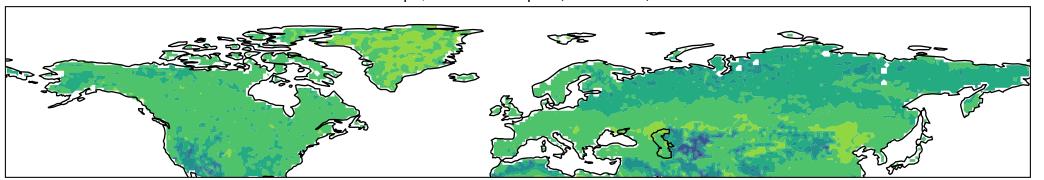
## wfps, surface - depth (difference)



-16