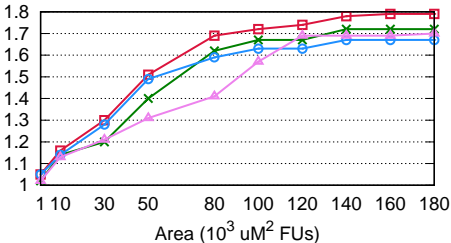


jpeg

Speedup



regions base



regions mv



regions min



regions max

