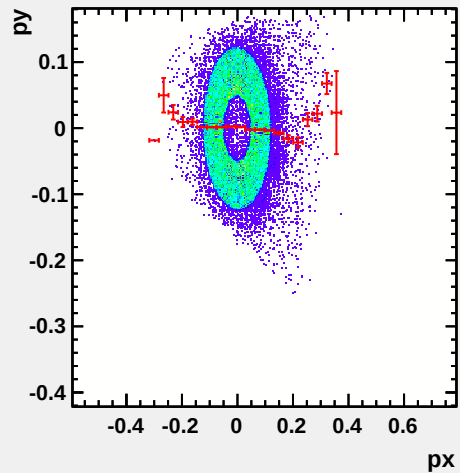


py versus px (Signal_Id)



pz versus px (Signal_Id)

