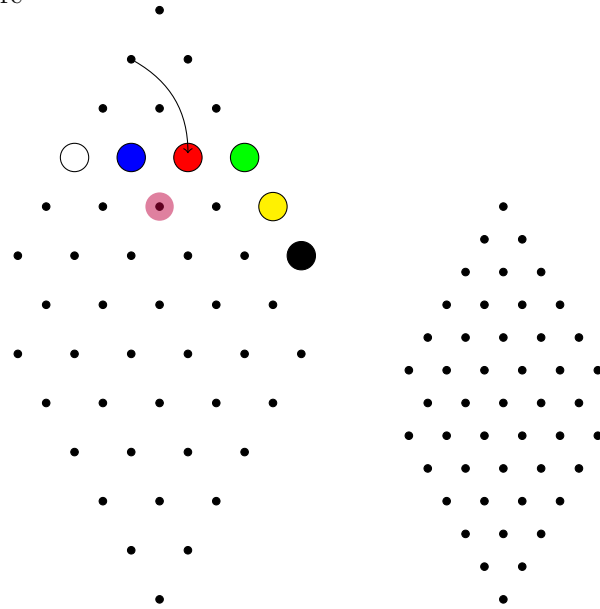


(sqrt(3.0))  
before



after

