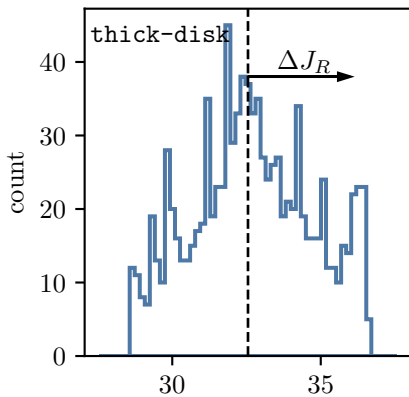
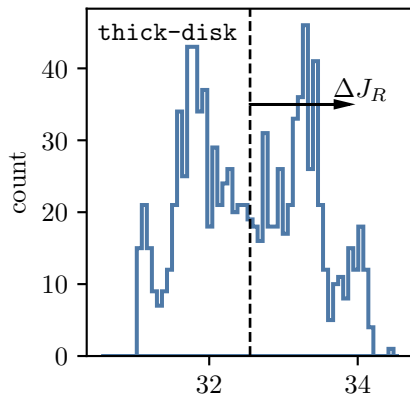


x offset = 100 pc



z offset = 100 pc



x offset = 100 pc

