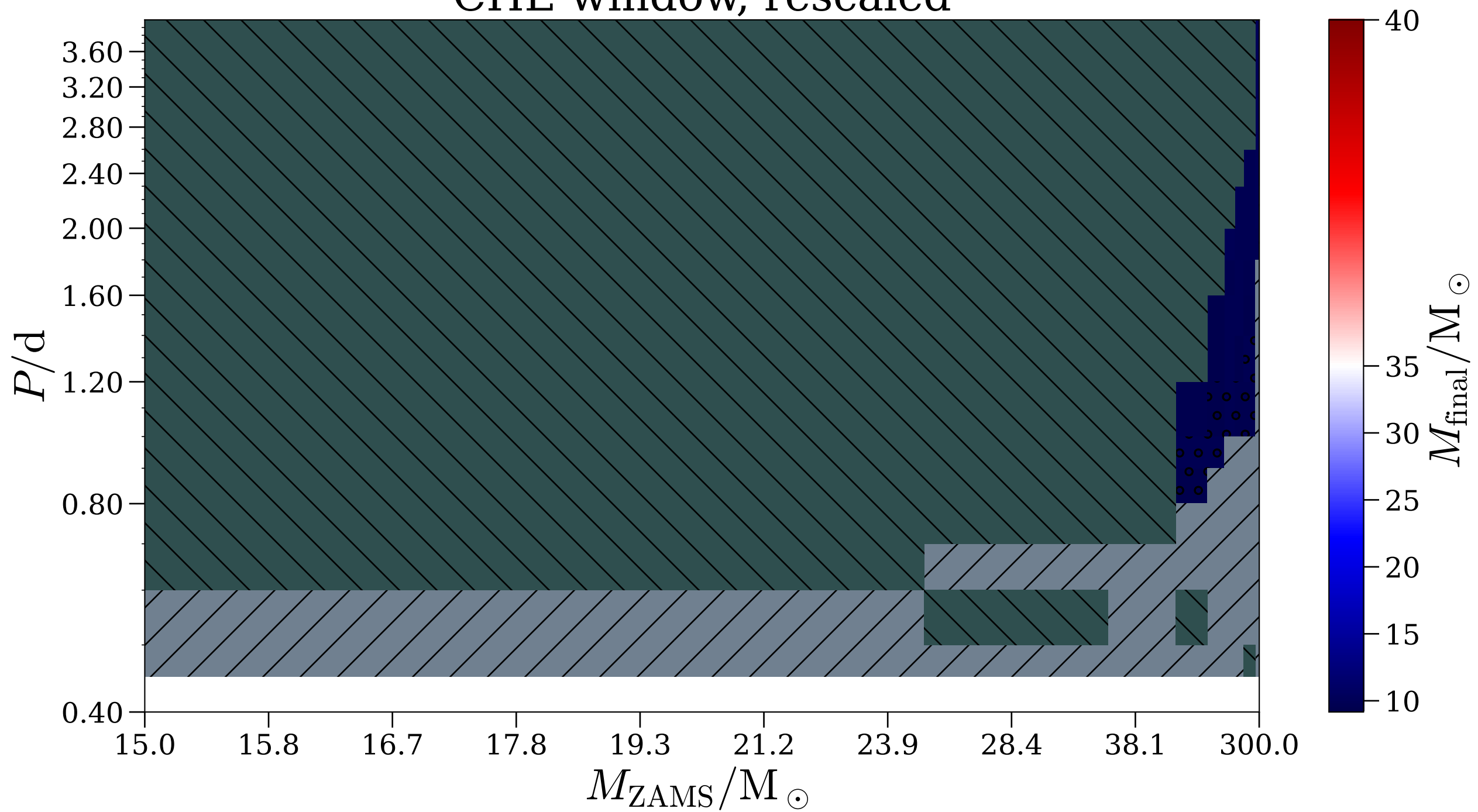
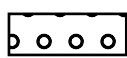


# CHE window, rescaled



Non CHE



L2OF@ZAMS



Crit. Rot. @ZAMS