

Name

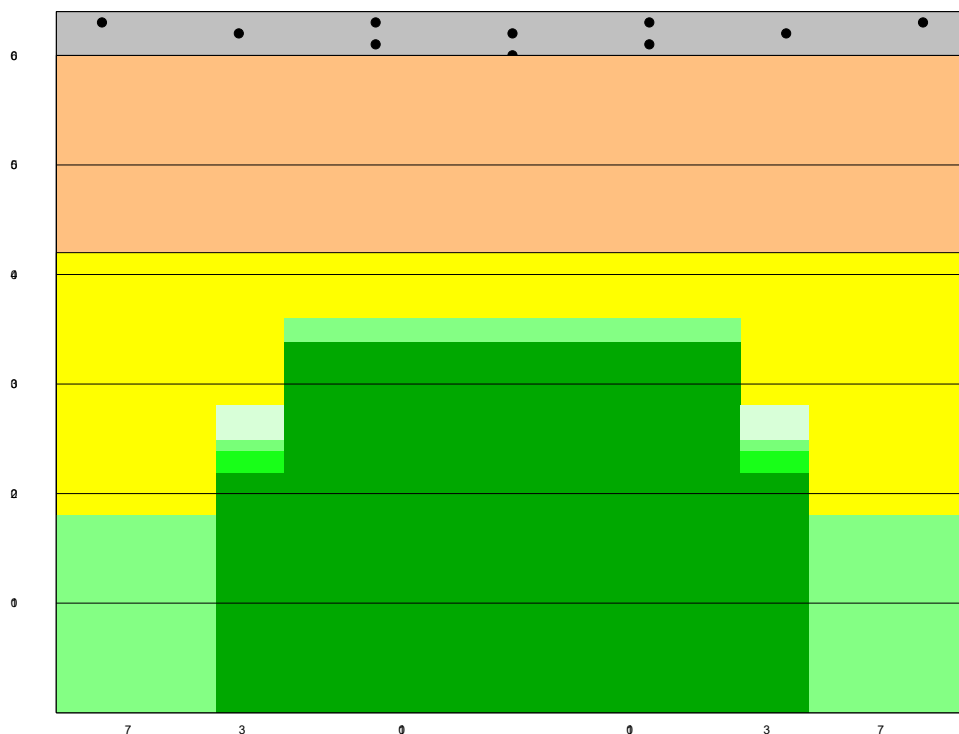
		Pass 1		Pass 2	
BUFFER	Mode :	<input type="text" value="Double"/>		<input type="text" value="Double"/>	
	Distance - Ft.	<input type="text" value="42.0"/>	<input type="text" value="38.0"/>	<input type="text" value="40.0"/>	<input type="text" value="36.0"/>
OIL	Mode :	<input type="text" value="Double"/>		<input type="text" value="Double"/>	
	Distances - Ft.	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="18.0"/>
	left outside :	<input type="text" value="28.0"/>	<input type="text" value="25.0"/>	<input type="text" value="24.0"/>	<input type="text" value="22.0"/>
	left track :	<input type="text" value="34.0"/>	<input type="text" value="34.0"/>	<input type="text" value="34.0"/>	<input type="text" value="36.0"/>
	right inside :	<input type="text" value="34.0"/>	<input type="text" value="34.0"/>	<input type="text" value="34.0"/>	<input type="text" value="36.0"/>
	right track :	<input type="text" value="28.0"/>	<input type="text" value="25.0"/>	<input type="text" value="24.0"/>	<input type="text" value="22.0"/>
	right outside :	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="18.0"/>
	Transfer Rate %	<input type="text" value="15"/>	<input type="text" value="70"/>	<input type="text" value="70"/>	<input type="text" value="80"/>

Short Run	
Mode	<input type="text" value="Off"/>
Turn-around Distance	<input type="text" value="0.0"/> Ft.

Stripping	
Mode	<input type="text" value="Full"/>
Start	<input type="text" value="0.0"/> Ft.
Cleaner Pad Distance	<input type="text" value="61.5"/> Ft.
Vacuum	<input type="text" value="On Start"/>

Cleaner Flow	
In oil	<input type="text" value="100"/> %
Back lane	<input type="text" value="90"/> %

		Pass 1		Pass 2	
SPEED SETTINGS:	Travel	Medium	Medium	Medium	Medium
	Condition	Medium	Medium	Medium	Medium
	Strip	Medium			



- Graph layers :
- Oil Pass 1 Forward
  - Oil Pass 1 Reverse
  - Oil Pass 2 Forward
  - Oil Pass 2 Reverse
  - Stripping