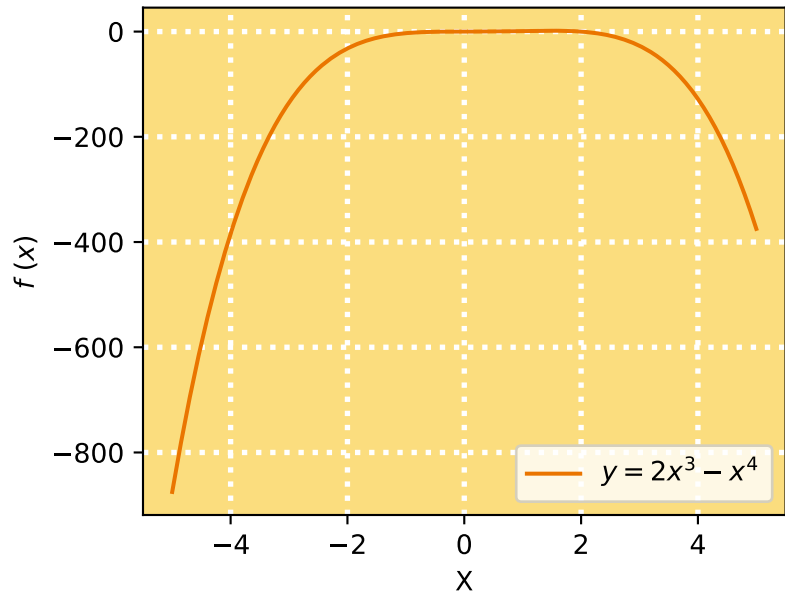


Without resetting the range of y



Resetting the range of y

