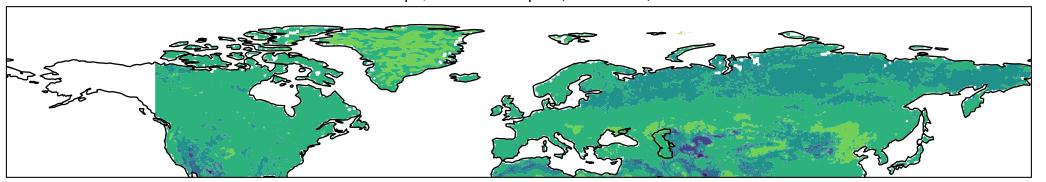
wfps, surface - depth (difference)



20

- 10

0

- –10

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-20

- **–**3

- -40

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