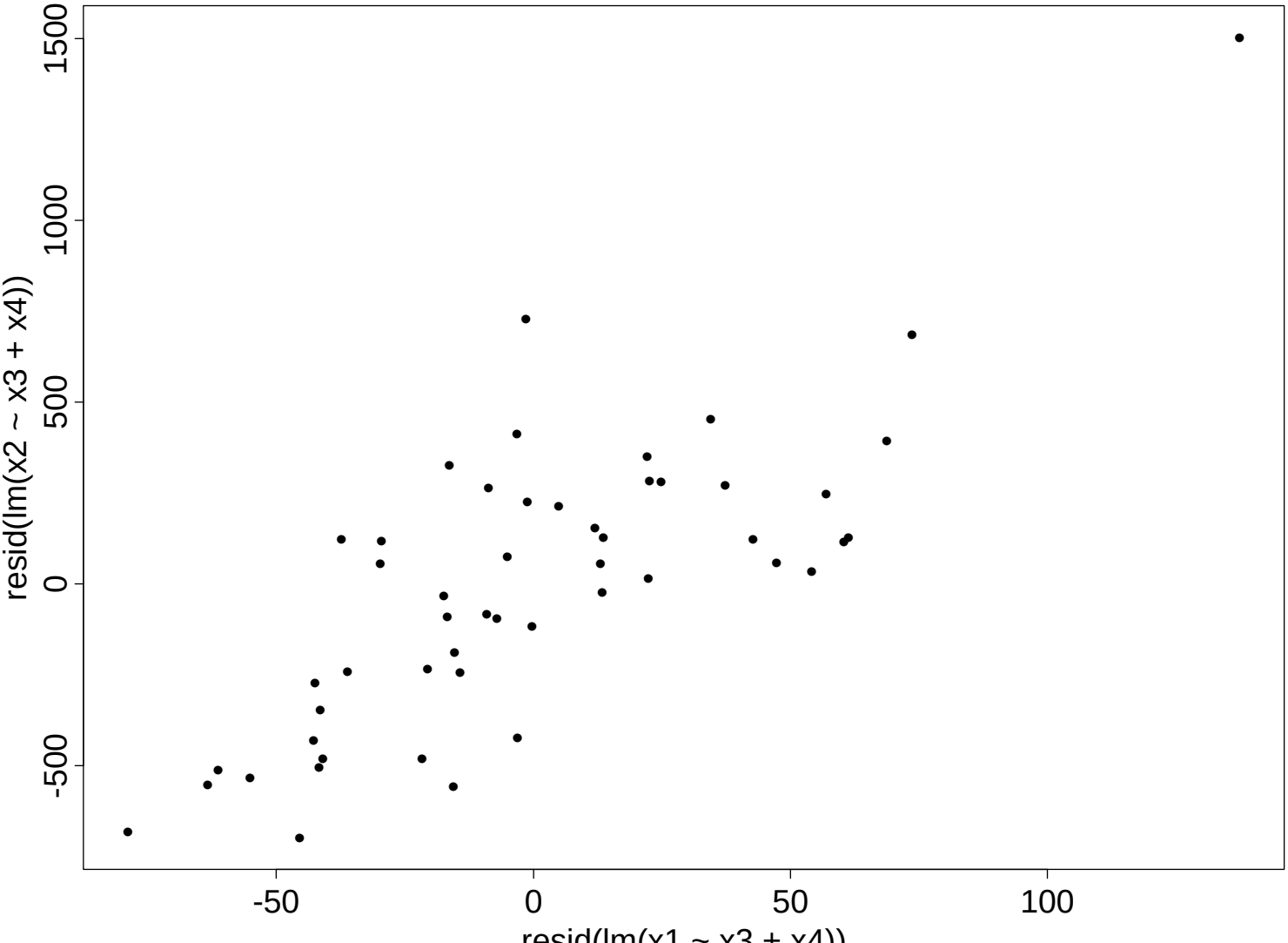
1500
1000
500
0
-500
resid(lm(x2 ~ x3 + x4))
-50
0
50
100
resid(lm(x1 ~ x3 + x4))