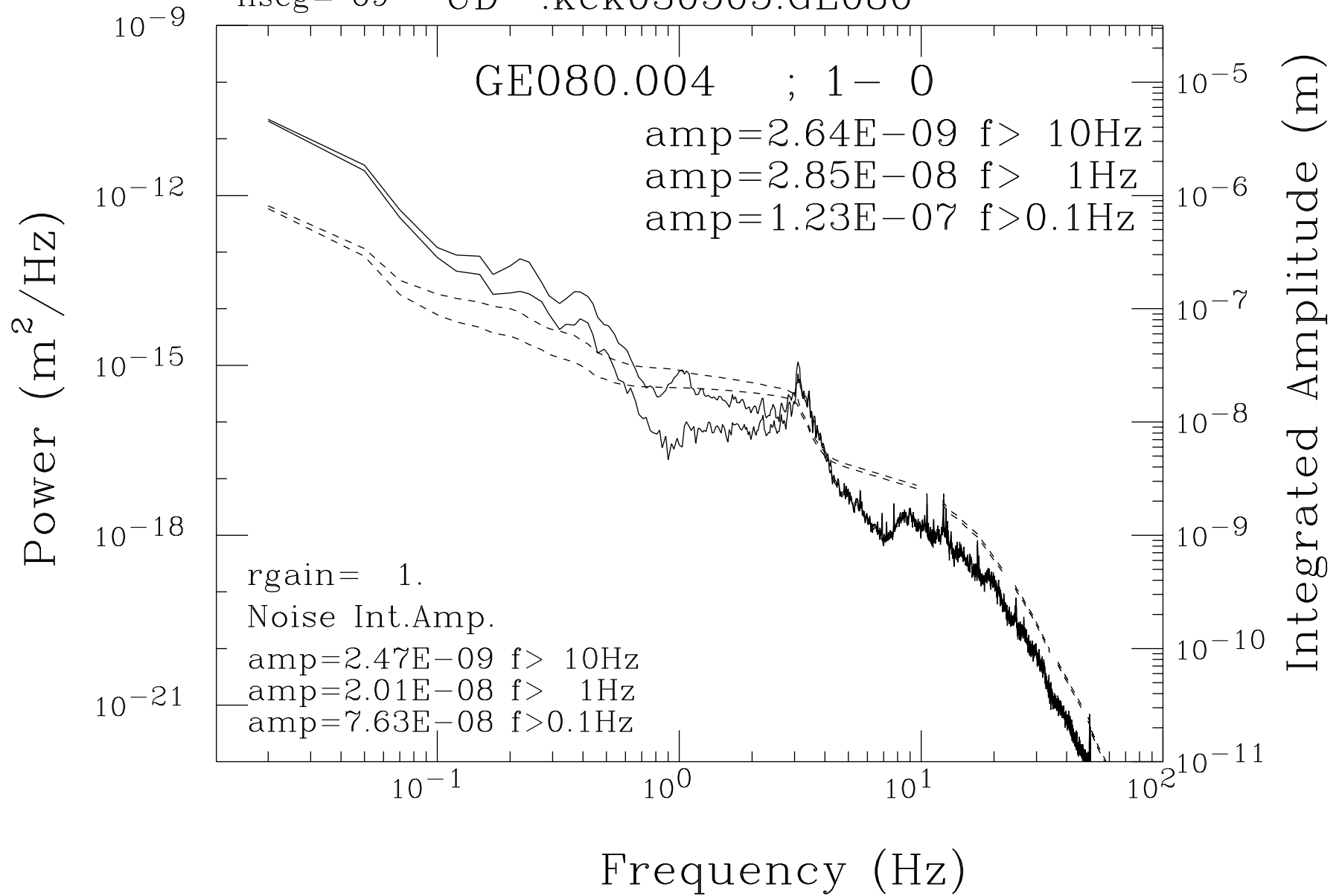
data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69 UD :kek030505:GE080



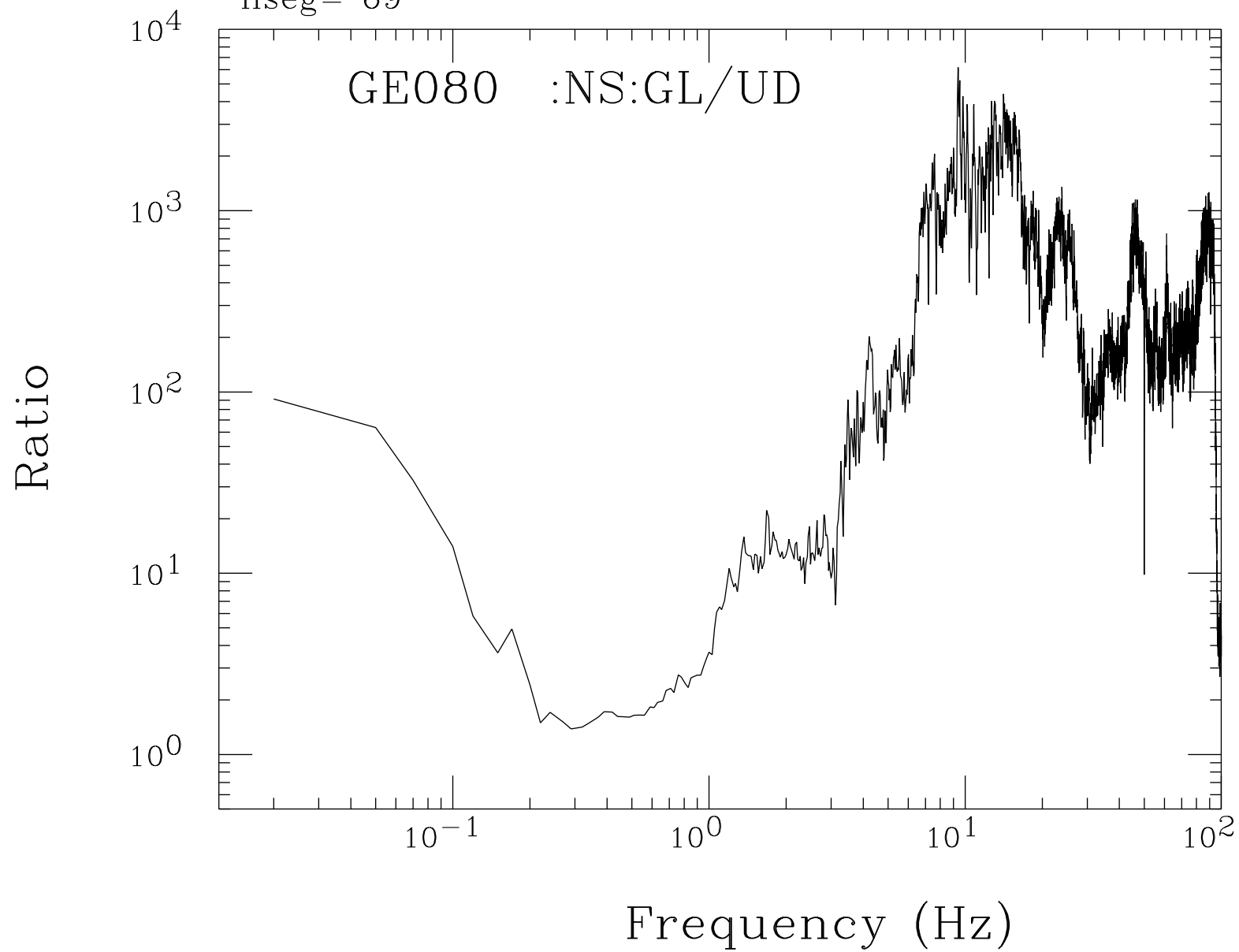
data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69 UD :kek030505:GE080



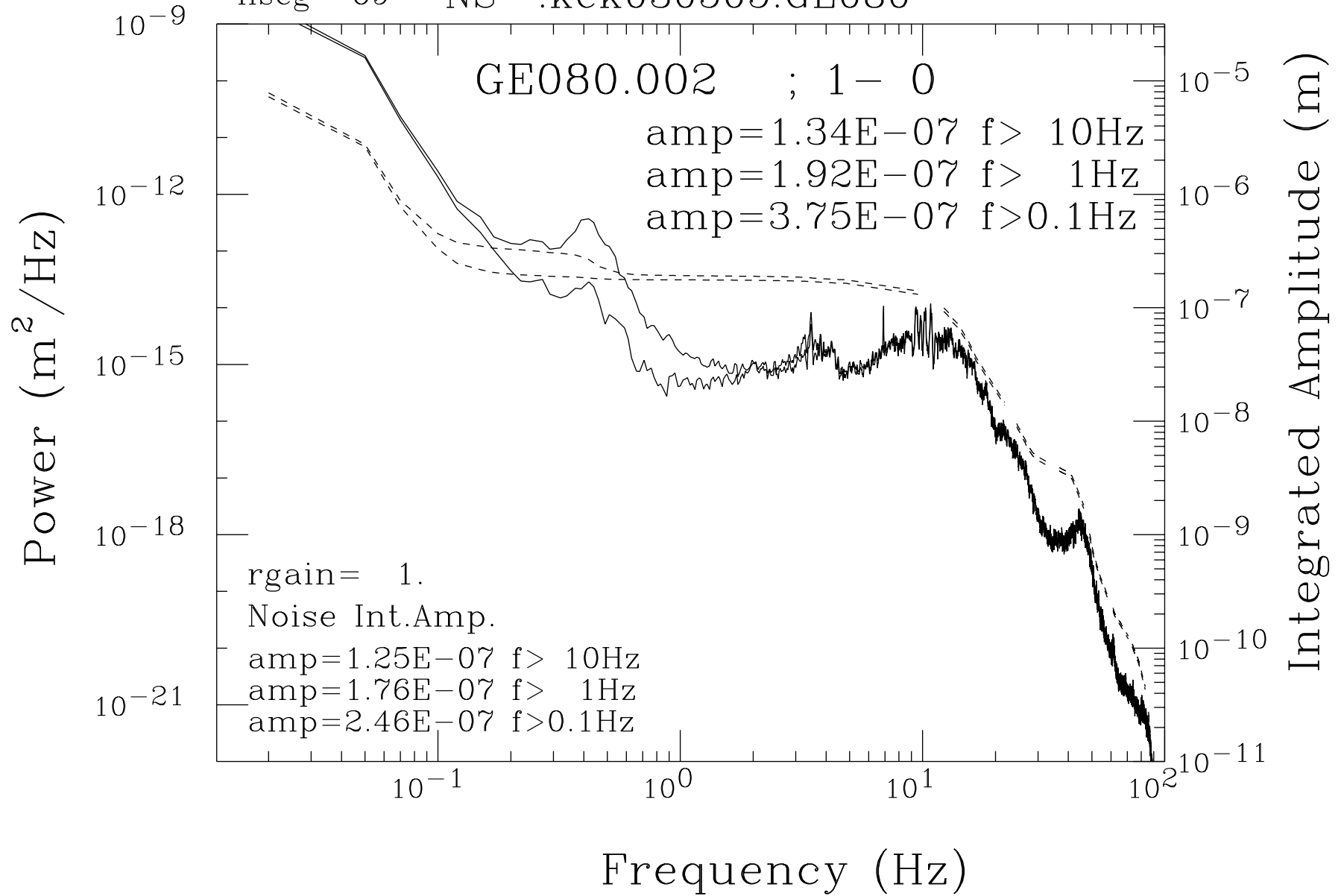
data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69



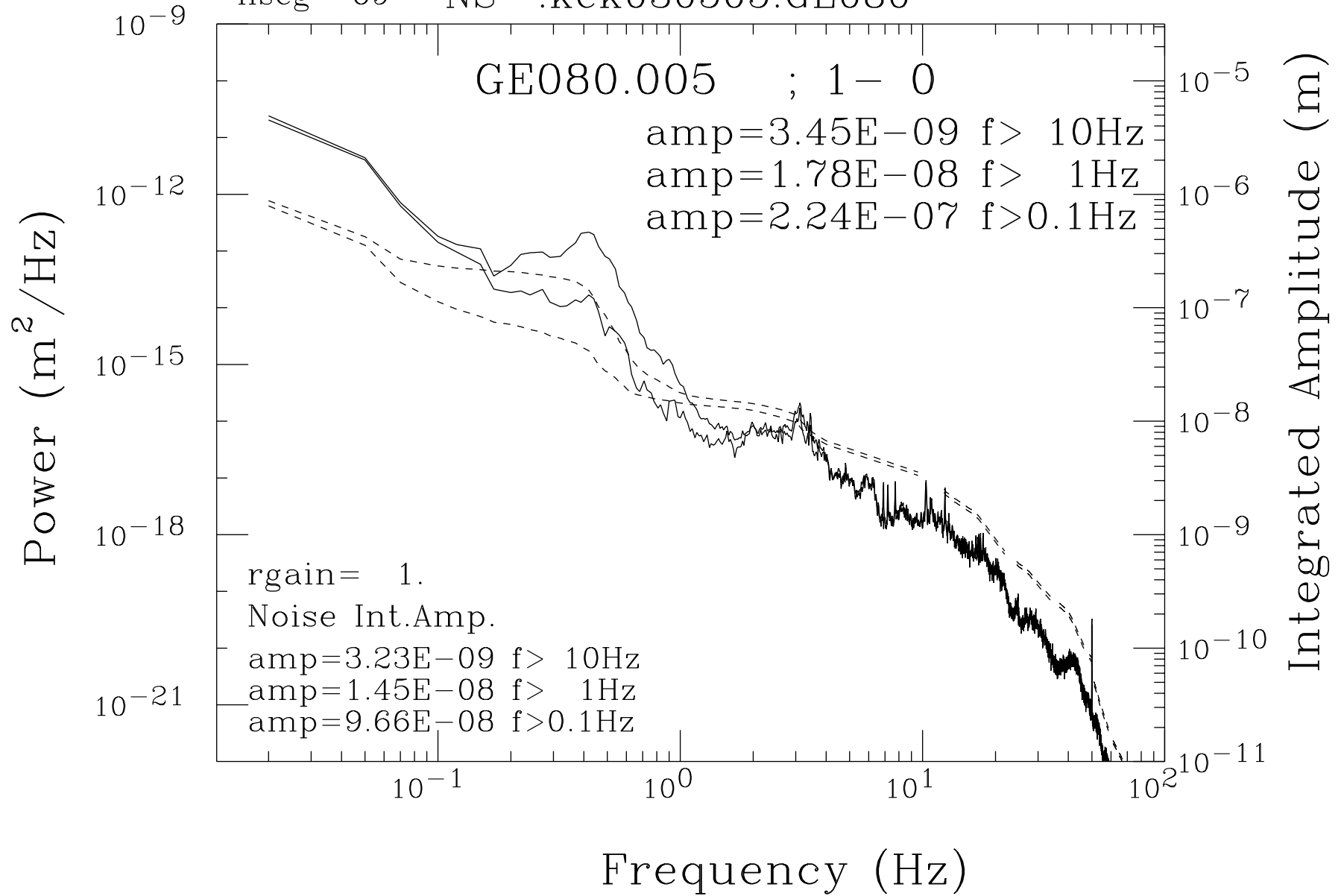
data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69 NS :kek030505:GE080



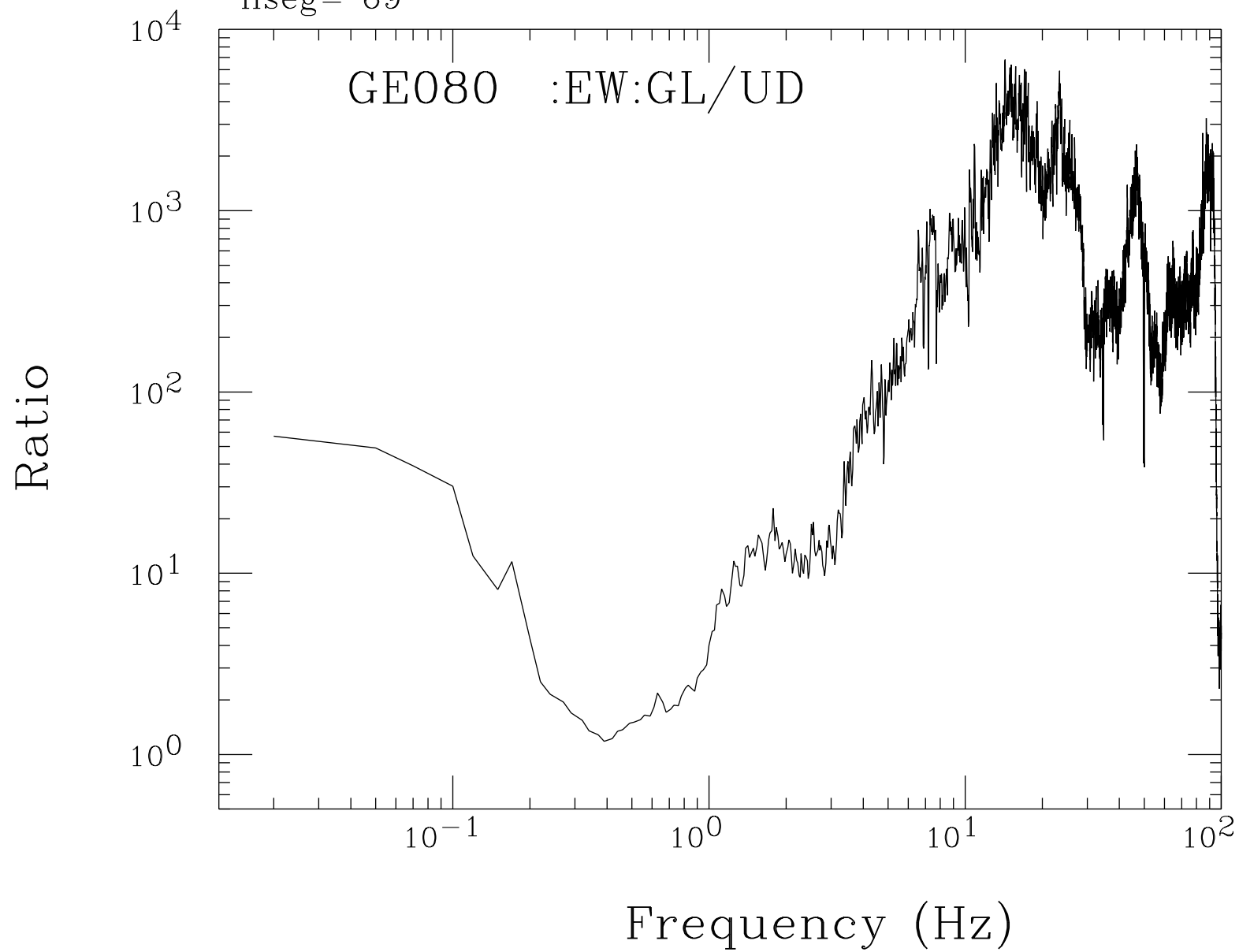
data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69 NS :kek030505:GE080



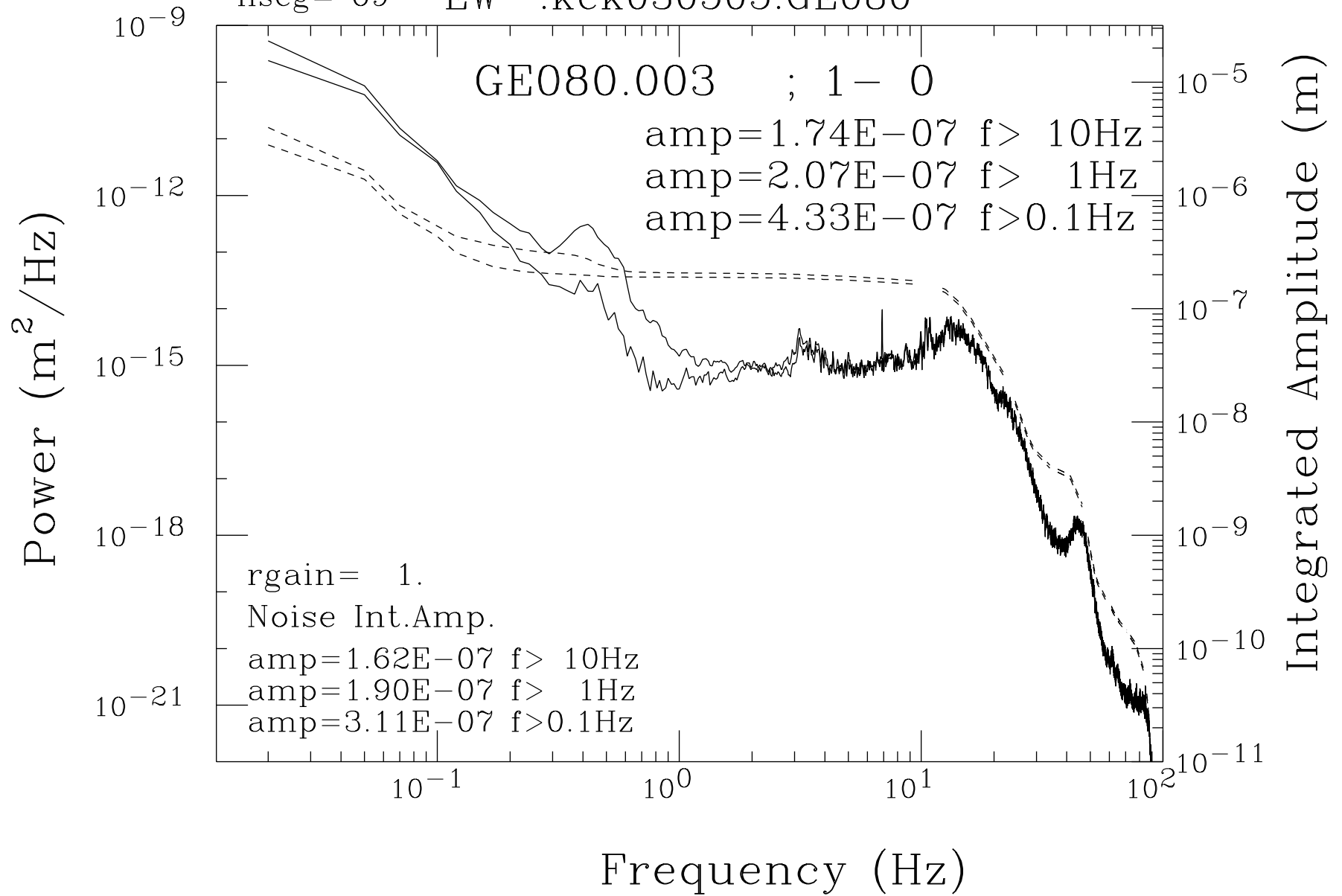
data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69



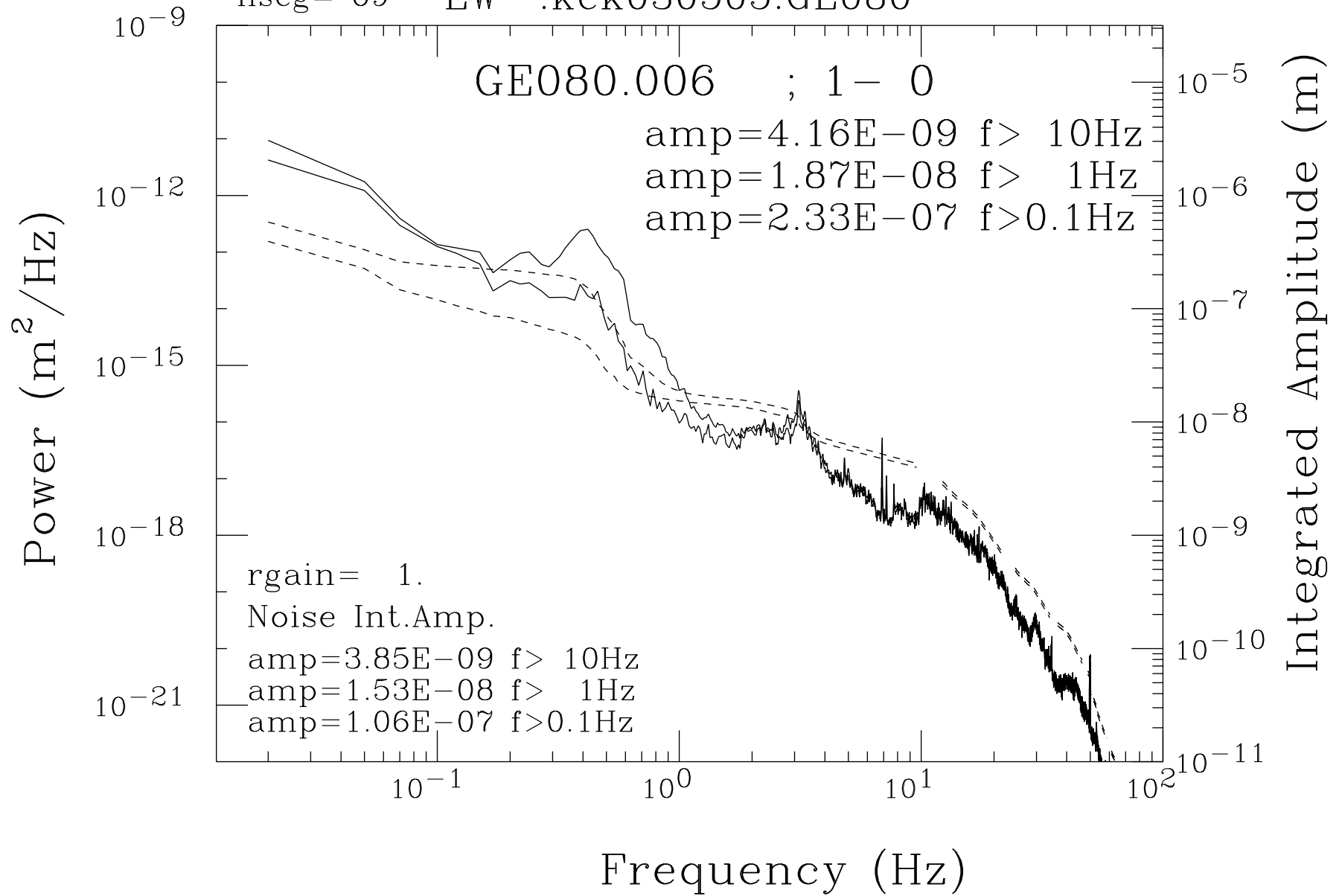
data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69 EW :kek030505:GE080



data; seg= 8192 tot= 360800 overlap= 0.75

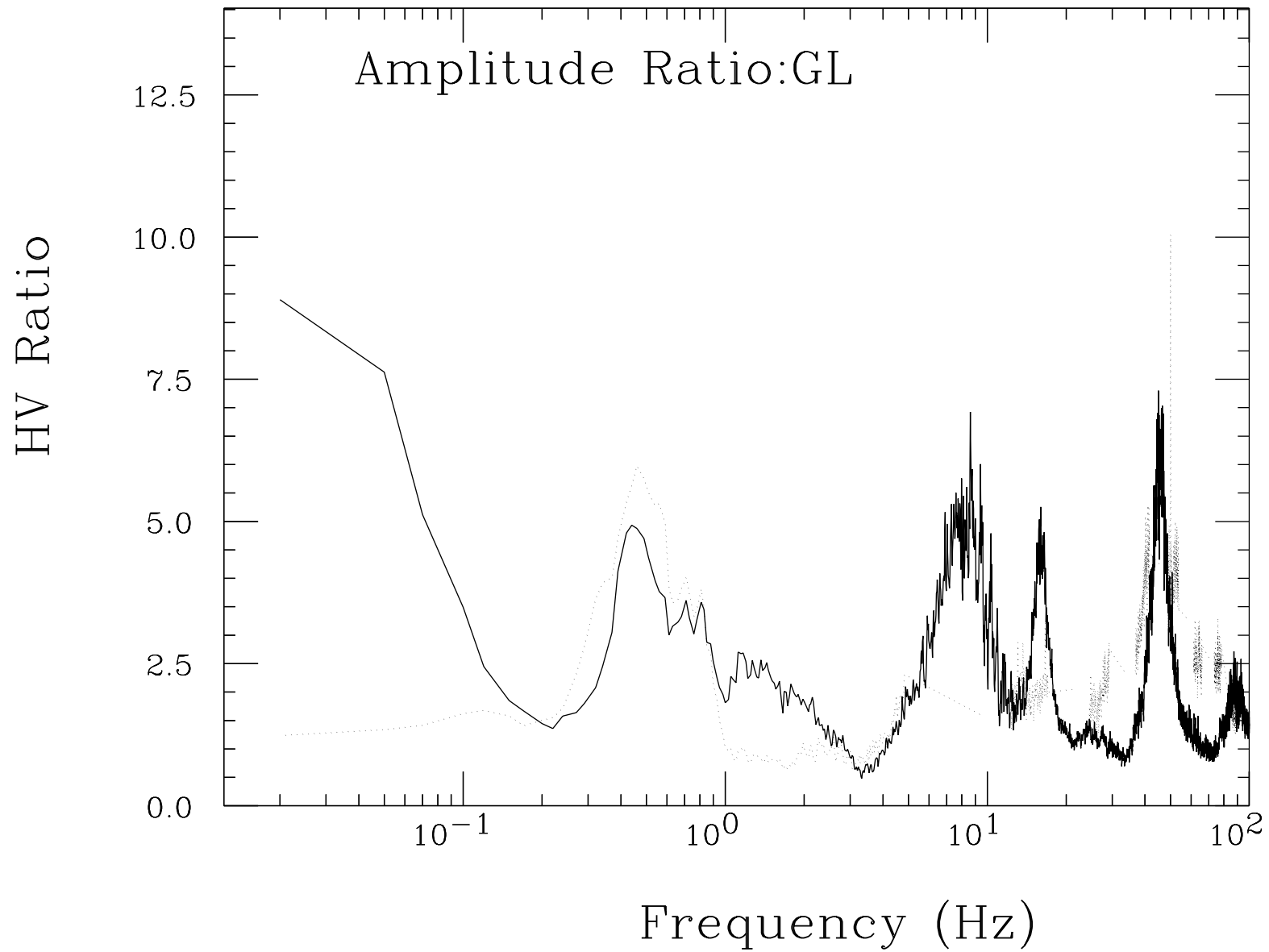
nseg= 69 EW :kek030505:GE080



data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69 kek030505:GE080

window= 1



data; seg= 8192 tot= 360800 overlap= 0.75

nseg= 69 kek030505:GE080

window= 1

