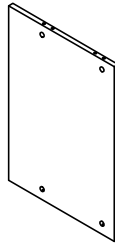


Ax1



Bx2



Cx2



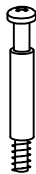
Dx4



Ex2



Fx2



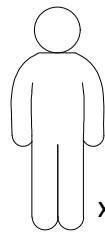
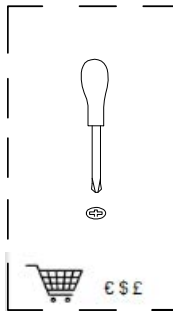
Gx32



Hx36

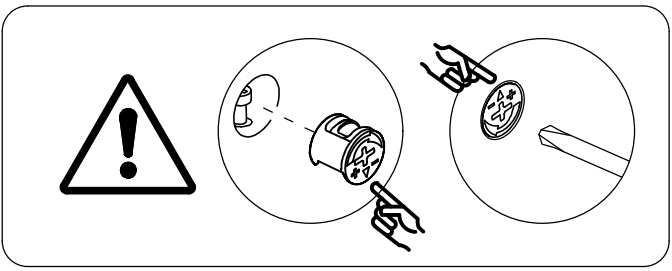
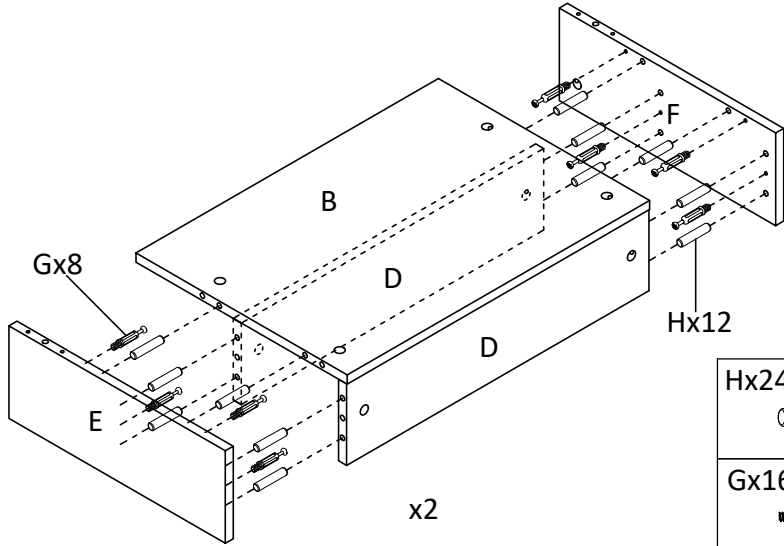


Ix32

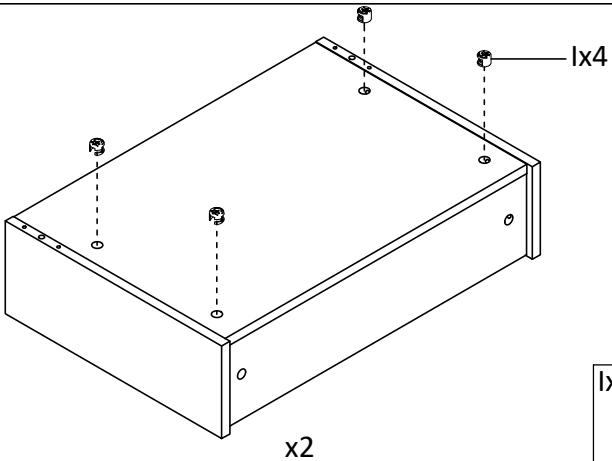


x2

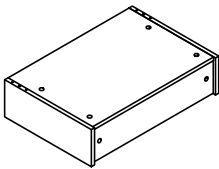
1



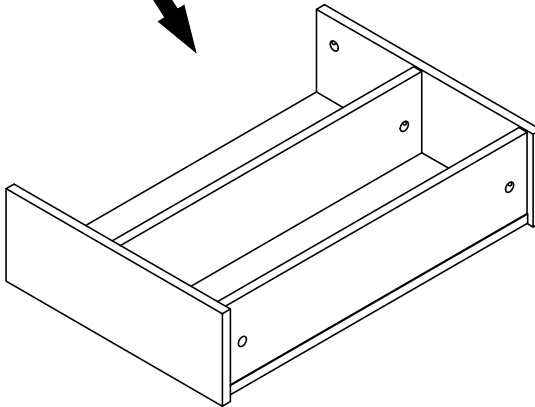
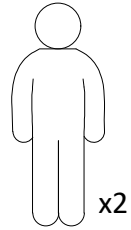
2



3

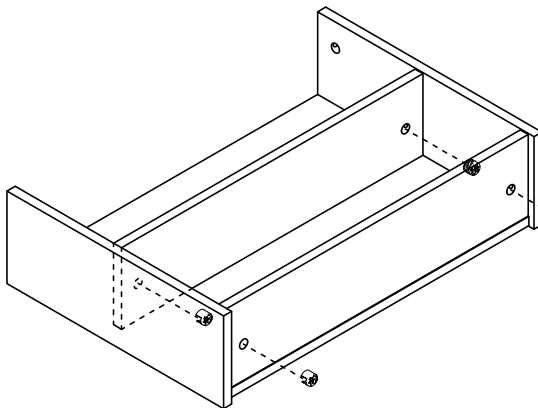


180°



4

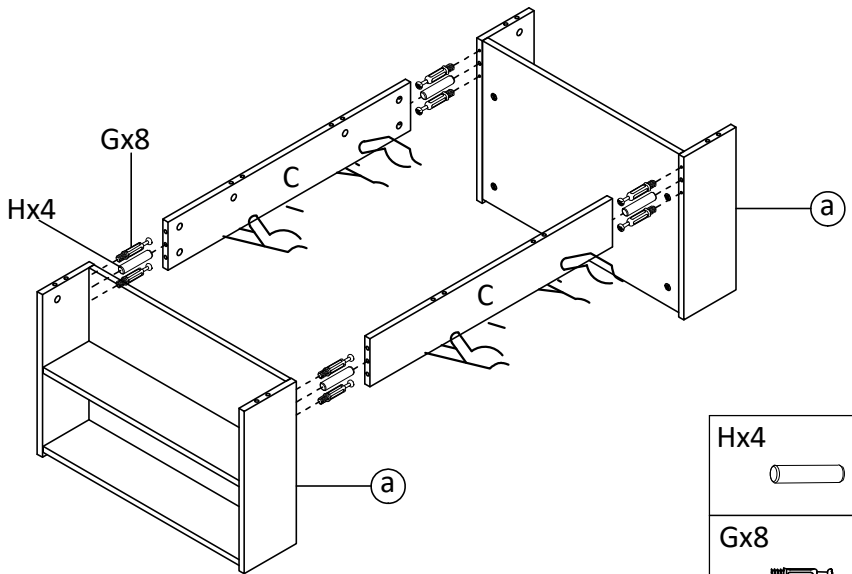
1x8






1x4

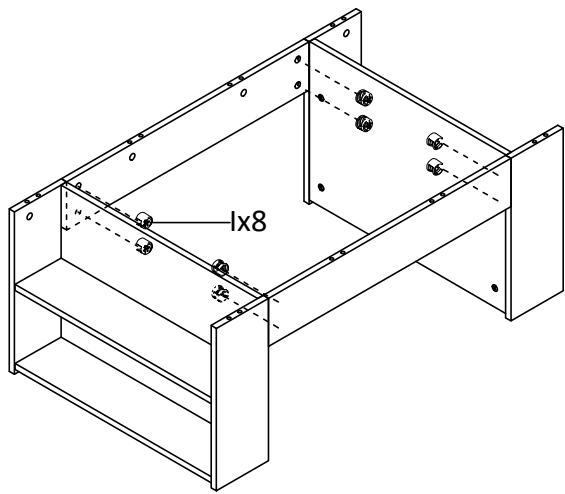
a x2

5

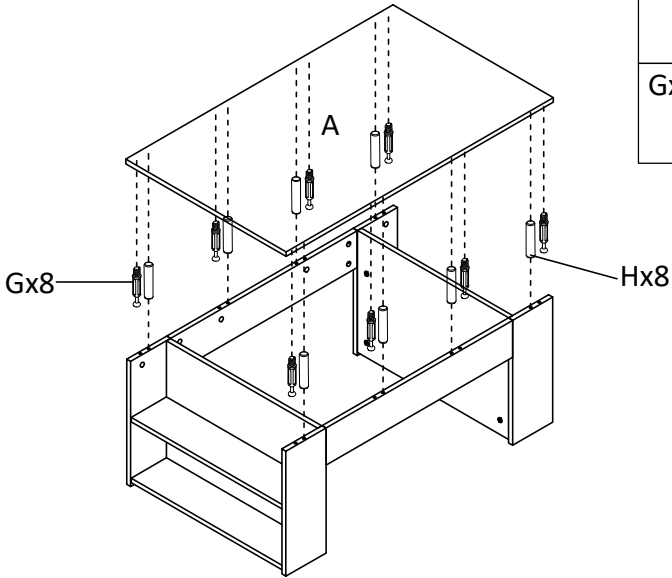


- Hx4

- Gx8

- Ix8


6



7



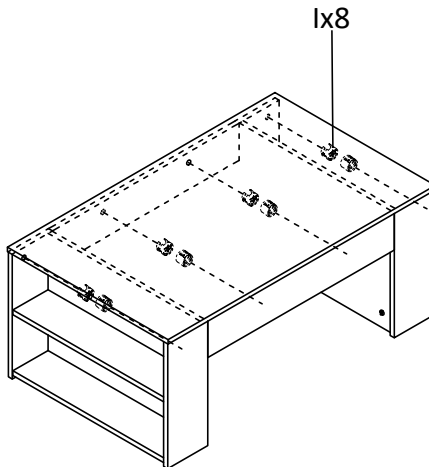
Hx8



Gx8



8



Ix8

