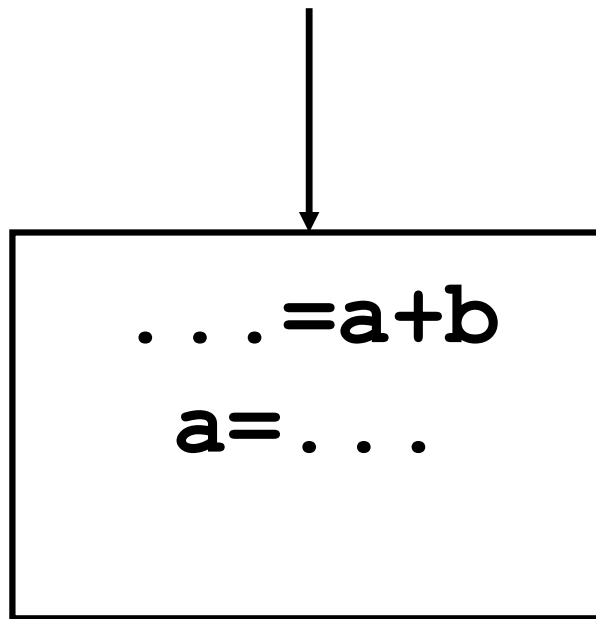
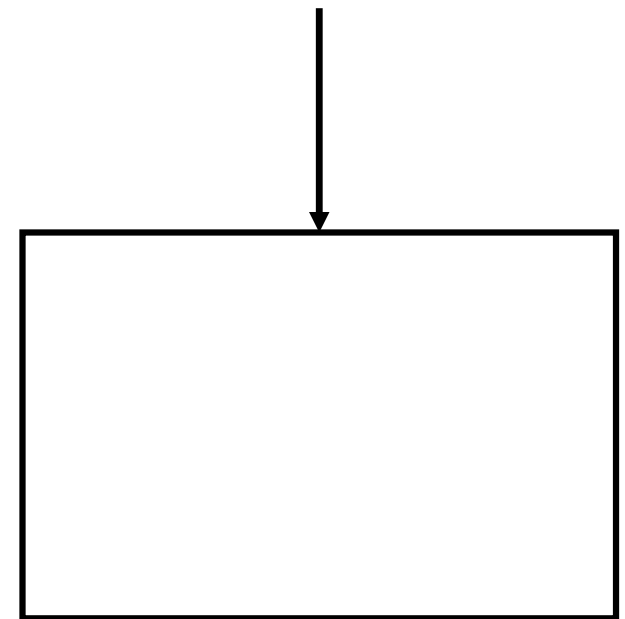


KILL = 1
AVLOC = 1



KILL = 1
AVLOC = 0



KILL = 0
AVLOC = 0