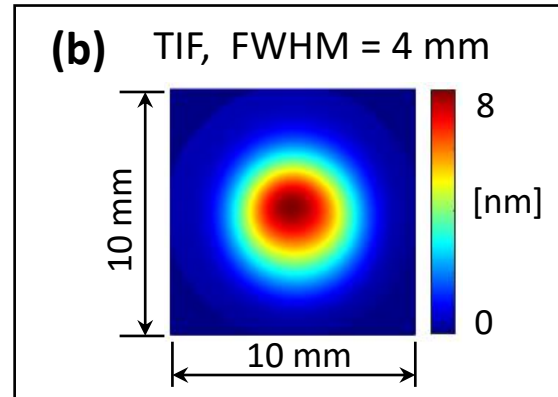
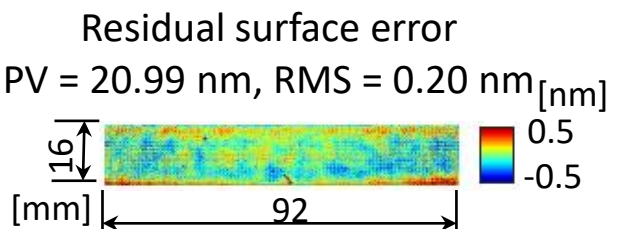
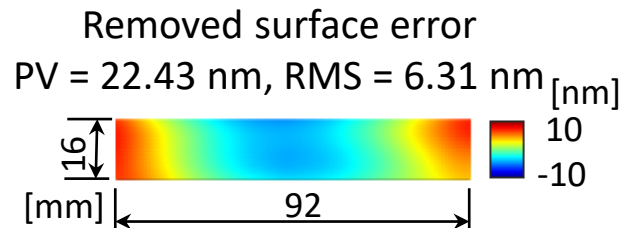
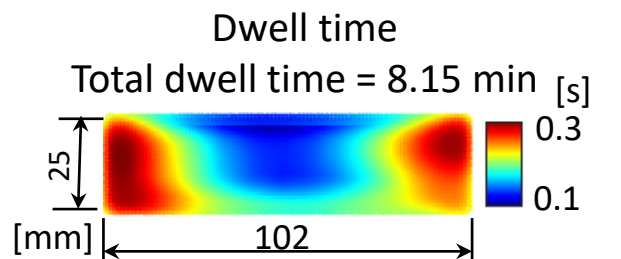


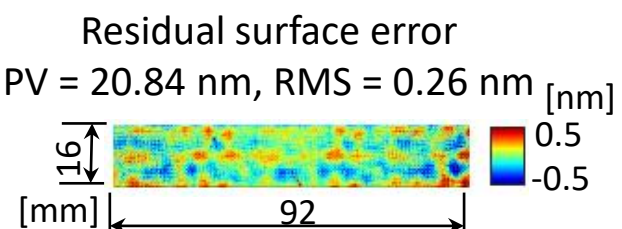
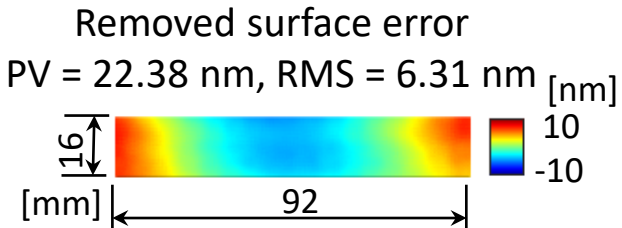
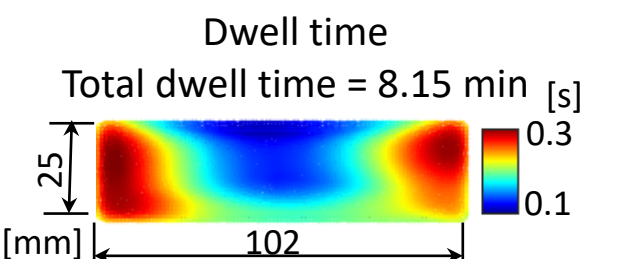
+



(c) Raster path



(d) Maze path



(e) RAP path

