

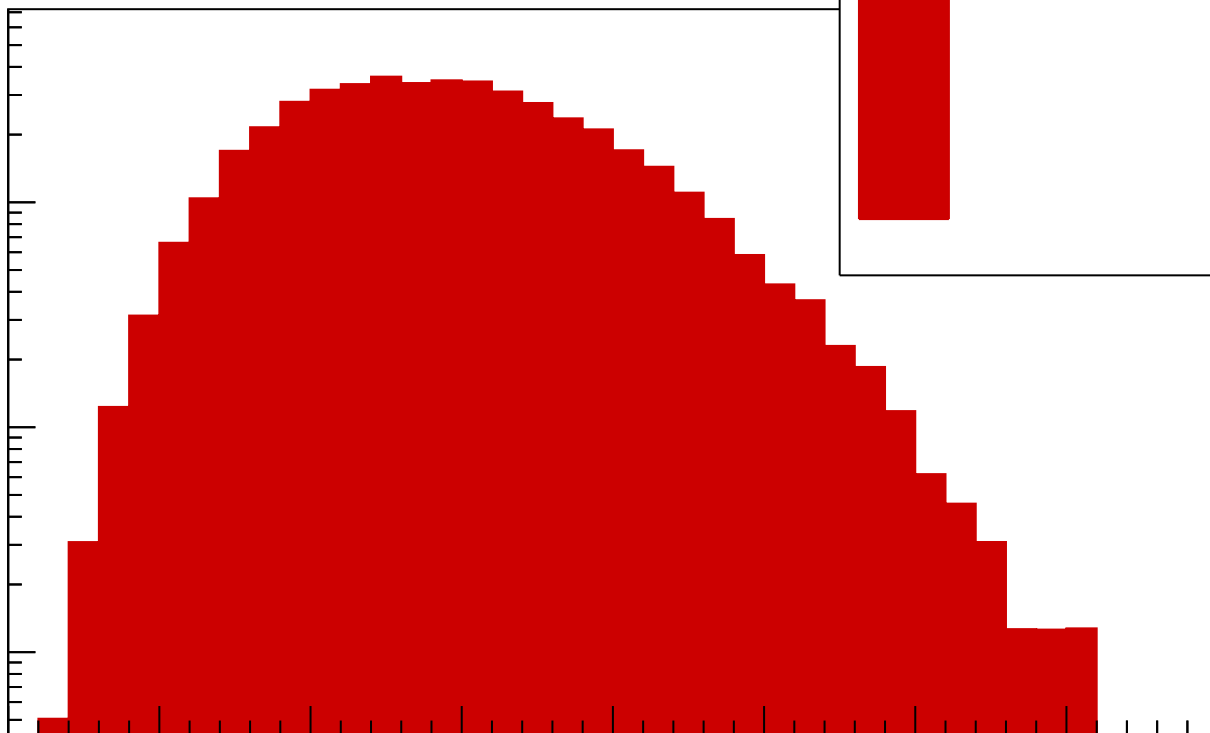
StackAreaNorm_NbOfVertices

#Events

10^2

10

1



Vertices