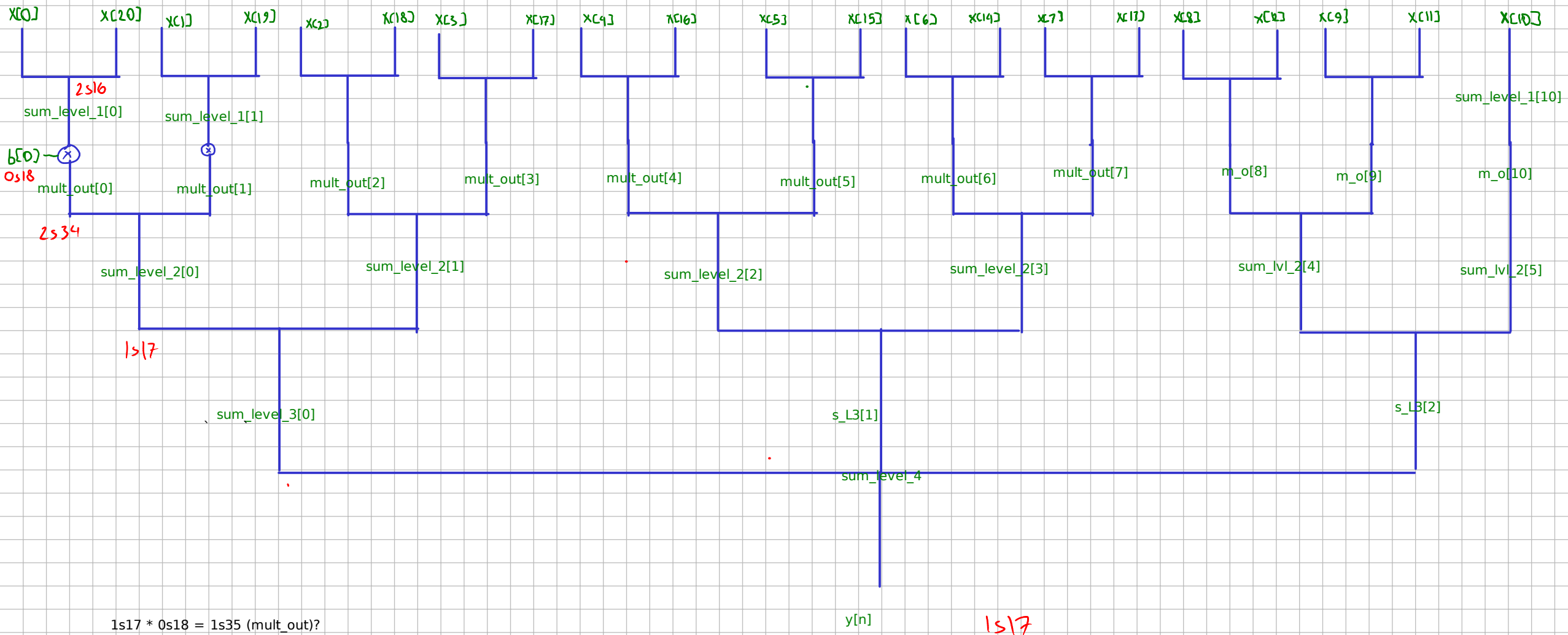


scale FS input to halfscale to prevent overflow

1s17 → 2s16



Sum level 2 needs to be 2s16 since 1s17 + 1s17

