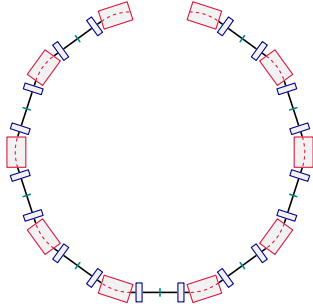
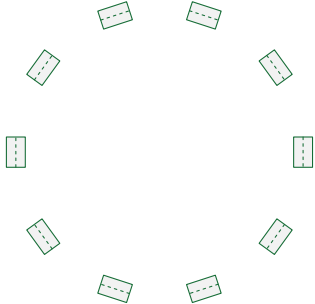


build_PSR



build_PSR_minus



build_Quad_for_Bend