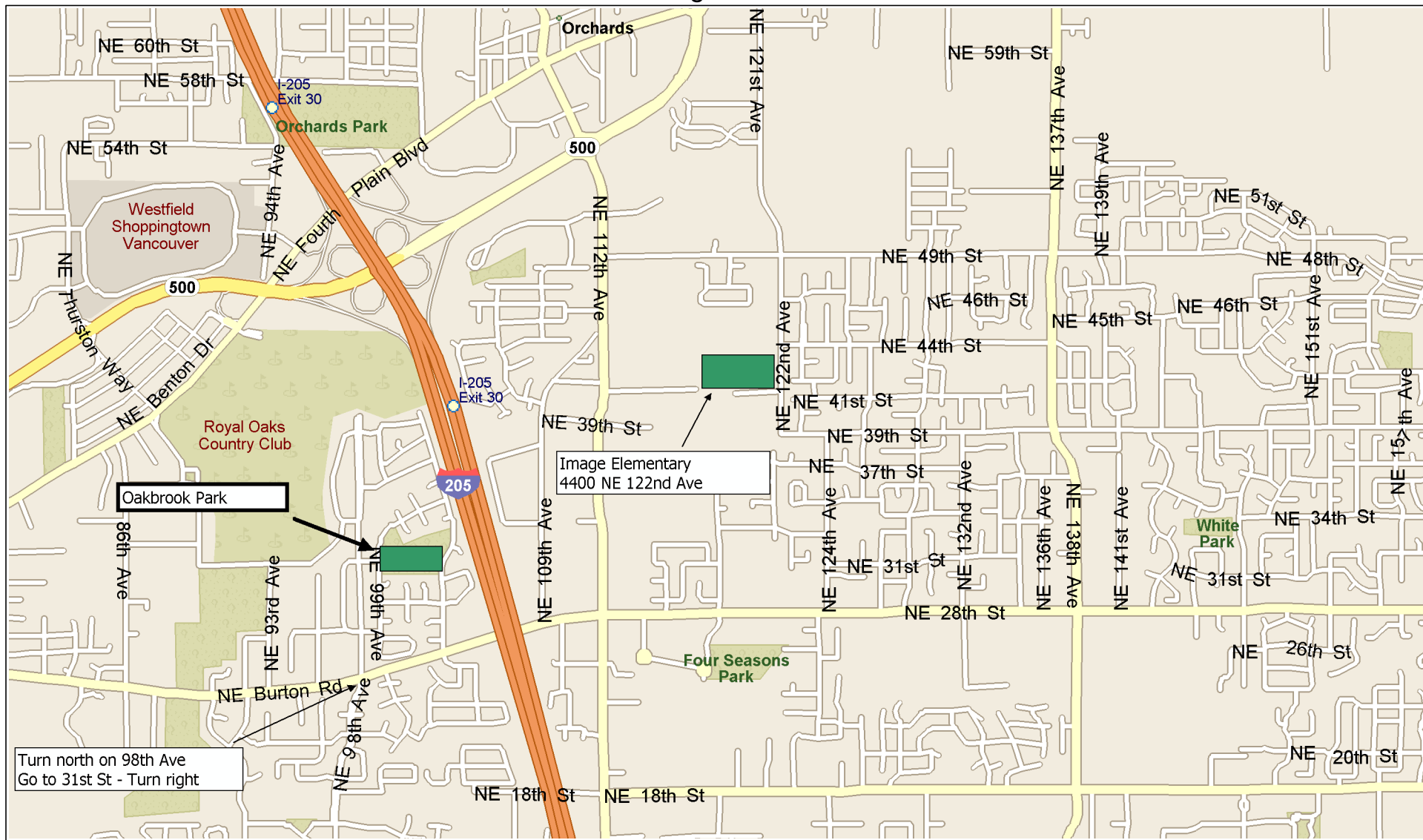


# Image Elem



0 mi 0.5 1 1.5