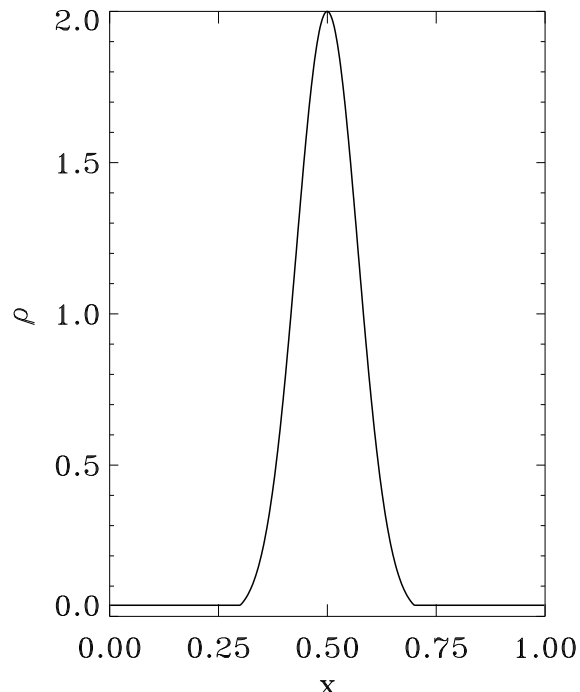


Bell (t=0)



Square (t=0)

