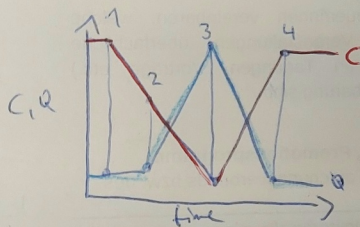
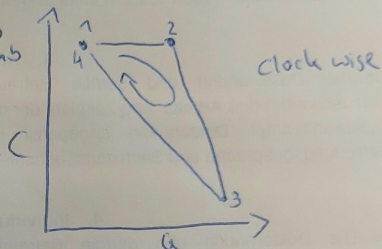
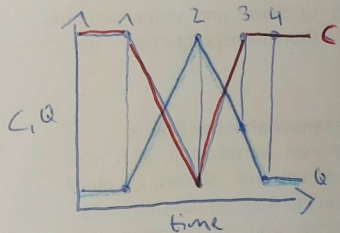
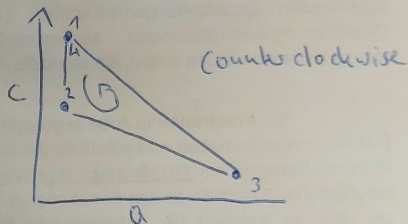


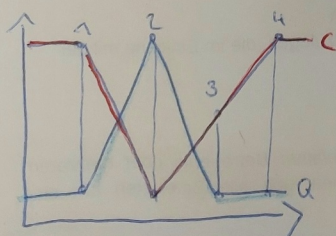
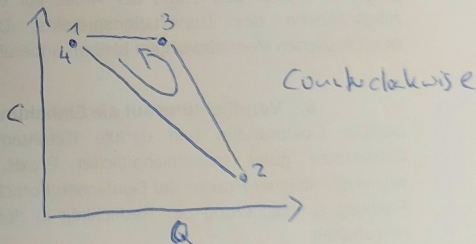
higher loading
on rising limb



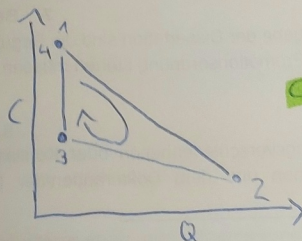
lower loading
on rising limb



higher loading
on falling limb



lower loading
on falling limb
→ increases
slower
than Q



clockwise