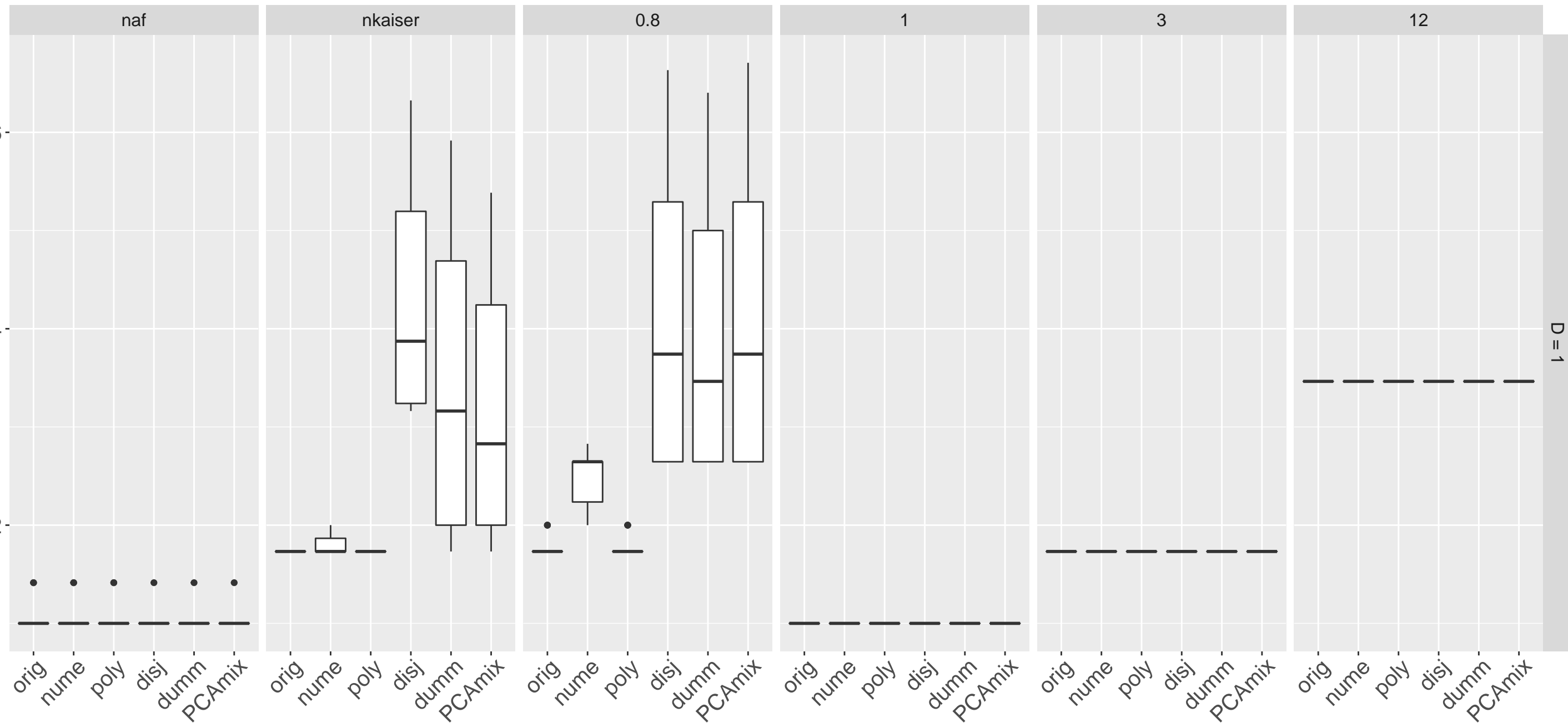


npcs



y axis: npcs; interval: FALSE; discrete: 1