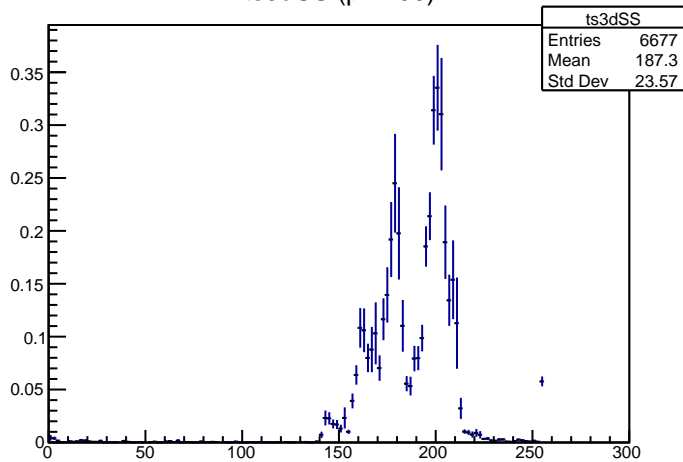
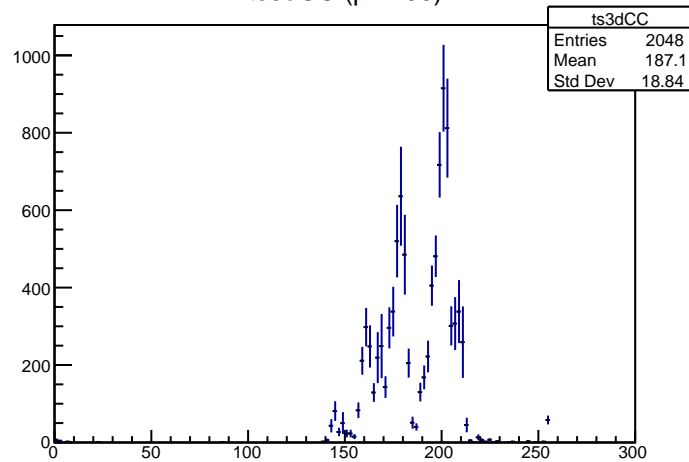


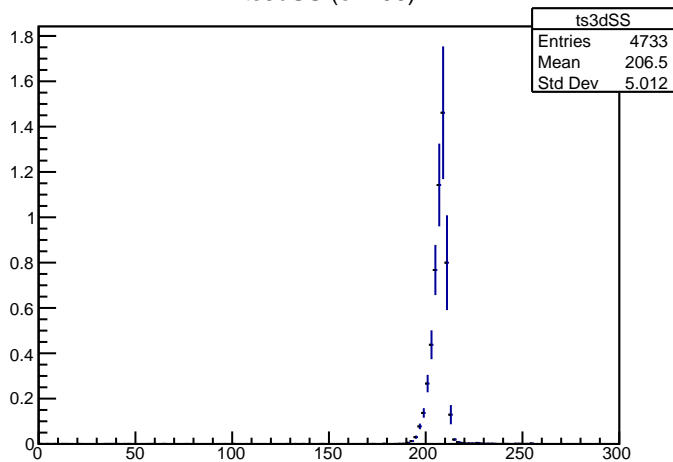
ts3dSS (pi+100)



ts3dCC (pi+100)



ts3dSS (e+100)



ts3dCC (e+100)

