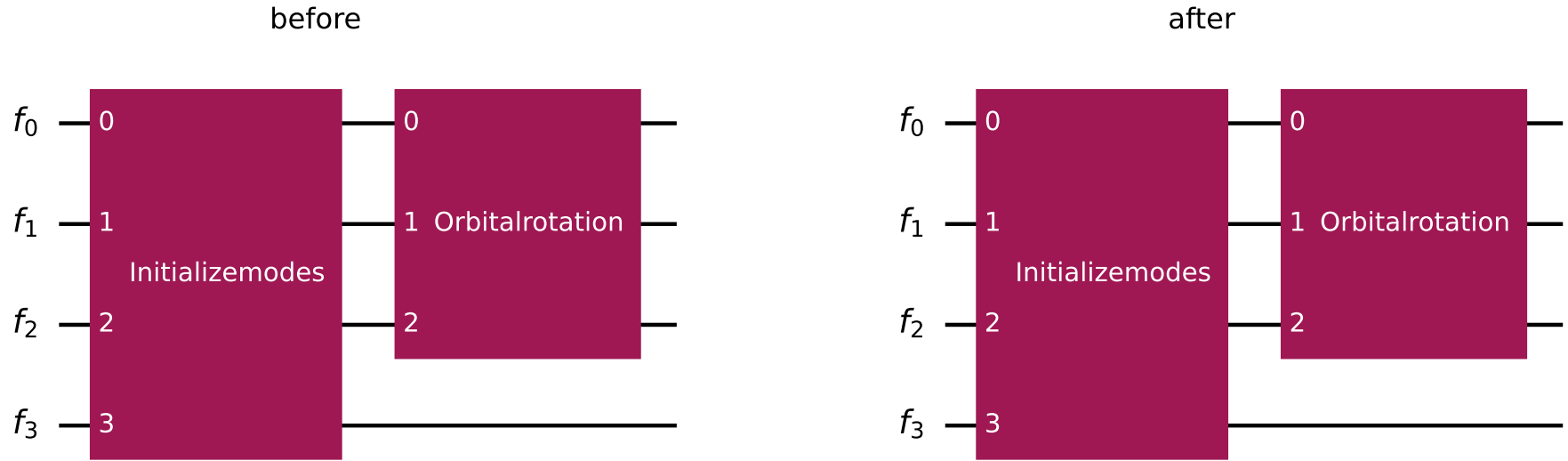

before
f_0
f_1
f_2
f_3
0
1
2
3
Initializemodes
0
1
2
OrbitalRotation
after
f_0
f_1
f_2
f_3
0
1
2
3
Initializemodes
0
1
2
OrbitalRotation