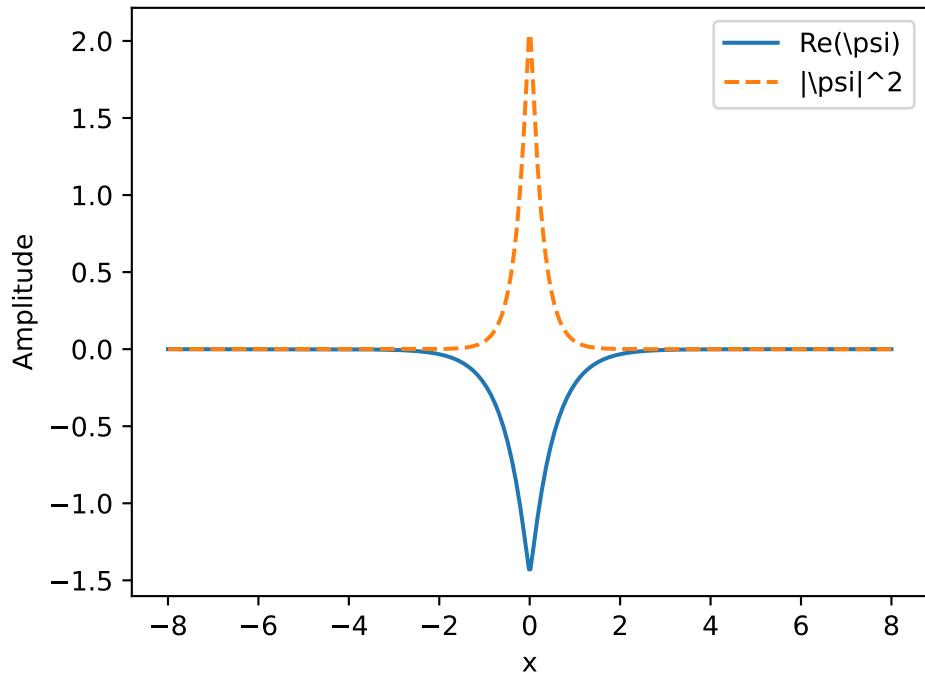


1s @ y=0



1s @ x=0

