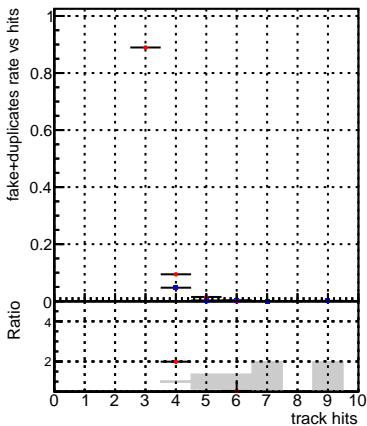
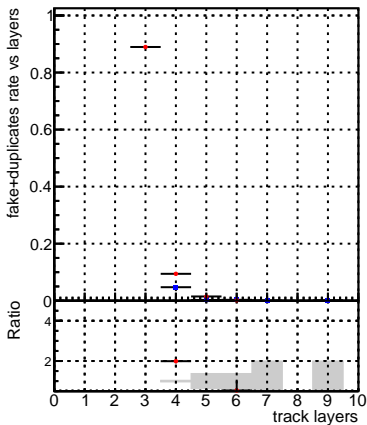


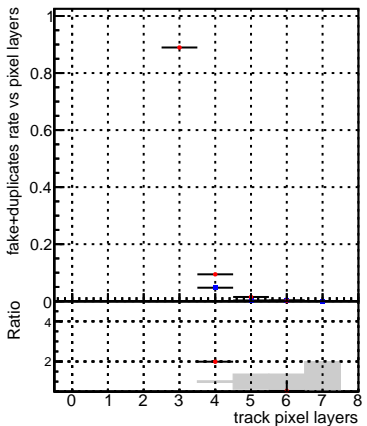
fake+duplicates vs hits



quads
trips



fake+duplicates vs pixel layers



fake+duplicates vs 3D layers

