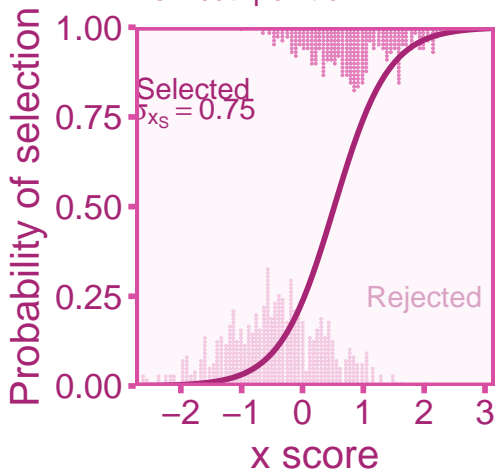


Indirect Selection

Low cut-point on z



Indirect Selection

High cut-point on z

