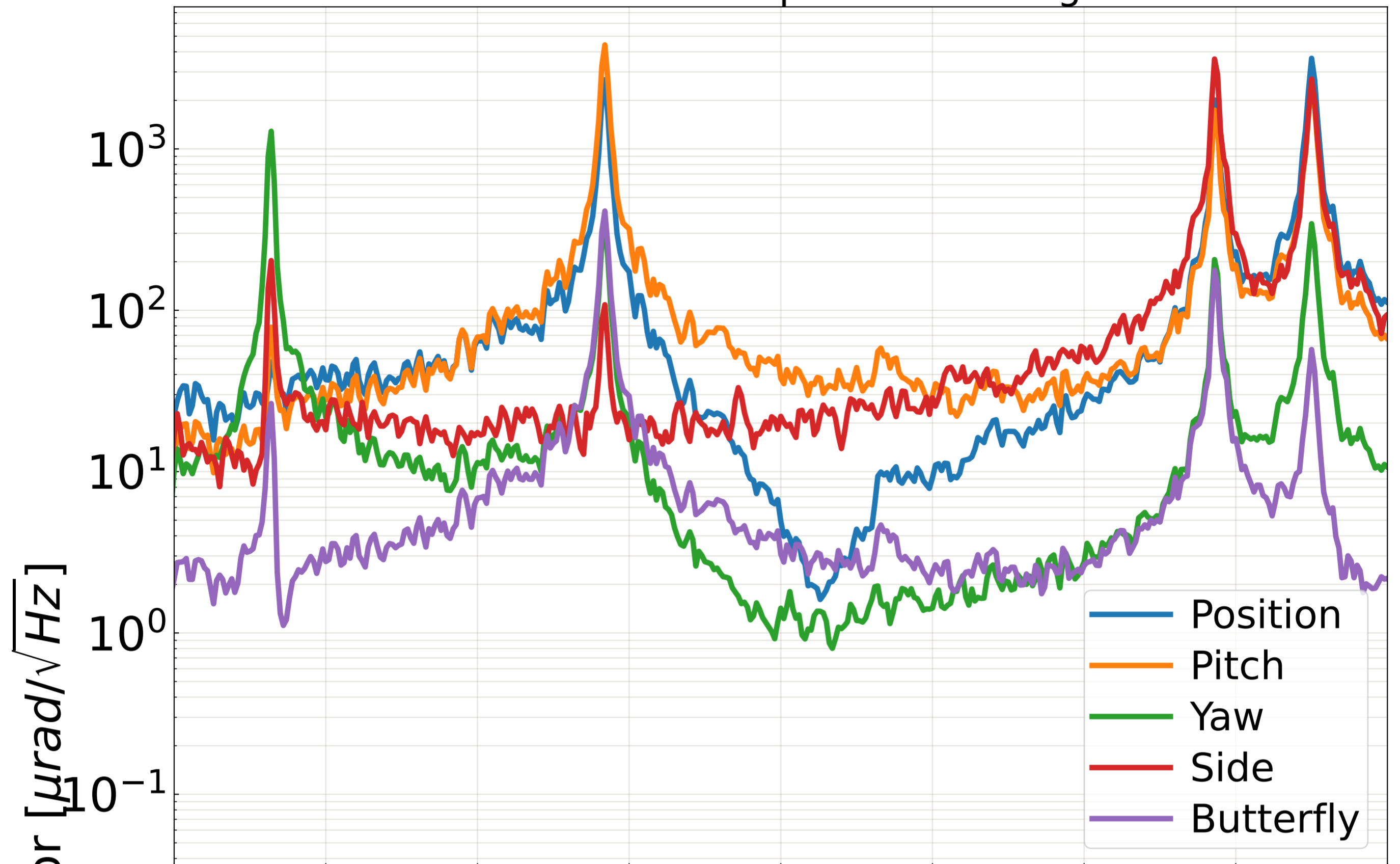


Free Swinging Data for AS4

Calculated DOFs before Input Matrix Diagonalization



Calculated DOFs after Input Matrix Diagonalization

