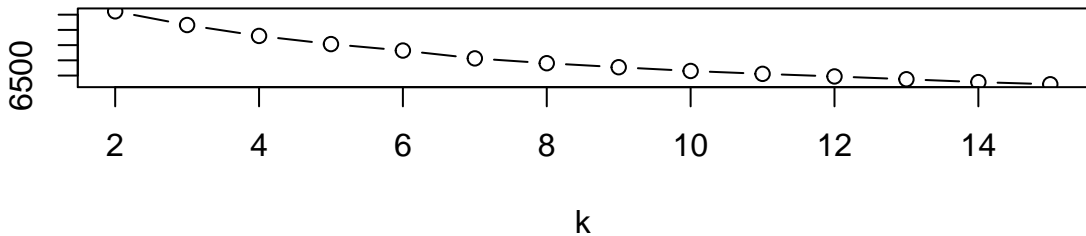


SSE

sse_vec



Silhouette

sil_global

