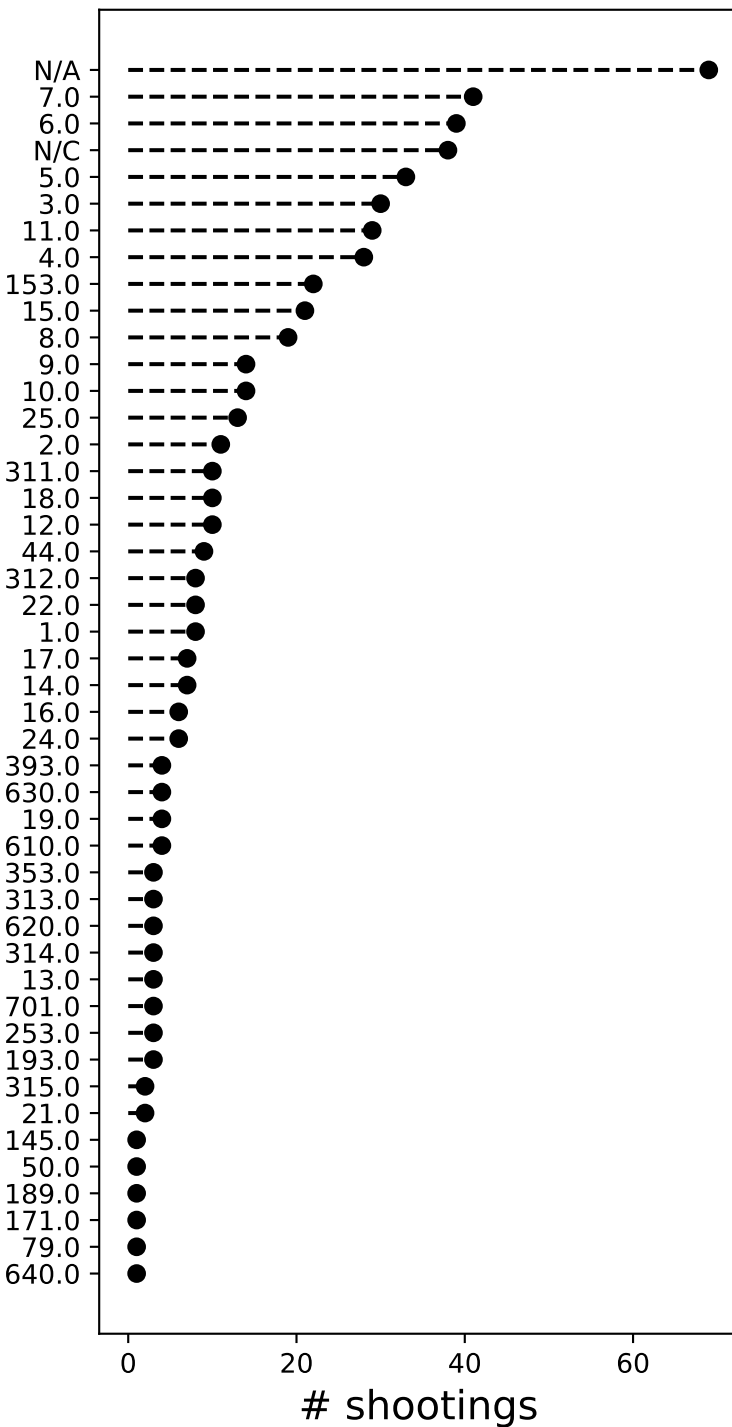


Raw units



Binned units

