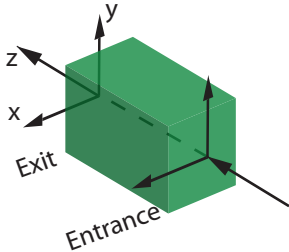
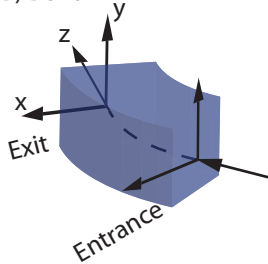


A) Straight



B) Bend



C) Patch & Floor_Shift

