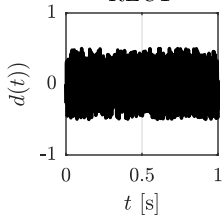
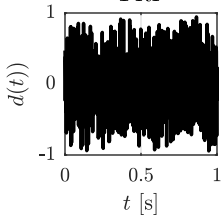


RECT*TRI**TRI_{HP}*