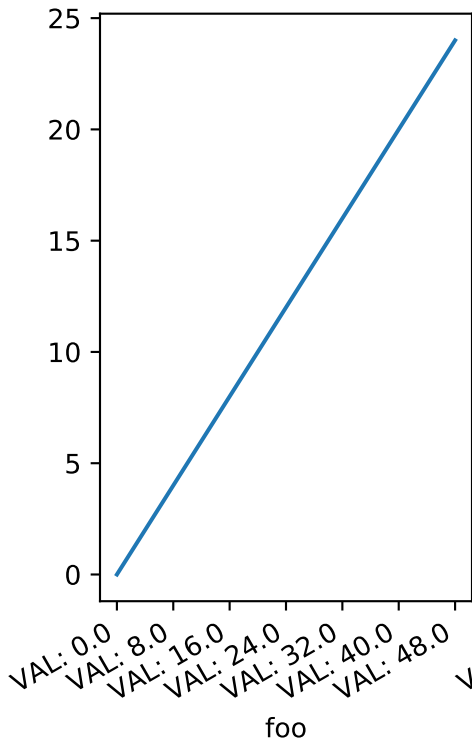


# Custom units

default units



xunits = 2.0

