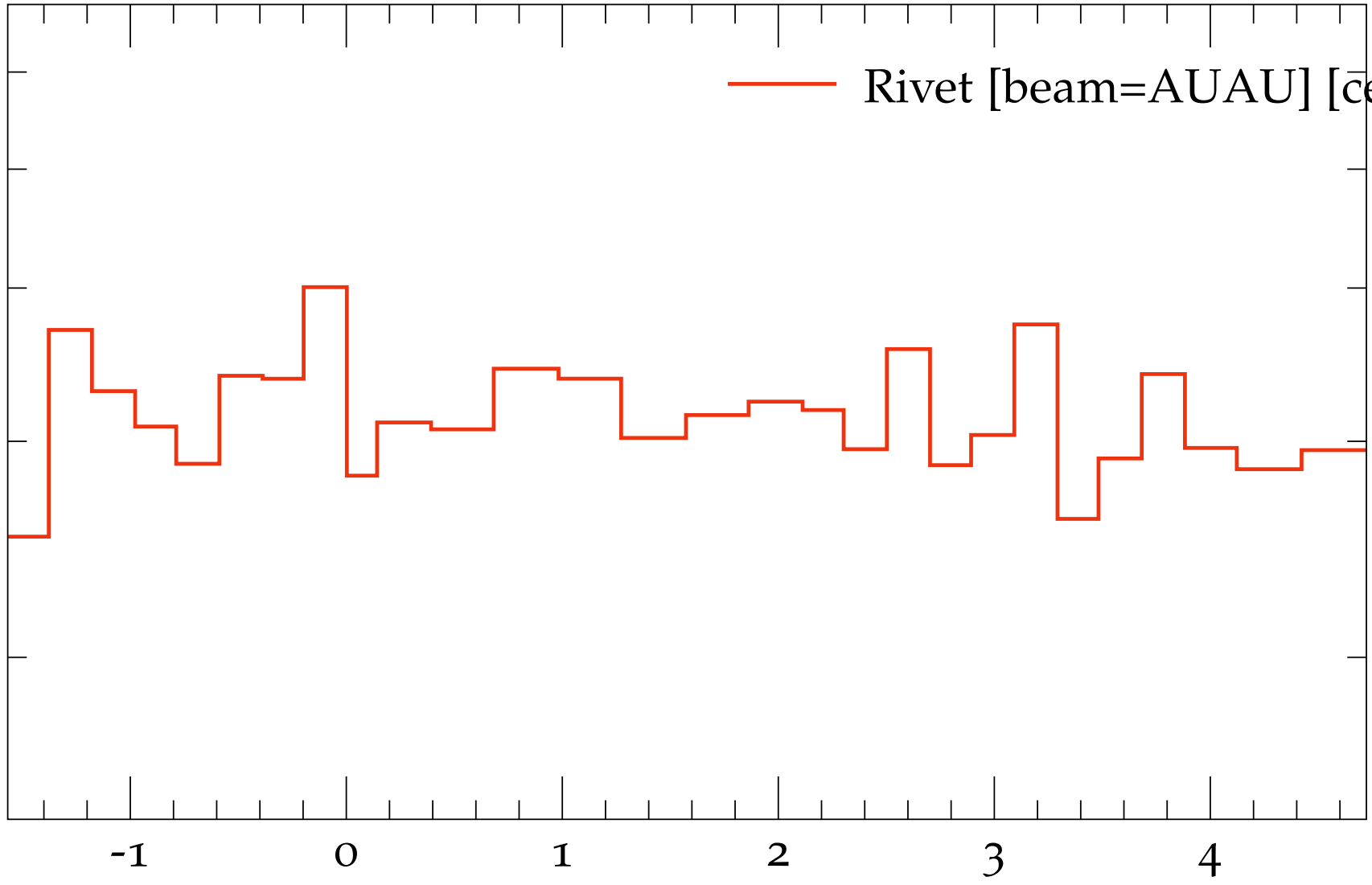
Rivet [beam=AUAU] [cen
-1
0
1
2
3
4