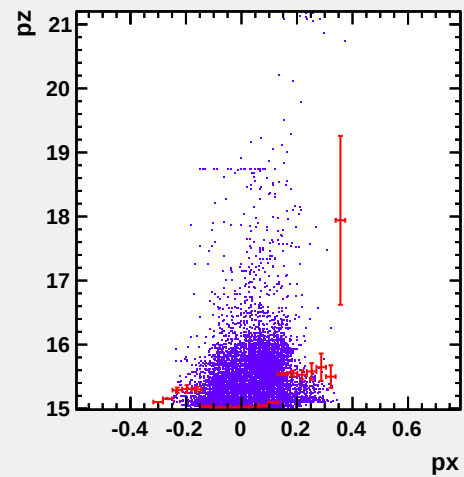


pz versus px (Signal_Id)



pz versus py (Signal_Id)

