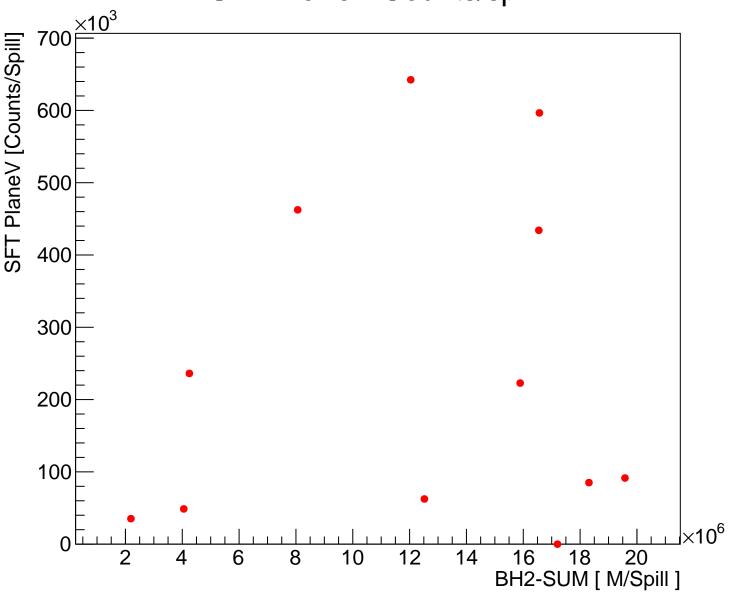
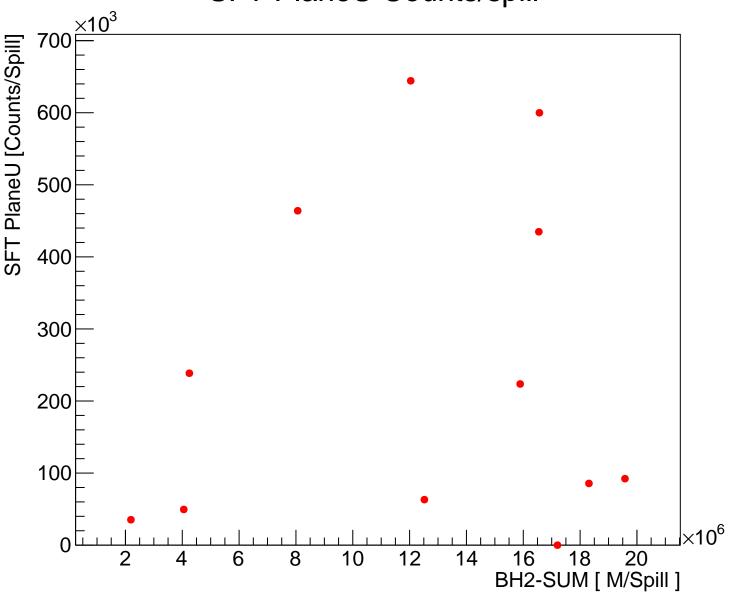
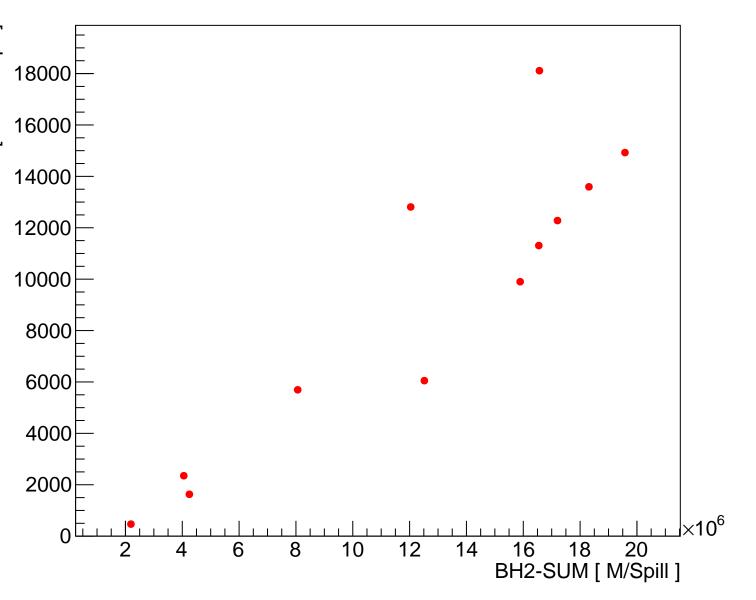
## SFT PlaneV Counts/spill



## SFT PlaneU Counts/spill



## SFT PlaneXU Counts/spill



## SFT PlaneXD Counts/spill

