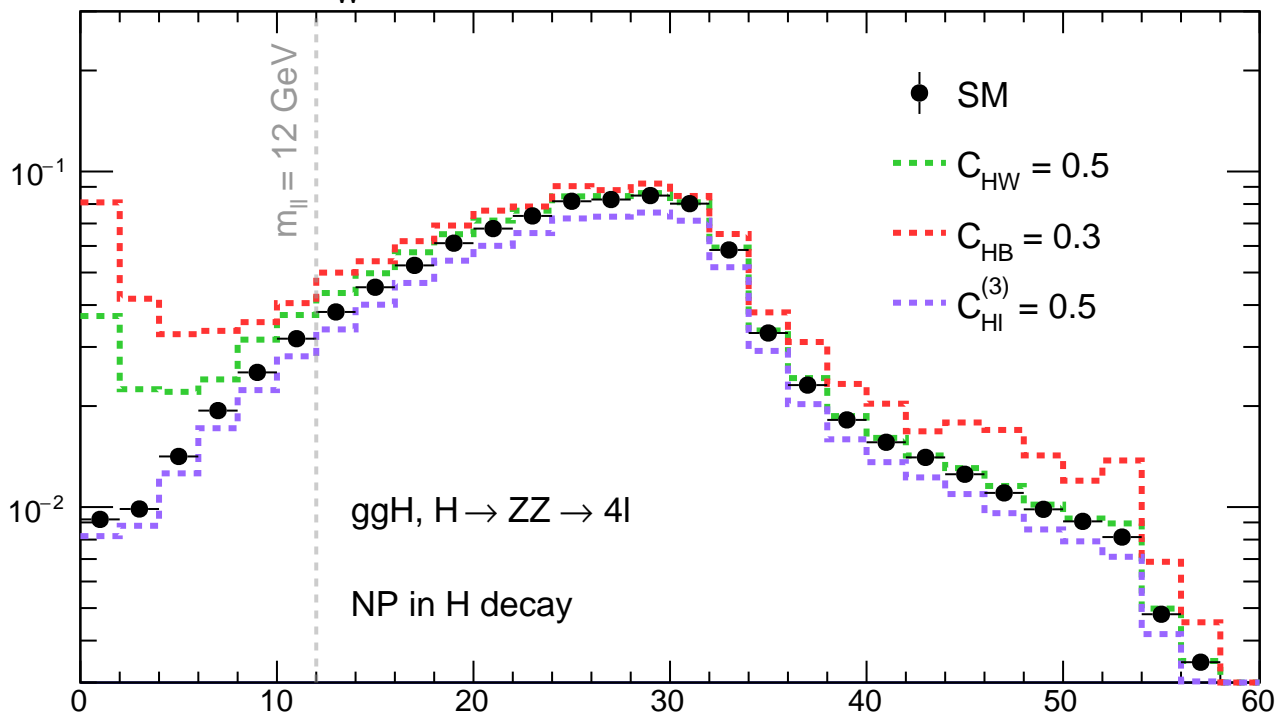


Events (SM = unity)



Ratio to SM

