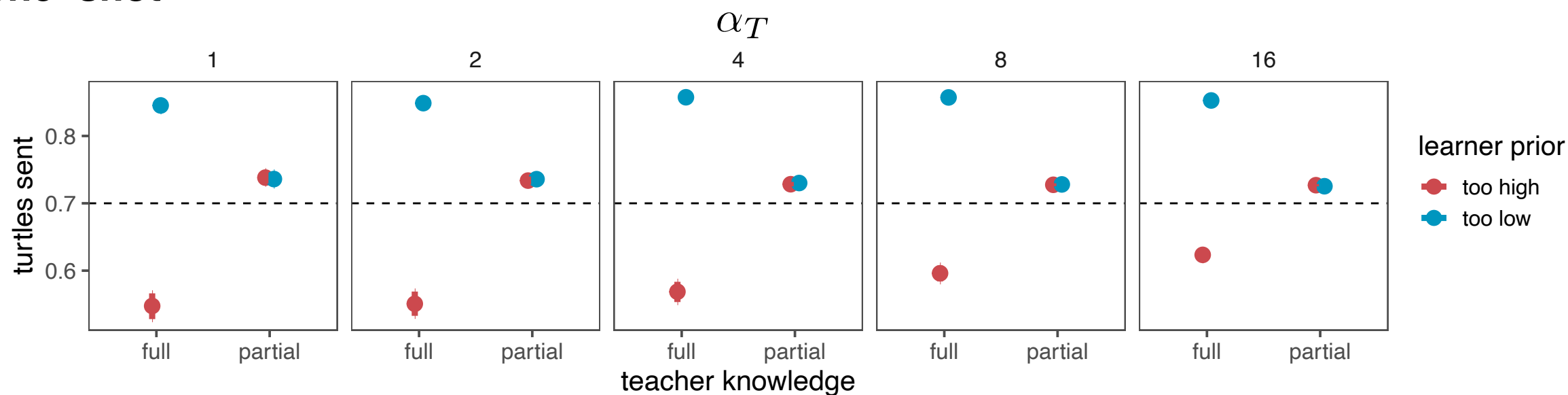
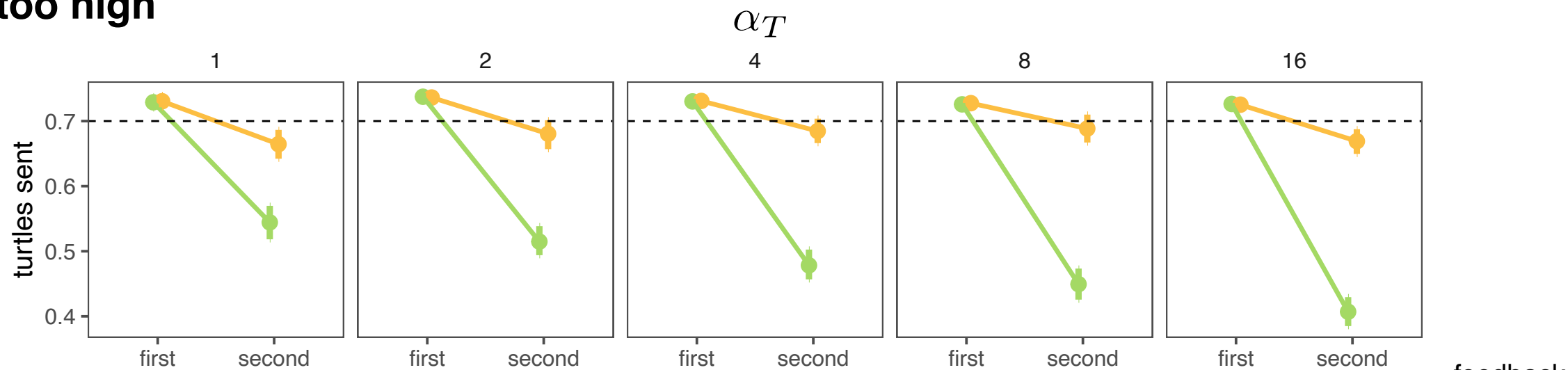


one-shot



too high



too low

