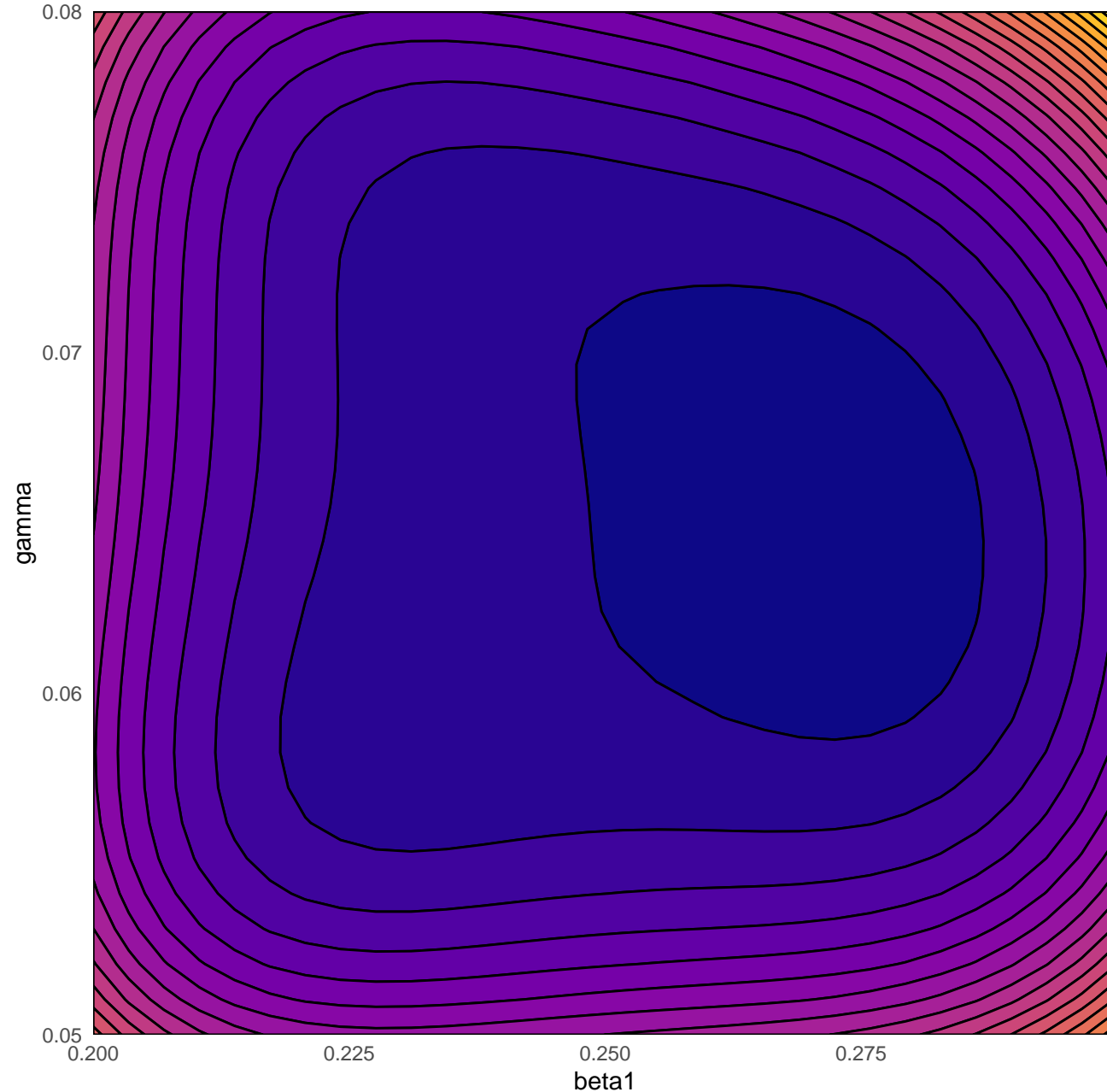


# I200 Emulator Variance



## var

