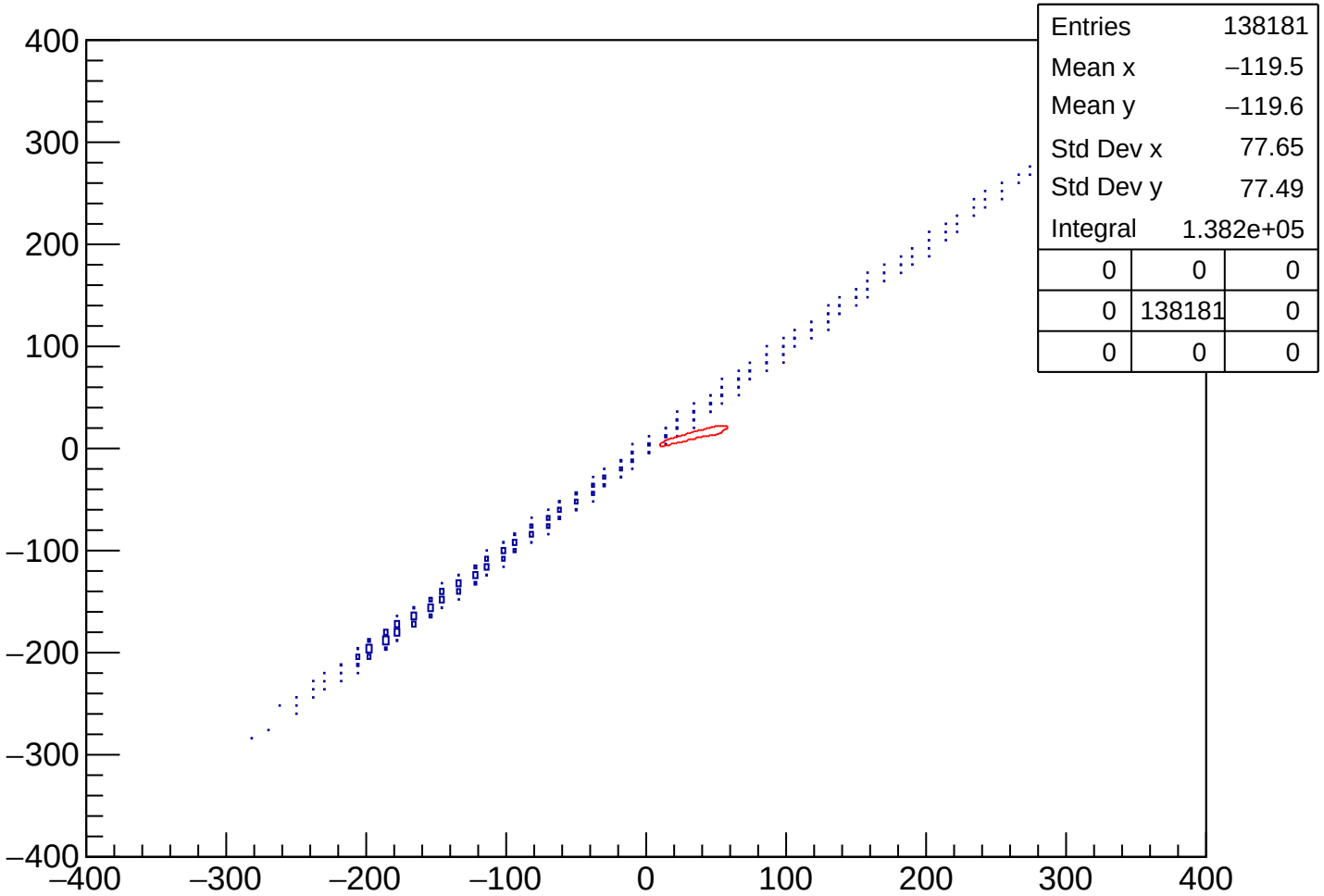Sch Position by HitSegment % vpx[1] Cut1