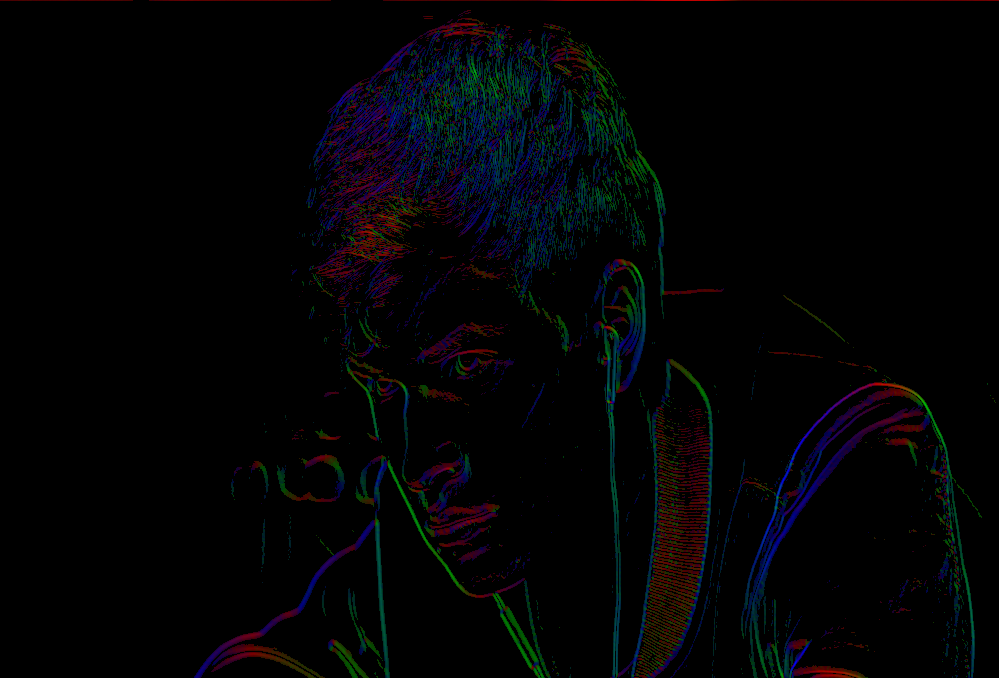
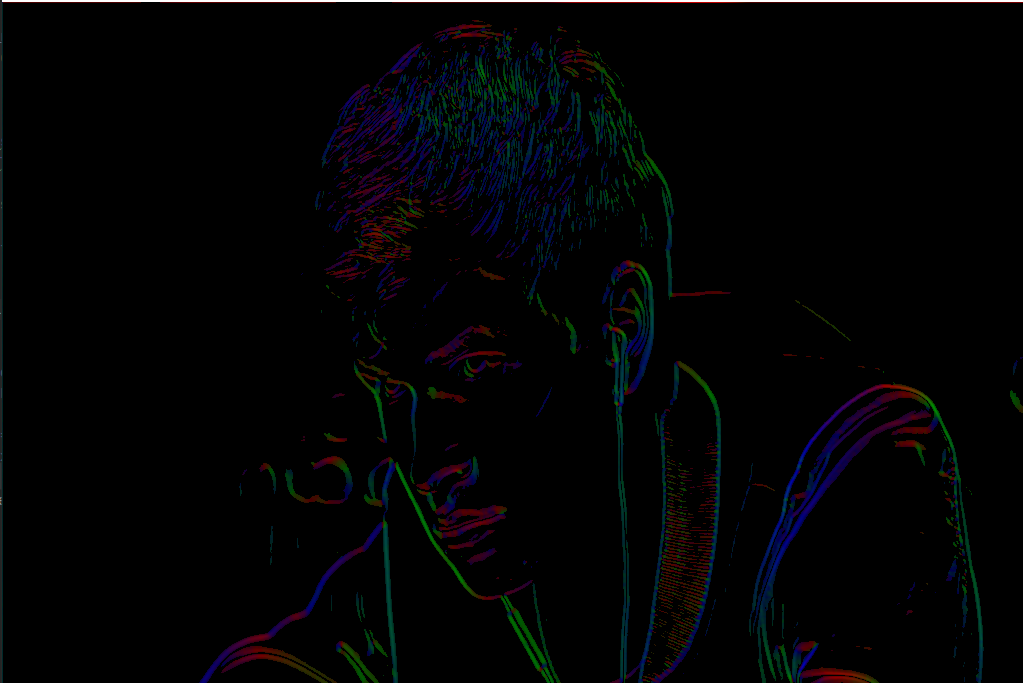
0



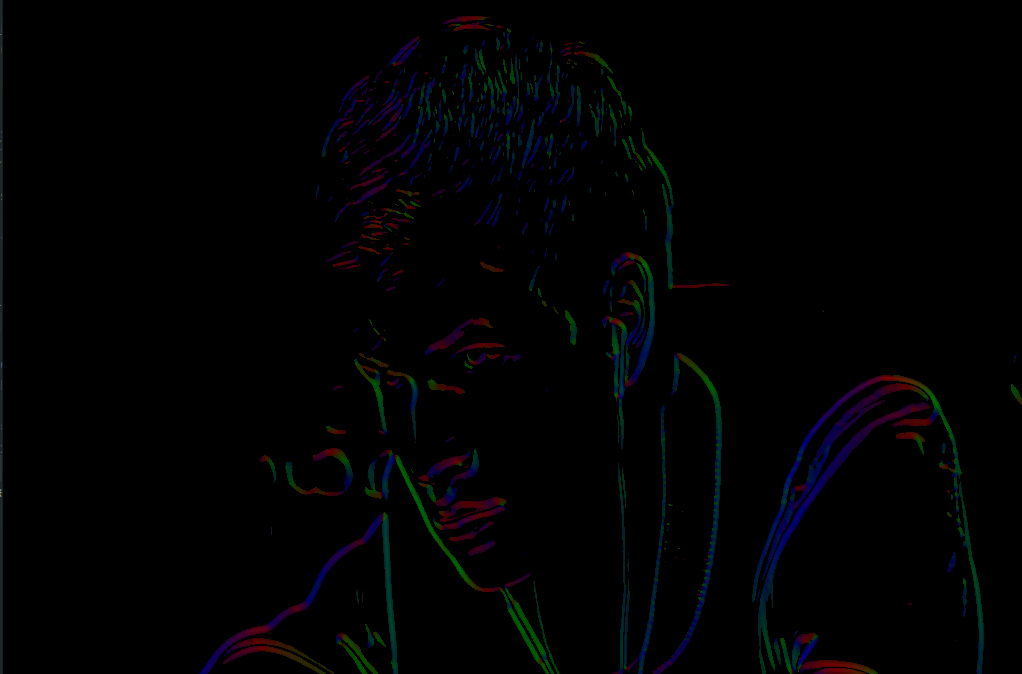
0.5



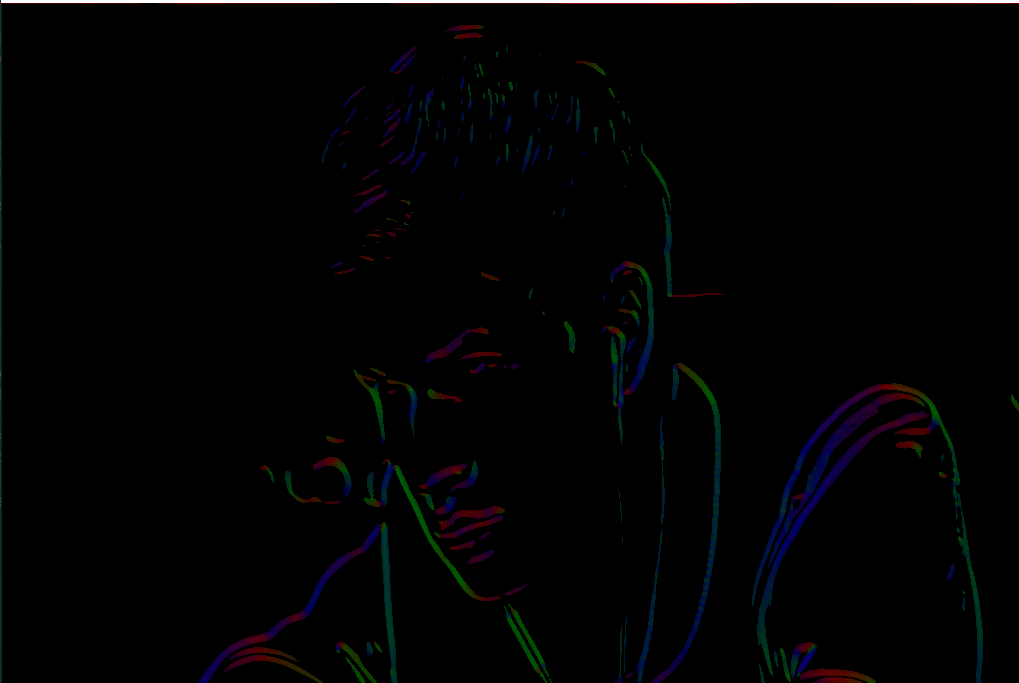
1



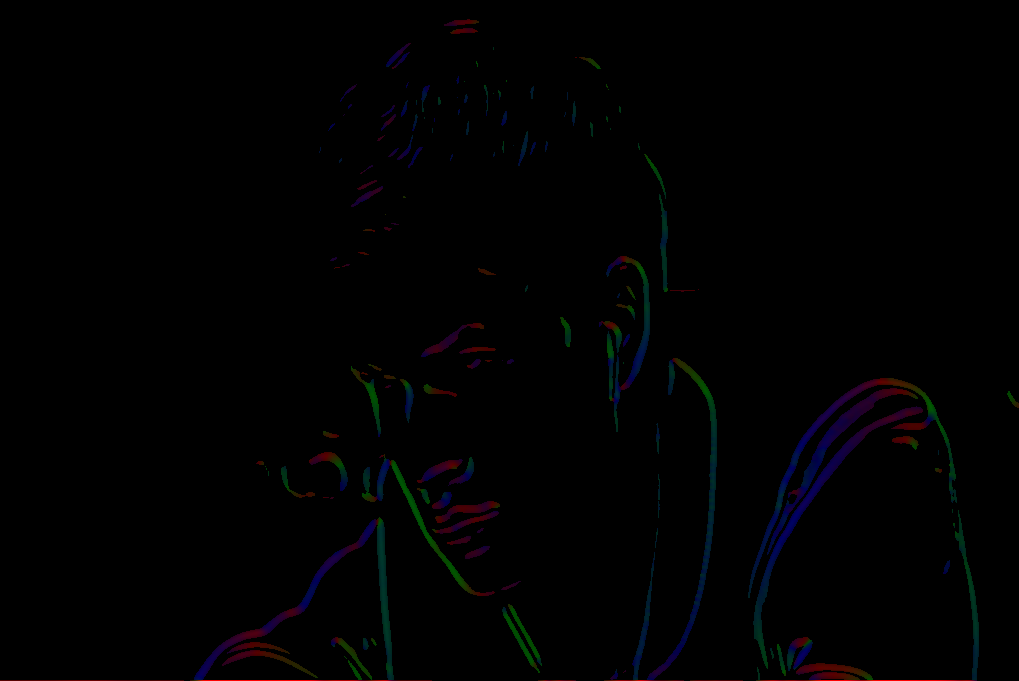
1.5



2



2.5



float lowPassThreasshold = 20;  
float boostThreashold = 50;