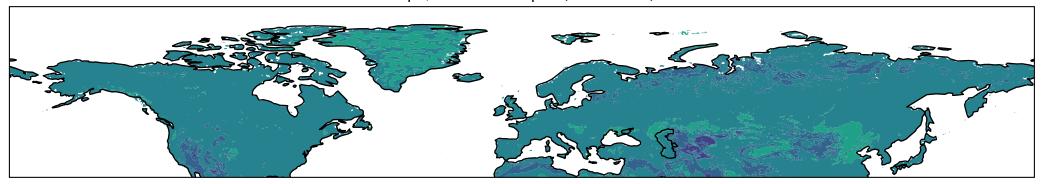
wfps, surface - depth (difference)



60

- 45

- 30

- 15

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1 -

_30

- –45

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