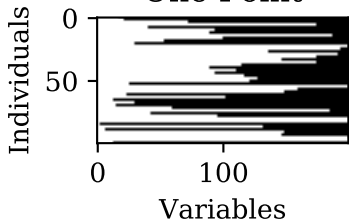
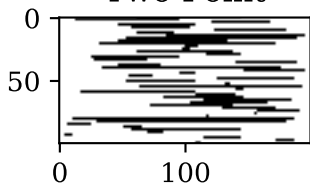


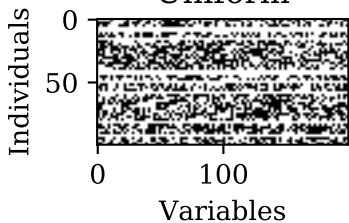
One Point



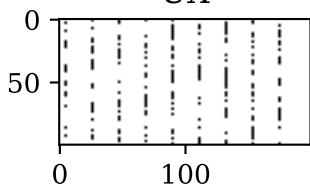
Two Point



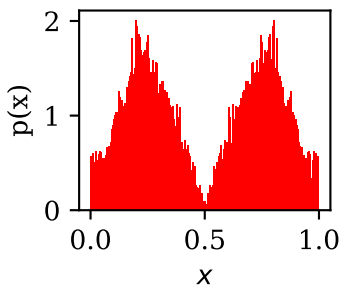
Uniform



UX



SBX (real)



SBX (int)

