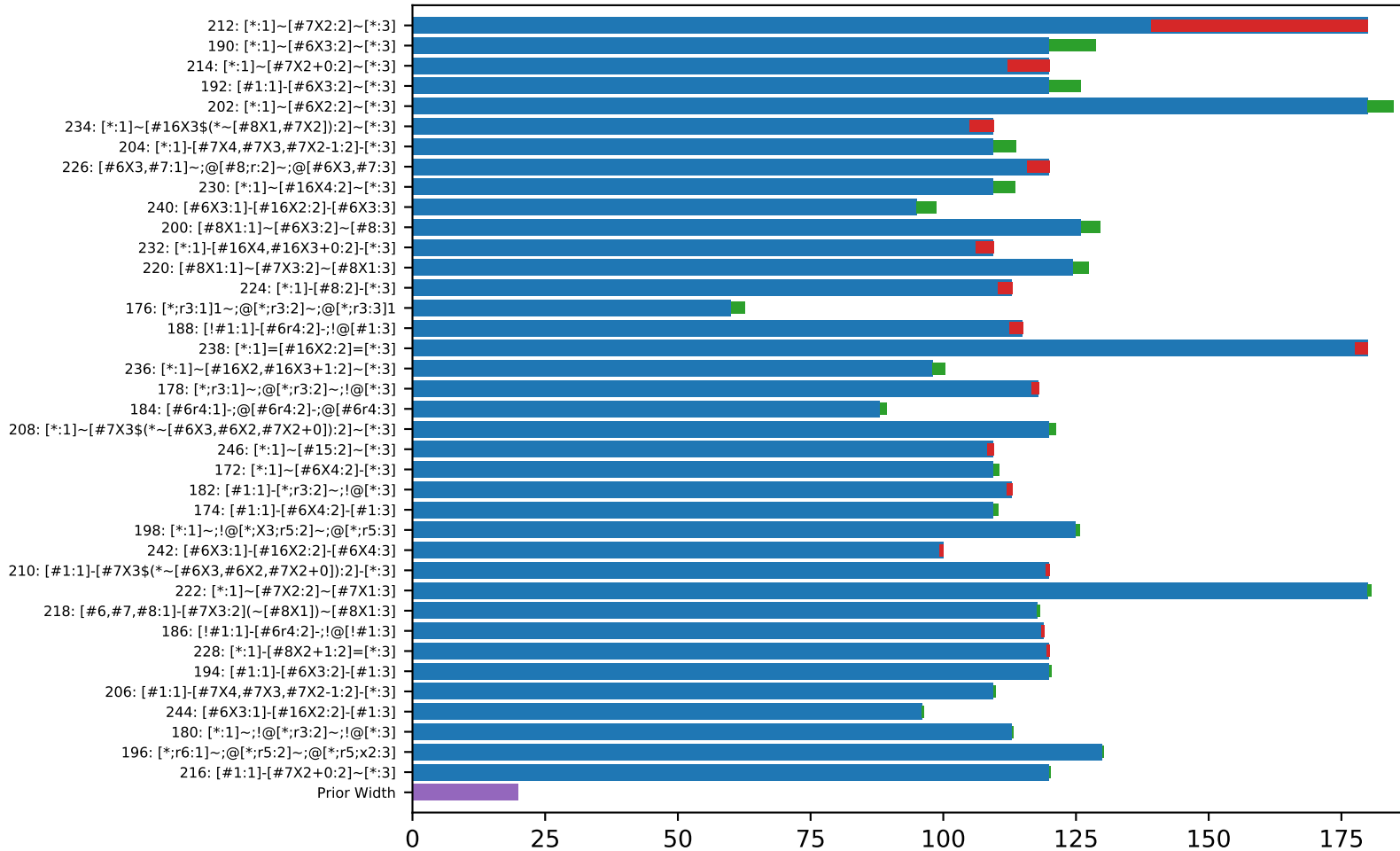
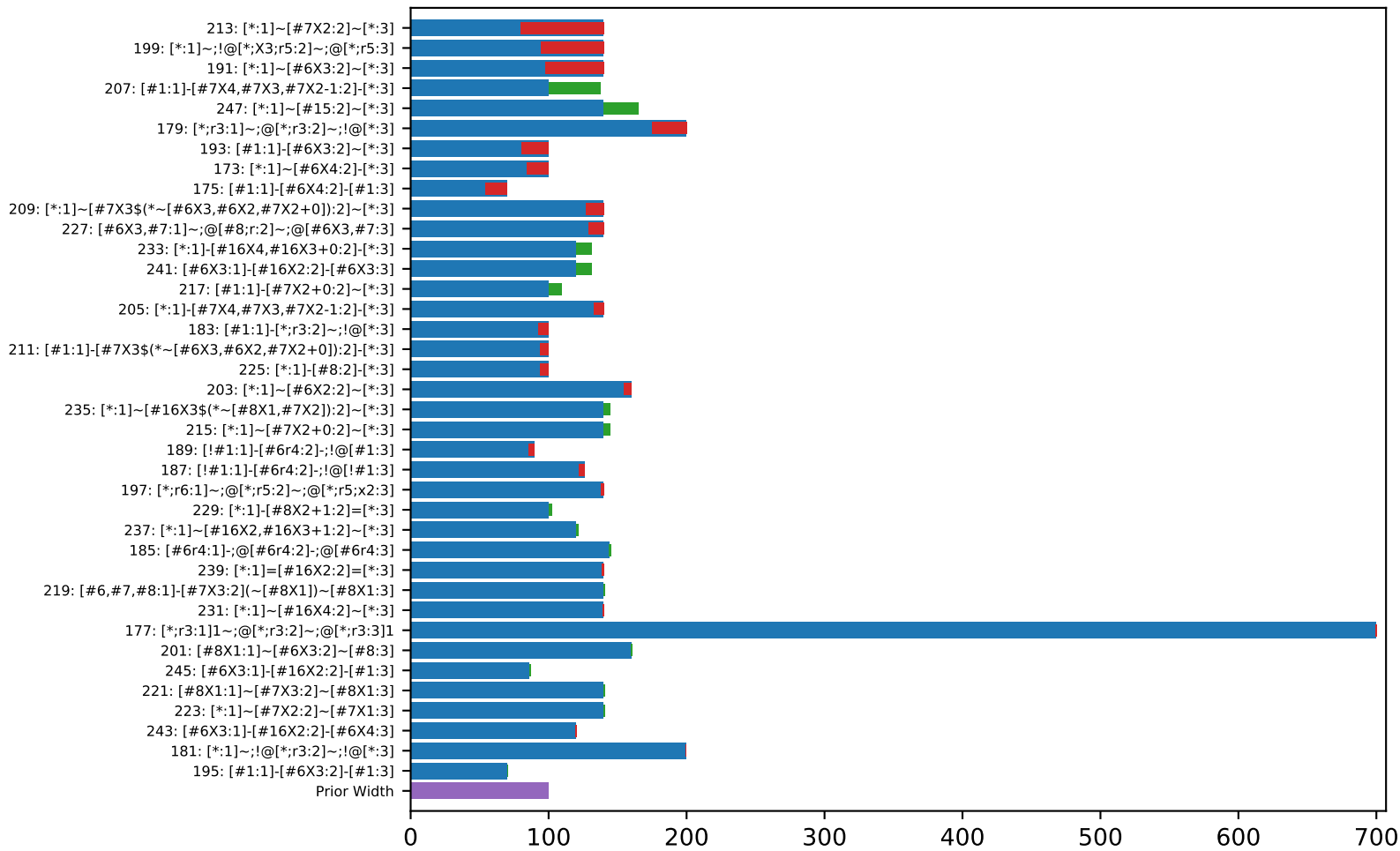


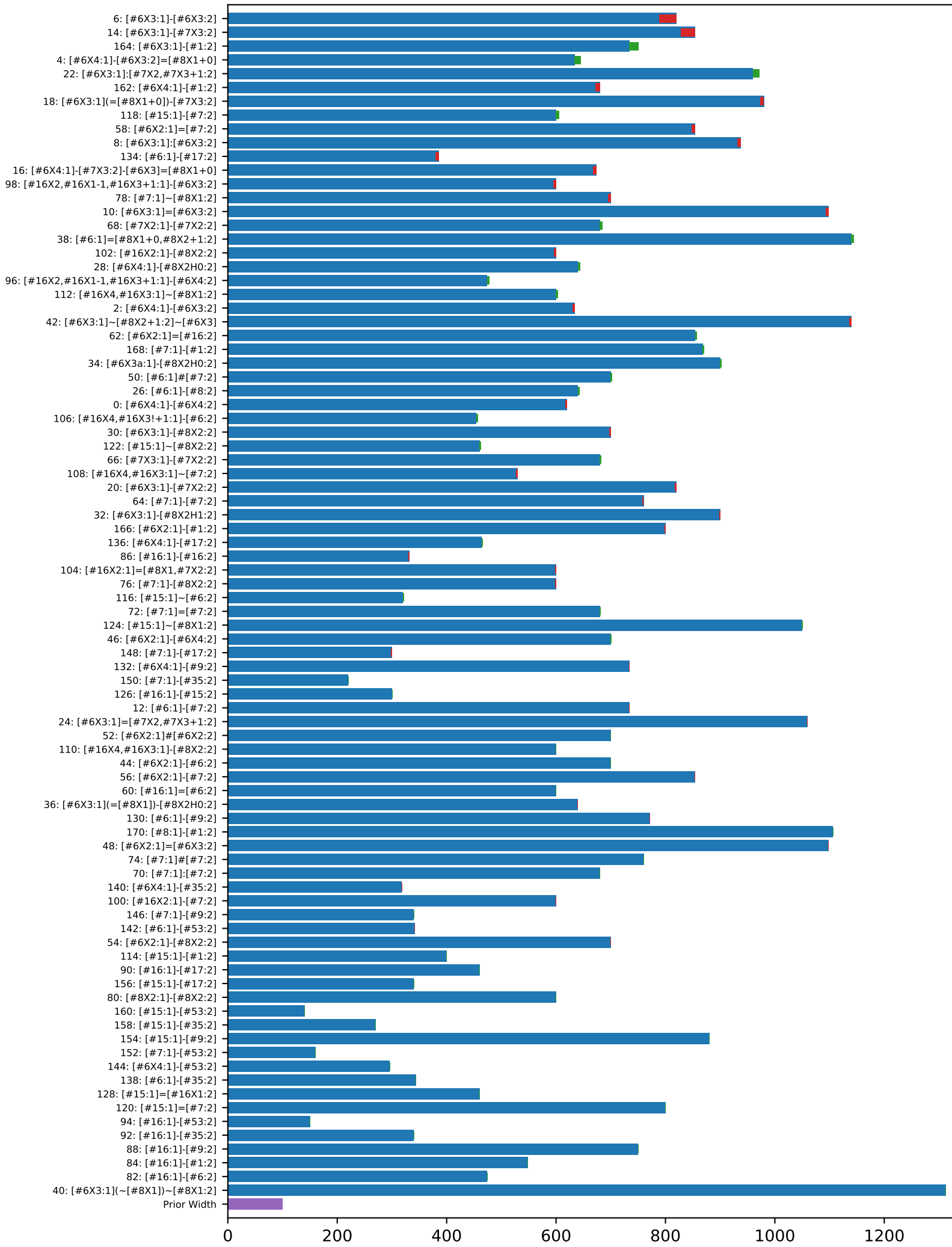
# Angles/Angle/angle



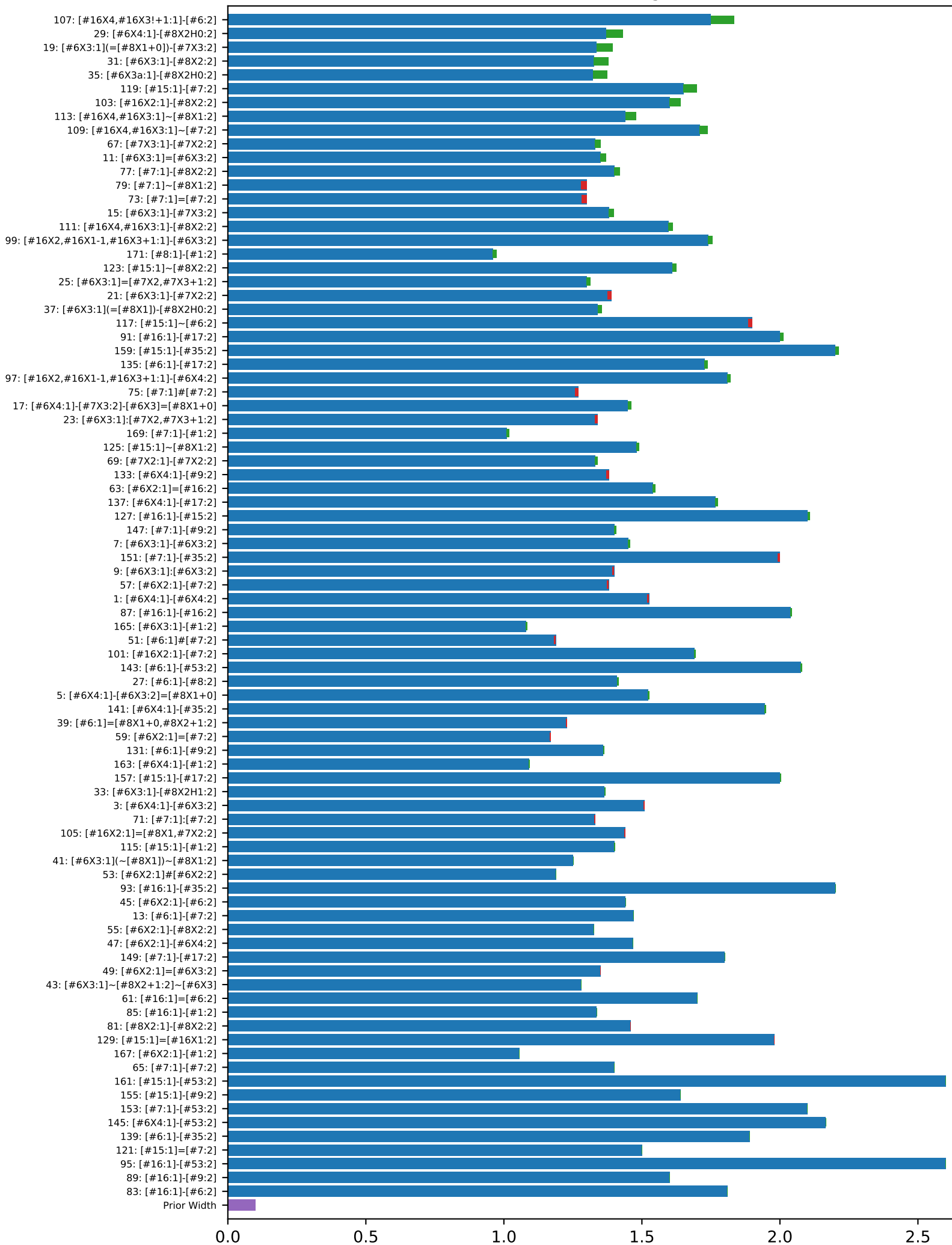
# Angles/Angle/k



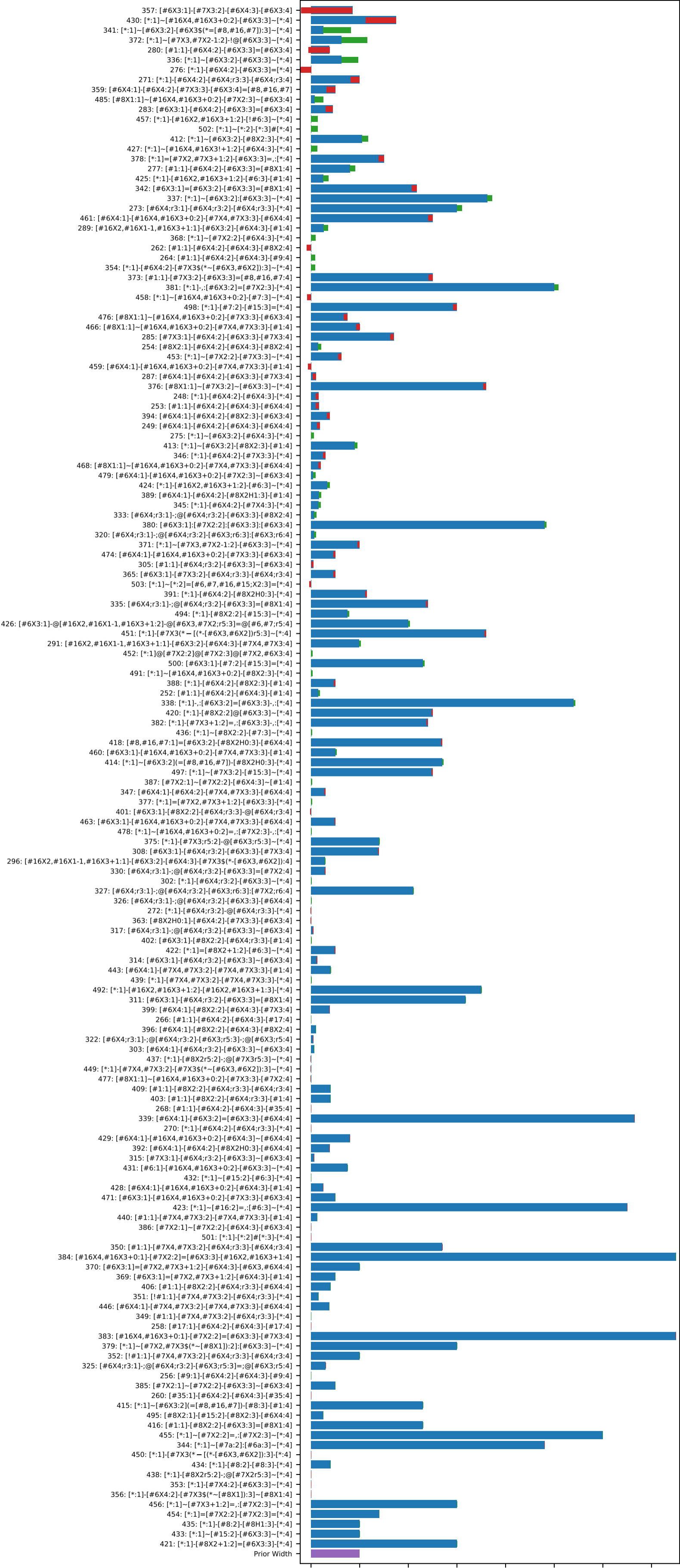
# Bonds/Bond/k



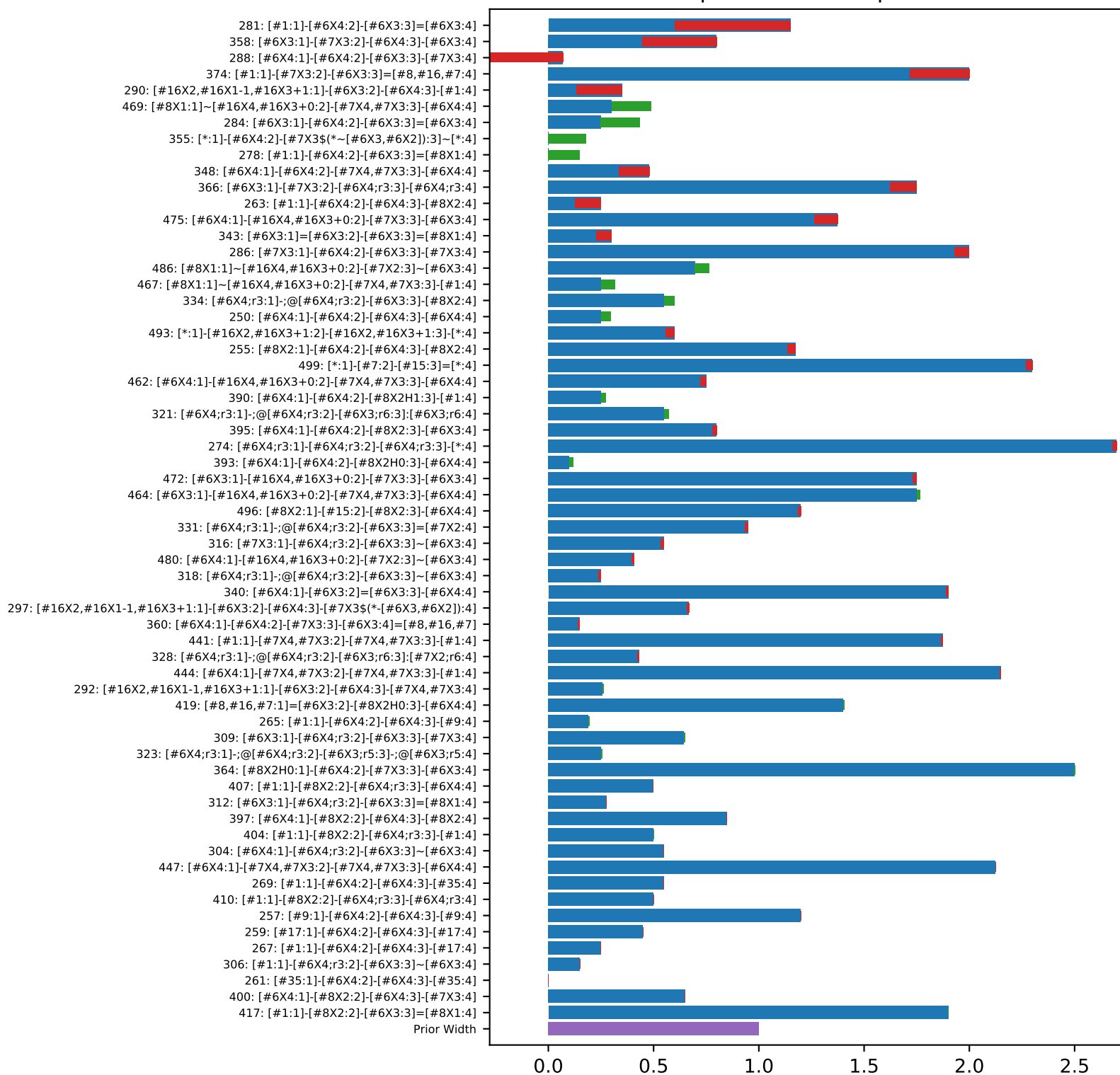
# Bonds/Bond/length



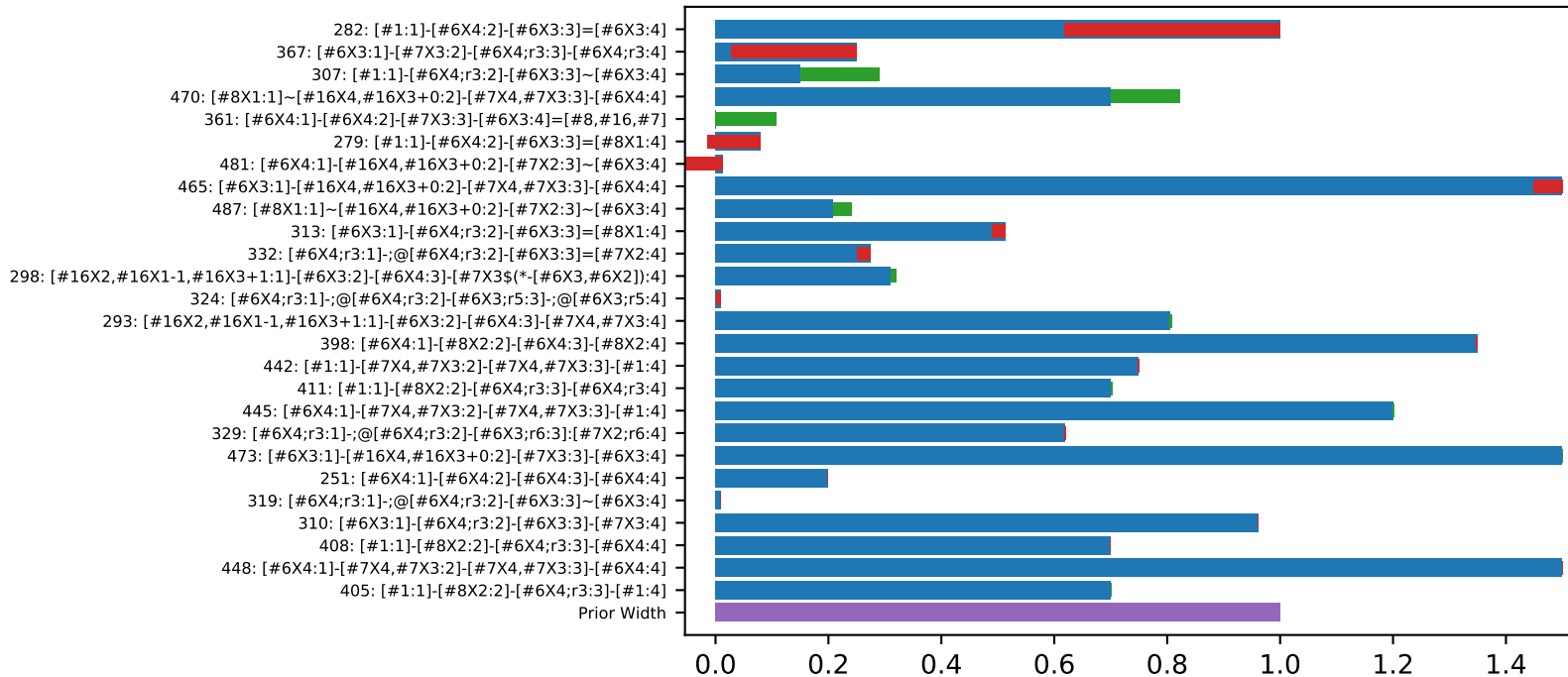
# ProperTorsions/Proper/k1



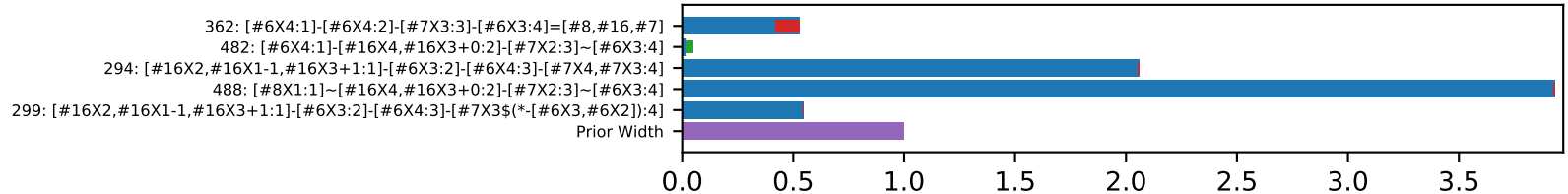
# ProperTorsions/Proper/k2



# ProperTorsions/Proper/k3

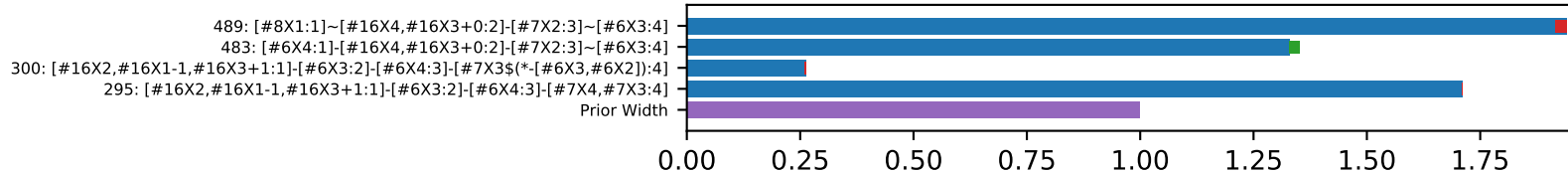


# ProperTorsions/Proper/k4





# ProperTorsions/Proper/k5



# ProperTorsions/Proper/k6

