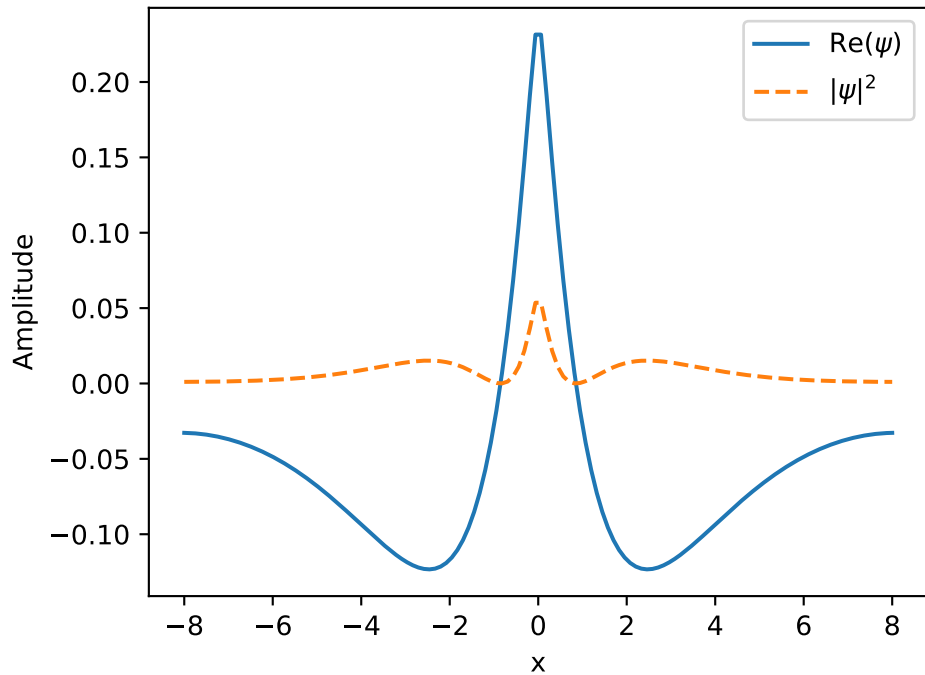


2s @ y=0



2s @ x=0

