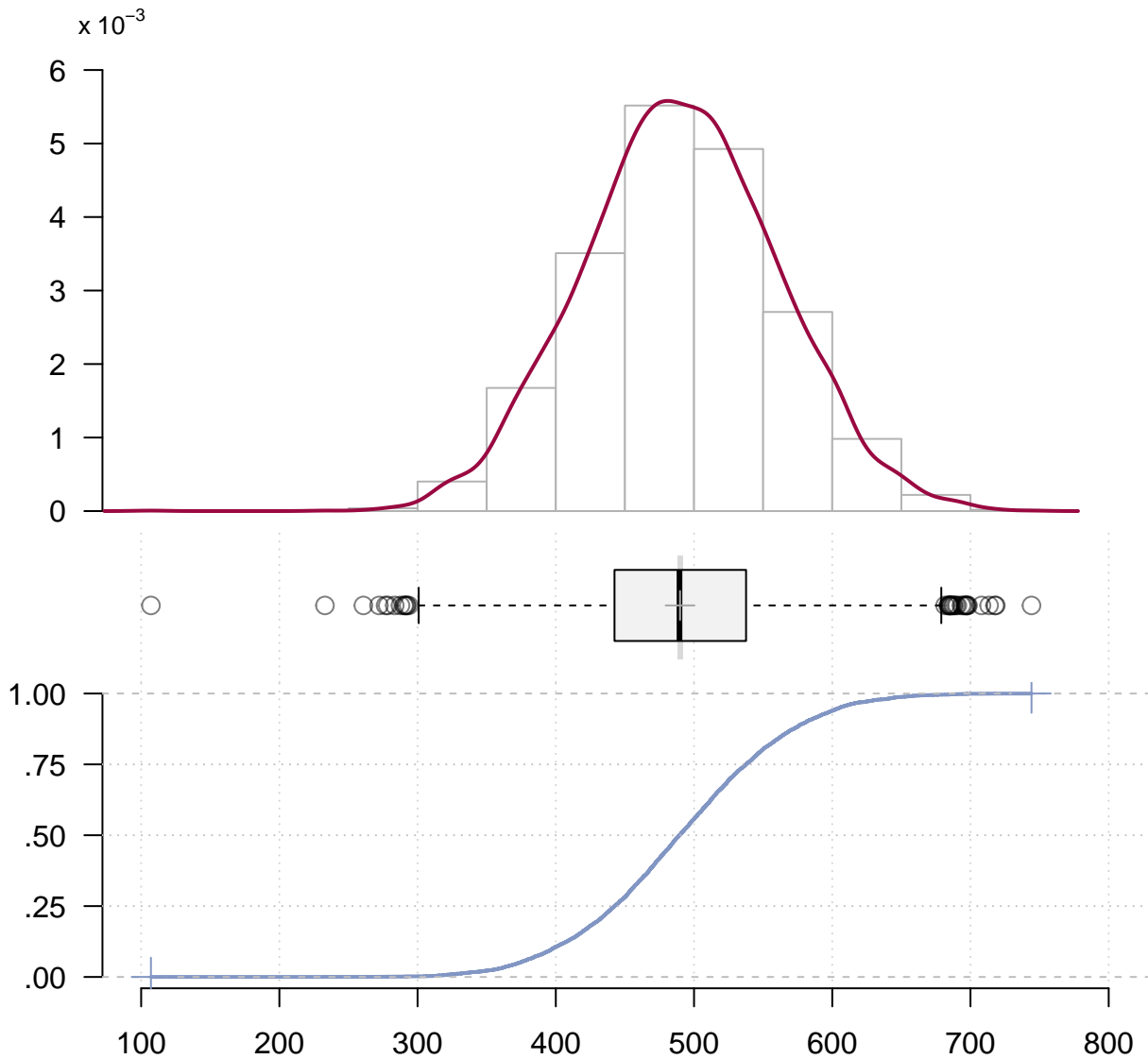
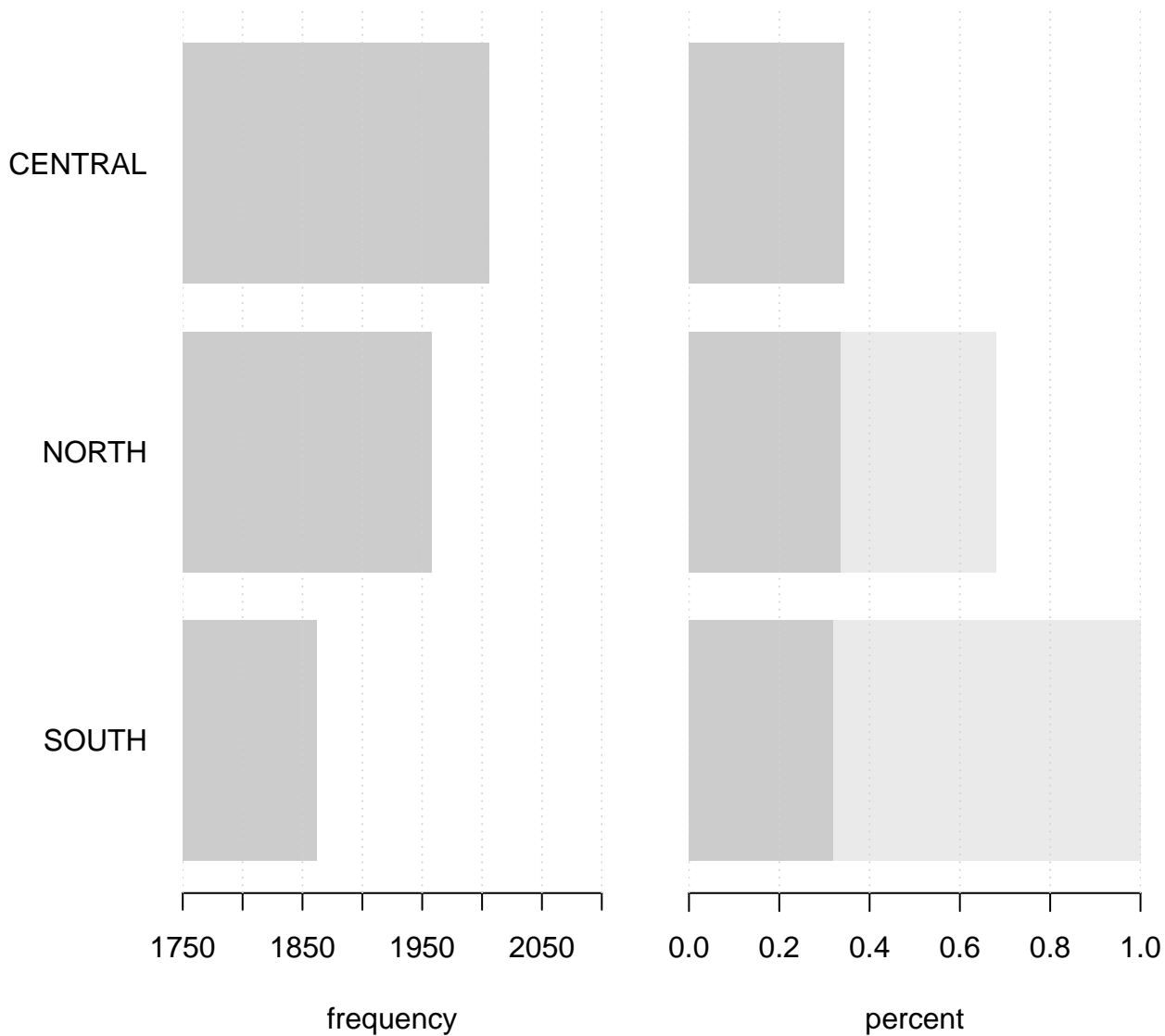


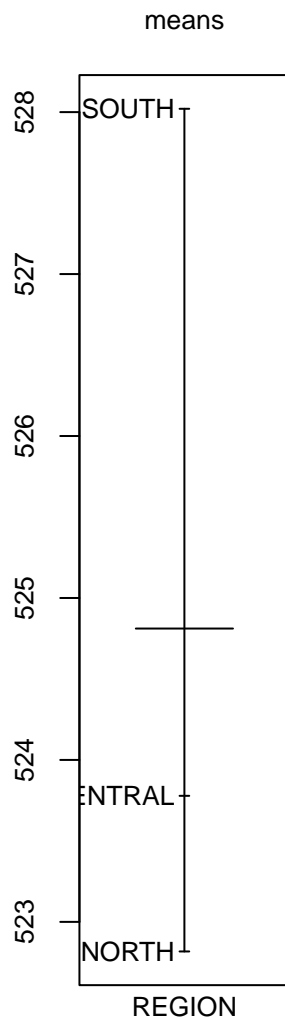
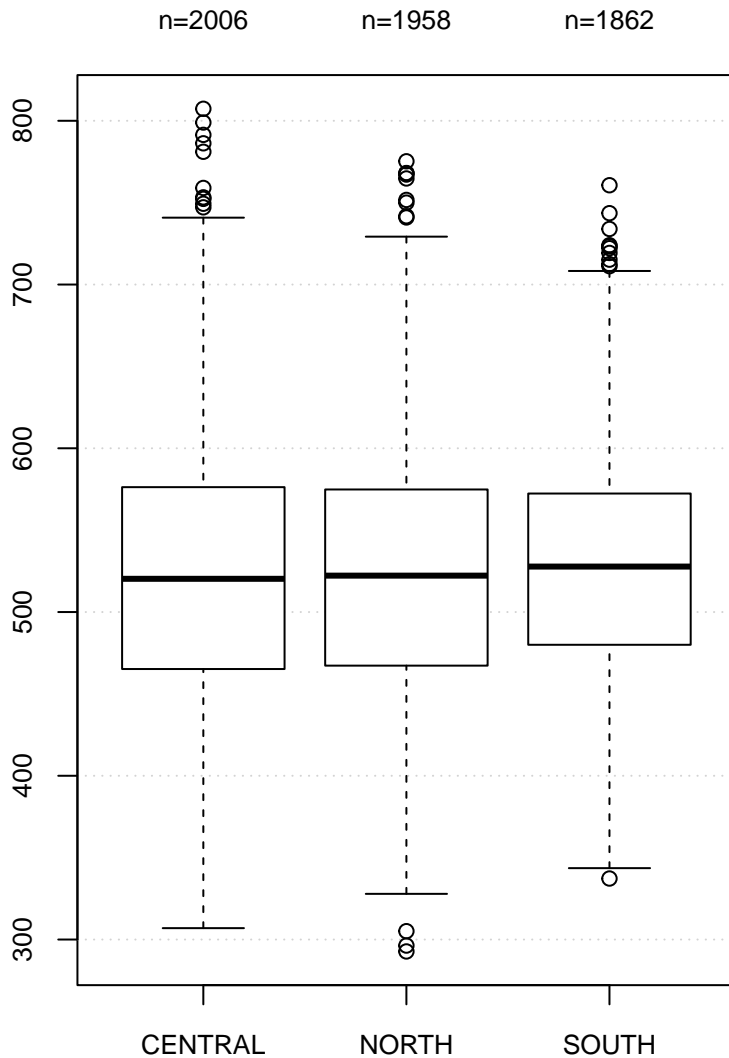
# PV1READ (numeric)



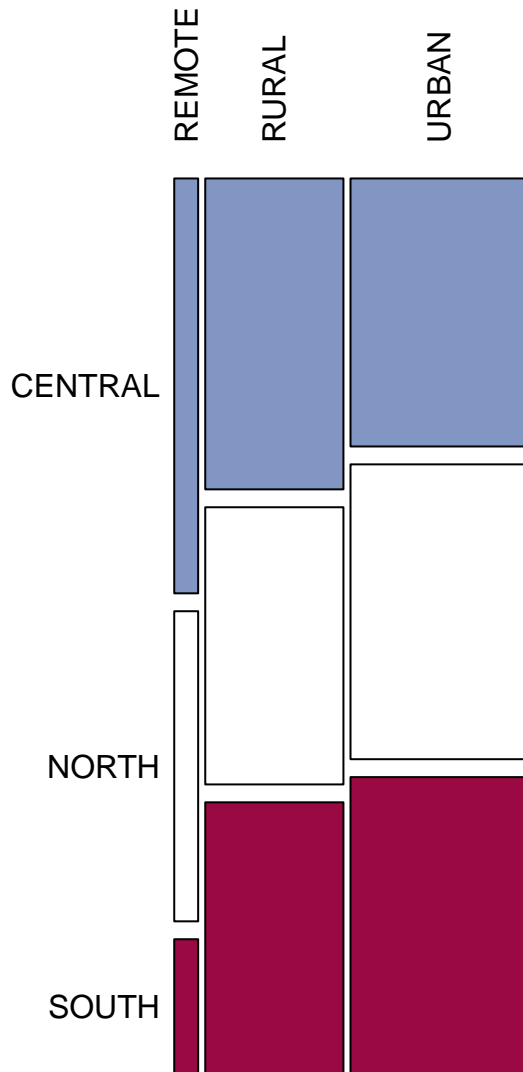
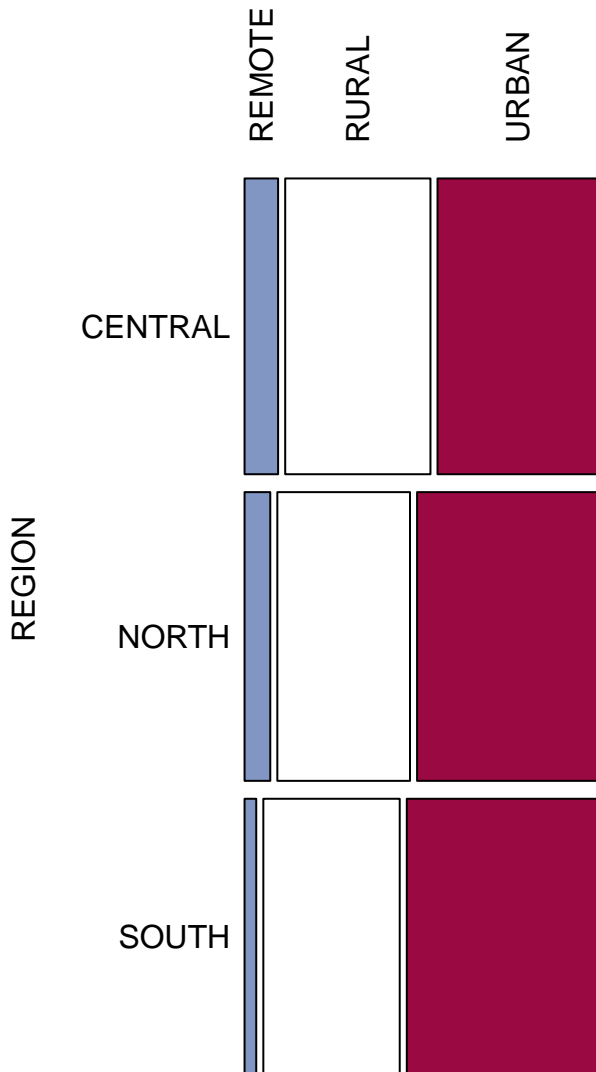
## REGION (character)



# PV1SCIE ~ REGION

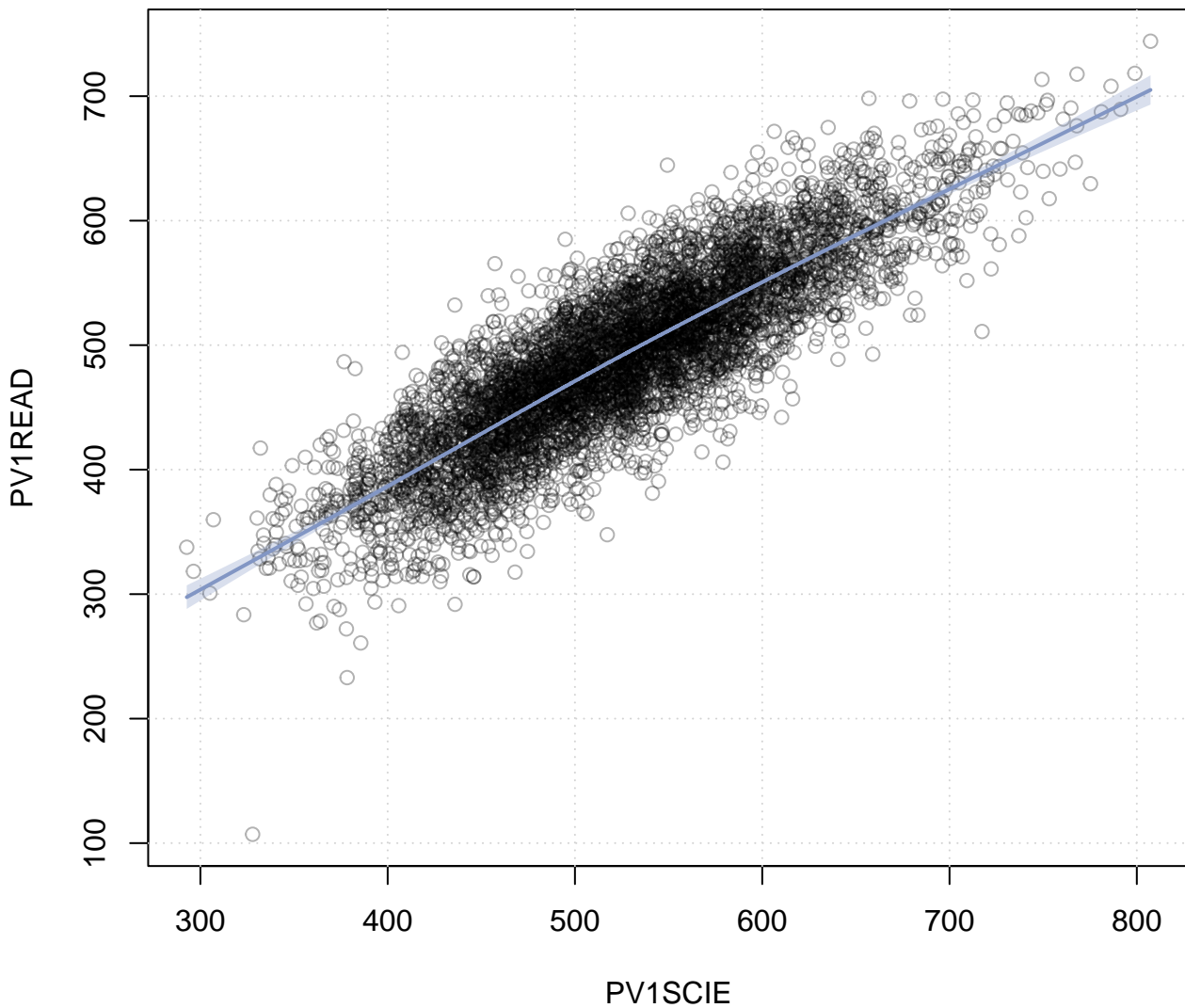


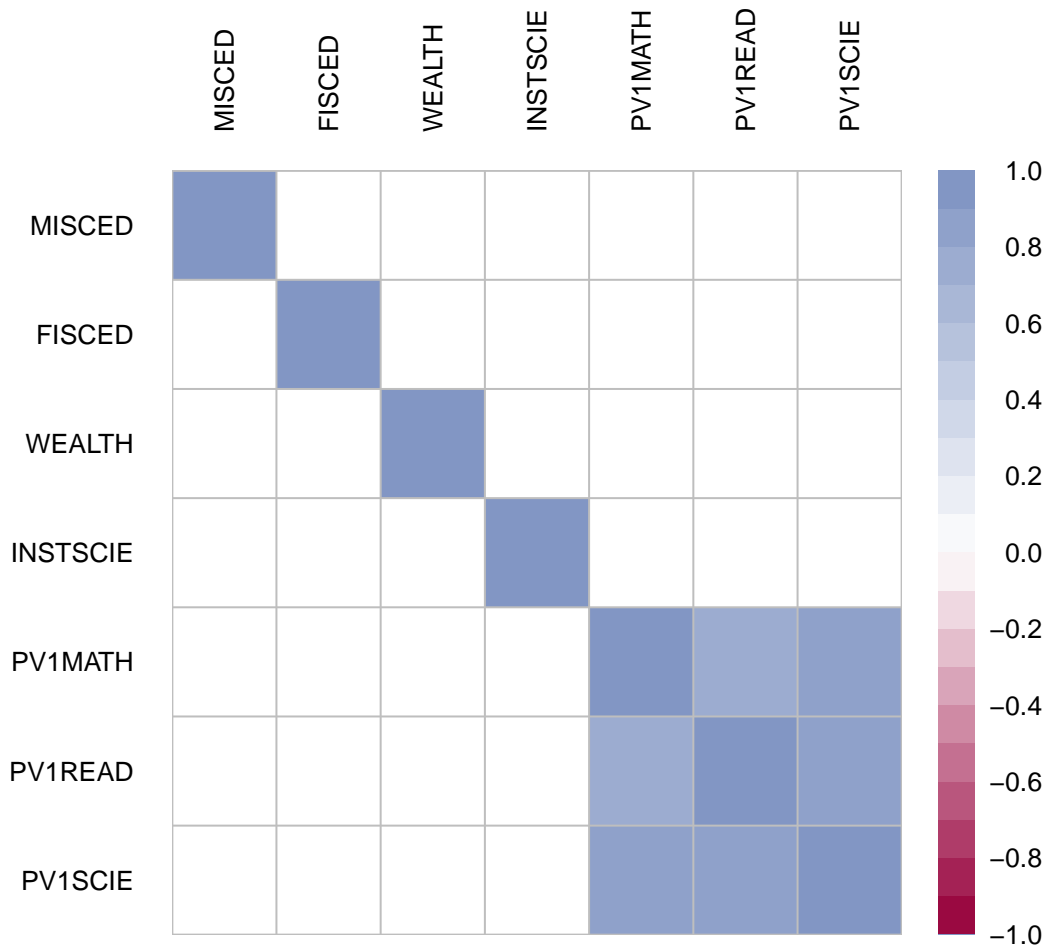
# REGION ~ AREA

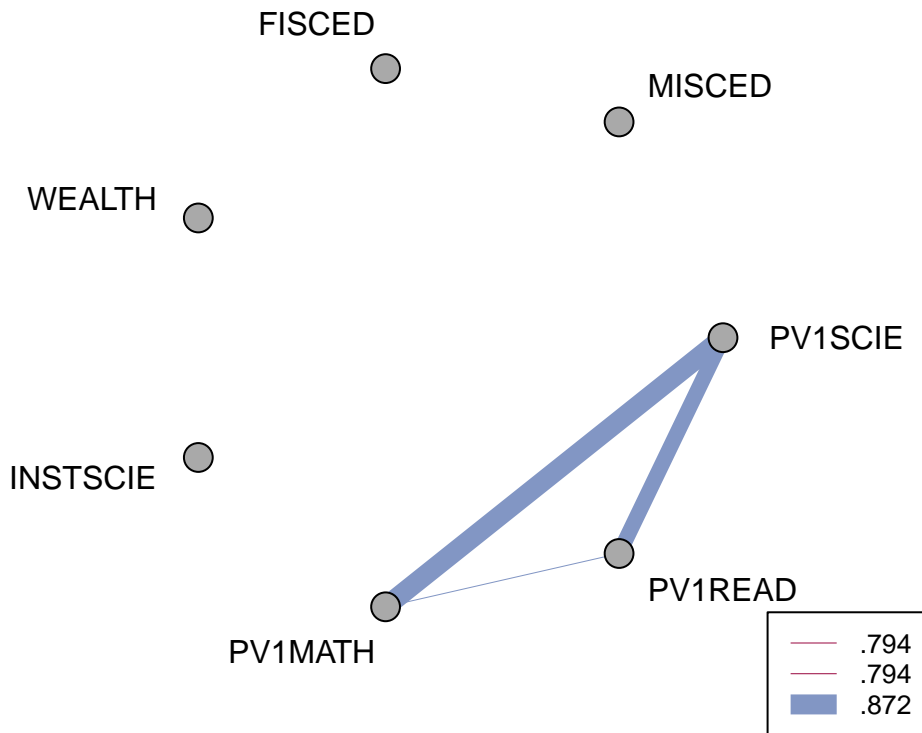


AREA

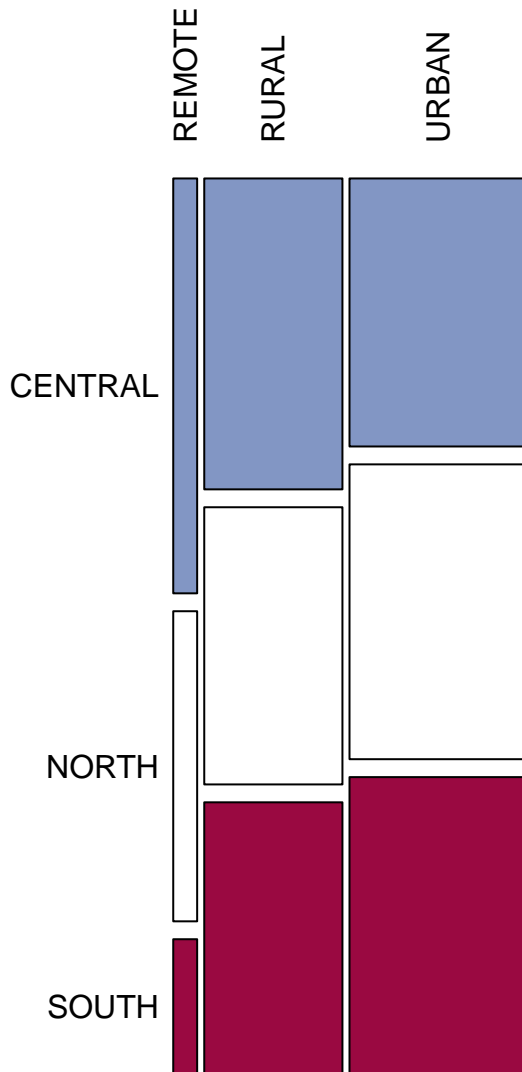
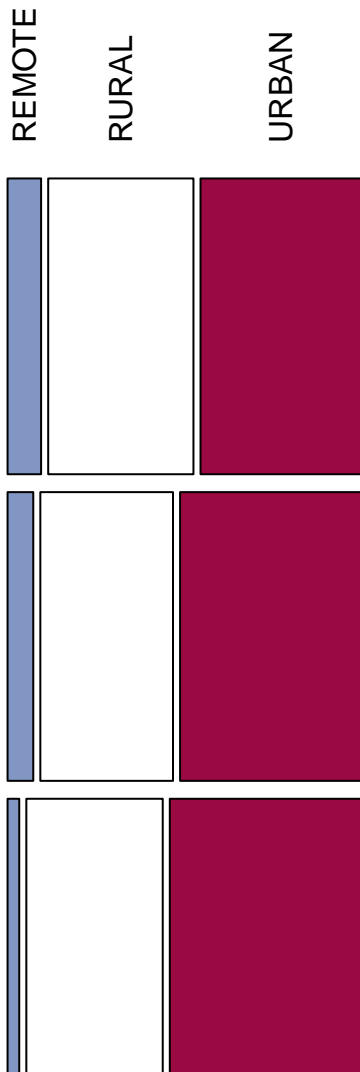
**PV1READ ~ PV1SCIE**







# REGION ~ AREA



AREA