

[directions=104]

CoordinateSystem = xyz

Normalisation = none

Vector[0] = (0.707, 0.000, 0.000)

Vector[1] = (0.088, -0.170, -0.981)

Vector[2] = (-0.175, -0.685, 0.006)

Vector[3] = (0.750, 0.084, 0.656)

Vector[4] = (-0.432, 0.188, 0.527)

Vector[5] = (-0.331, -0.915, 0.231)

Vector[6] = (0.260, -0.044, 0.656)

Vector[7] = (0.714, -0.700, 0.032)

Vector[8] = (0.260, 0.617, 0.226)

Vector[9] = (0.120, -0.887, 0.446)

Vector[10] = (-0.310, -0.492, -0.403)

Vector[11] = (0.370, -0.275, -0.888)

Vector[12] = (0.249, -0.606, -0.266)

Vector[13] = (0.823, -0.502, -0.266)

Vector[14] = (-0.645, 0.200, 0.209)

Vector[15] = (-0.724, -0.686, 0.076)

Vector[16] = (-0.470, -0.205, -0.487)

Vector[17] = (-0.677, -0.225, 0.701)

Vector[18] = (0.278, -0.559, 0.332)

Vector[19] = (-0.832, -0.300, -0.466)

Vector[20] = (0.000, 0.000, 0.000)

Vector[21] = (-0.223, 0.033, 0.670)

Vector[22] = (-0.564, 0.490, 0.664)

Vector[23] = (-0.557, 0.298, -0.318)

Vector[24] = (-0.962, 0.270, 0.051)

Vector[25] = (0.347, 0.139, -0.600)

Vector[26] = (-0.492, 0.848, 0.195)

Vector[27] = (-0.656, -0.201, -0.171)

Vector[28] = (-0.168, 0.607, 0.776)

Vector[29] = (0.624, 0.020, 0.332)

Vector[30] = (-0.843, 0.487, -0.226)

Vector[31] = (0.511, 0.297, -0.388)

Vector[32] = (-0.855, -0.195, 0.481)

Vector[33] = (0.302, 0.569, -0.292)

Vector[34] = (-0.831, -0.518, -0.201)

Vector[35] = (0.618, 0.343, -0.030)

Vector[36] = (0.562, -0.693, -0.451)

Vector[37] = (0.437, -0.283, 0.479)

Vector[38] = (0.586, 0.503, 0.635)

Vector[39] = (-0.498, -0.453, 0.218)

Vector[40] = (0.135, -0.552, 0.823)

Vector[41] = (0.000, 0.000, 0.000)

Vector[42] = (-0.022, -0.046, 0.705)

Vector[43] = (-0.159, -0.963, -0.216)

Vector[44] = (-0.081, 0.277, 0.645)

Vector[45] = (-0.167, 0.946, 0.278)

Vector[46] = (0.611, -0.356, -0.012)

Vector[47] = (0.577, 0.725, 0.376)

Vector[48] = (0.290, 0.296, 0.573)

Vector[49] = (0.966, 0.257, -0.006)

Vector[50] = (-0.478, -0.508, -0.114)

Vector[51] = (0.892, -0.208, 0.402)

Vector[52] = (0.518, 0.371, 0.306)

Vector[53] = (-0.580, -0.643, 0.501)

Vector[54] = (-0.263, -0.460, 0.468)

Vector[55] = (-0.213, -0.807, 0.550)

Vector[56] = (0.480, -0.478, 0.202)

Vector[57] = (-0.475, -0.180, -0.861)

Vector[58] = (-0.674, 0.171, -0.130)

Vector[59] = (0.471, 0.877, 0.097)

Vector[60] = (0.261, -0.341, -0.562)

Vector[61] = (0.487, -0.269, 0.831)

Vector[62] = (0.000, 0.000, 0.000)

Vector[63] = (-0.262, 0.494, 0.433)

Vector[64] = (0.841, 0.449, -0.303)

Vector[65] = (-0.665, -0.163, 0.177)

Vector[66] = (0.240, 0.203, -0.949)

Vector[67] = (-0.288, 0.408, -0.500)

Vector[68] = (0.221, 0.822, 0.525)

Vector[69] = (0.017, 0.640, 0.301)

Vector[70] = (0.103, 0.478, 0.872)

Vector[71] = (0.381, 0.589, -0.091)

Vector[72] = (-0.548, 0.043, 0.836)

Vector[73] = (-0.363, 0.607, -0.026)

Vector[74] = (-0.971, -0.036, -0.235)

Vector[75] = (0.513, -0.344, -0.345)

Vector[76] = (-0.293, -0.612, -0.735)

Vector[77] = (-0.206, 0.270, -0.620)

Vector[78] = (-0.481, 0.834, -0.269)

Vector[79] = (-0.141, -0.197, -0.664)

Vector[80] = (-0.139, 0.231, -0.963)

Vector[81] = (-0.161, 0.668, -0.168)

Vector[82] = (0.289, -0.957, 0.008)

Vector[83] = (0.000, 0.000, 0.000)

Vector[84] = (-0.040, -0.498, -0.500)

Vector[85] = (-0.253, 0.727, -0.638)

Vector[86] = (0.075, 0.654, -0.259)

Vector[87] = (0.972, -0.027, -0.234)

Vector[88] = (-0.222, -0.296, 0.603)

Vector[89] = (-0.742, 0.212, -0.636)

Vector[90] = (-0.006, 0.529, -0.469)

Vector[91] = (0.023, 0.989, -0.148)

Vector[92] = (0.521, -0.001, -0.478)

Vector[93] = (0.159, 0.595, -0.788)

Vector[94] = (0.630, -0.027, -0.320)

Vector[95] = (0.153, -0.810, -0.567)

Vector[96] = (-0.026, -0.281, 0.648)

Vector[97] = (0.514, 0.456, -0.727)

Vector[98] = (-0.435, 0.032, -0.557)

Vector[99] = (0.190, 0.063, 0.980)

Vector[100] = (0.044, -0.704, -0.055)

Vector[101] = (0.598, -0.608, 0.522)

Vector[102] = (-0.481, 0.494, 0.159)

Vector[103] = (-0.796, 0.246, 0.553)