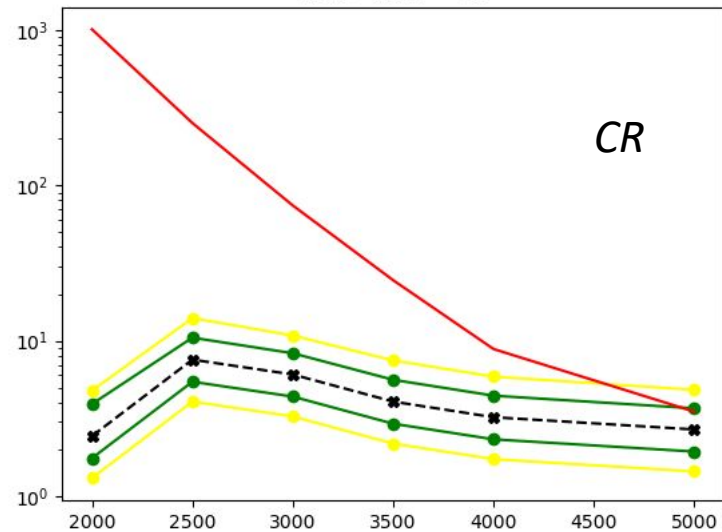
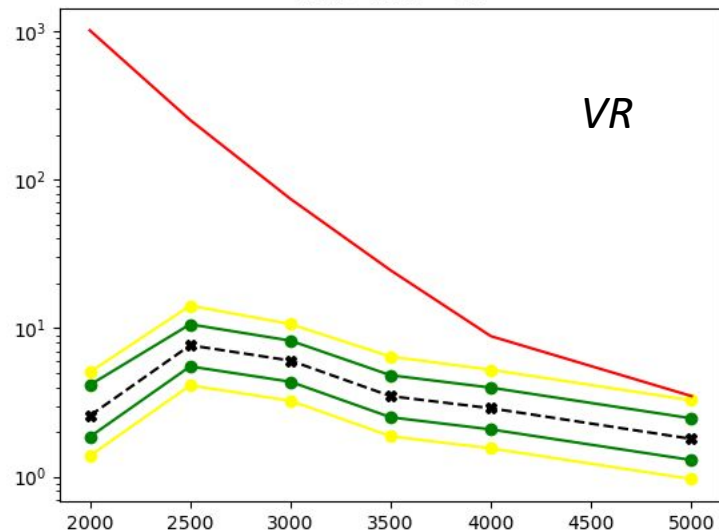


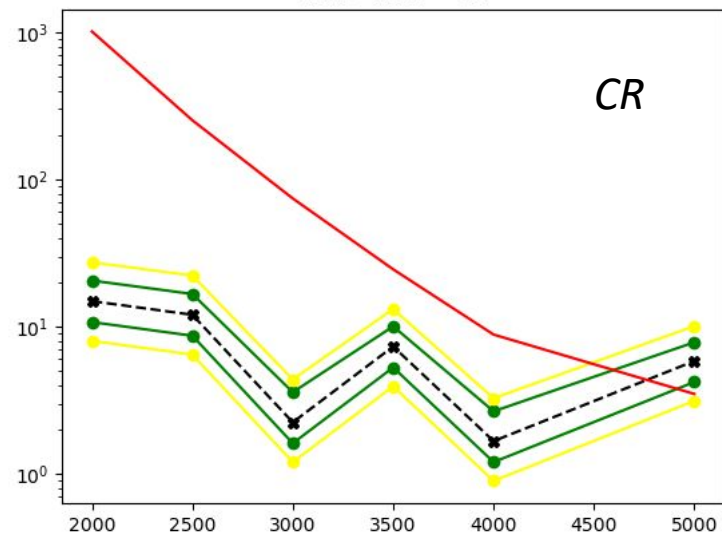
Limit - Rinv = 0.2



Limit - Rinv = 0.2



Limit - Rinv = 0.4



Limit - Rinv = 0.4

