

	Bay 1	Bay 2	Bay 3
Buffer	Buffer	Buffer	Buffer
LowNil	Normal	Double	+granular
HighNil	Normal	Double	+granular
LowNod	Normal	Double	+granular
HighNod	Normal	Double	+granular
LowTag	Normal	Double	+granular
HighTag	Normal	Double	+granular
Buffer	Buffer	Buffer	Buffer