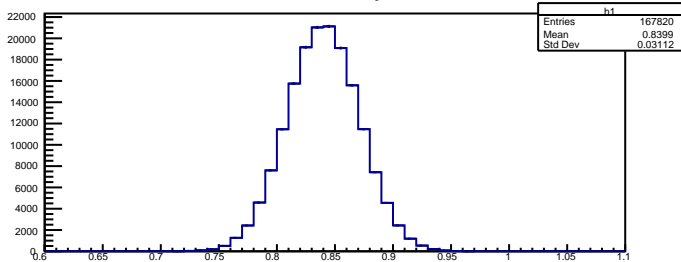
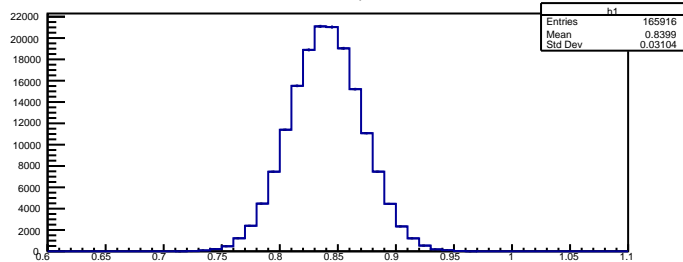


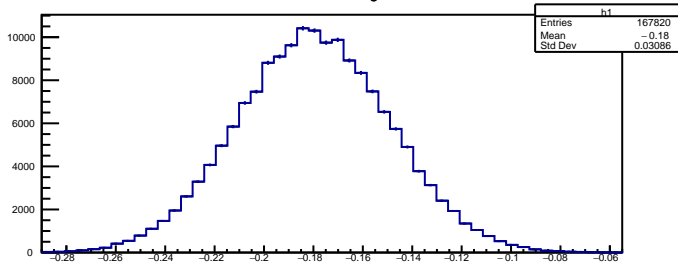
Dst X Rec neg



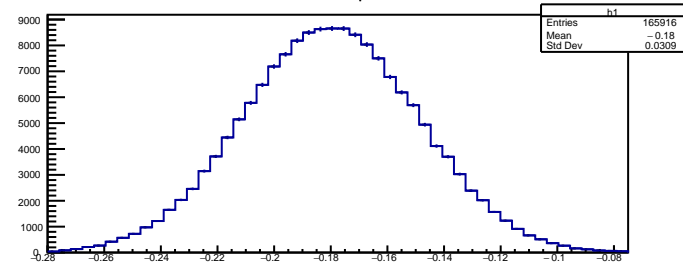
Dst X Rec pos



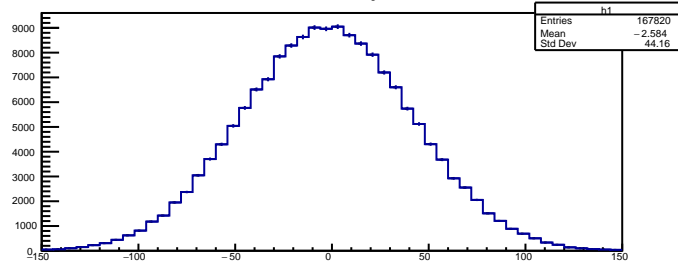
Dst Y Rec neg



Dst Y Rec pos



Dst Z Rec neg



Dst Z Rec pos

