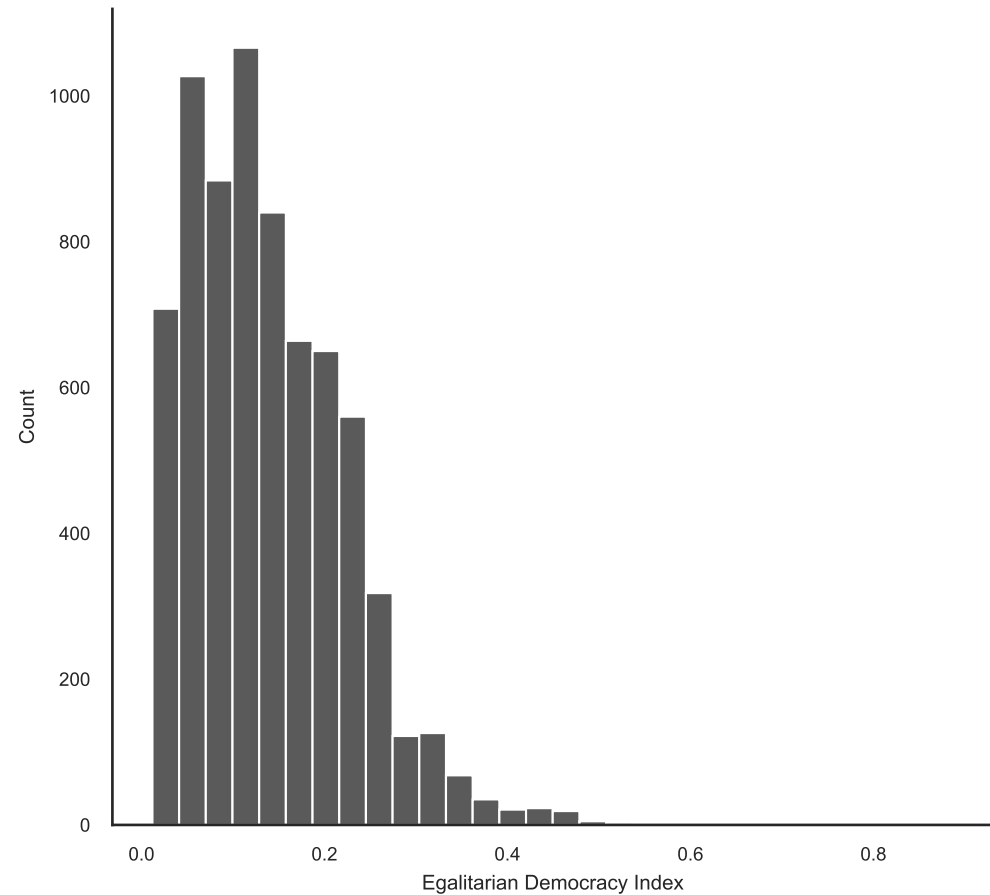


e_boix_regime = 0.0



e_boix_regime = 1.0

