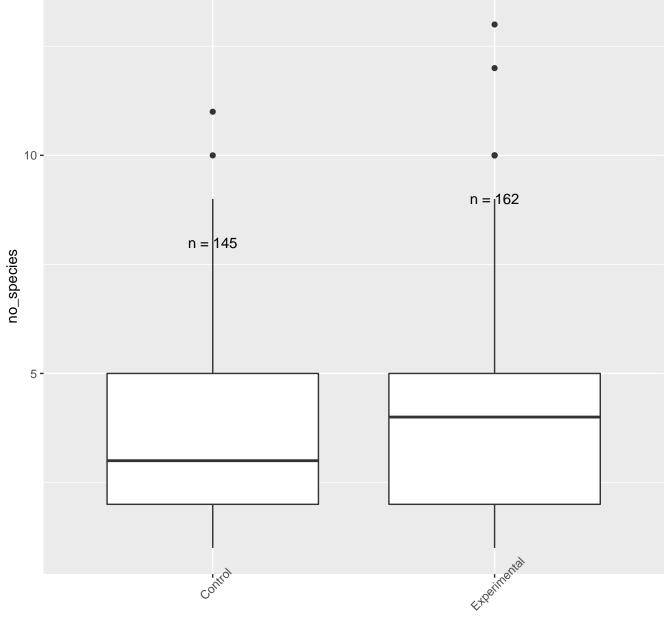
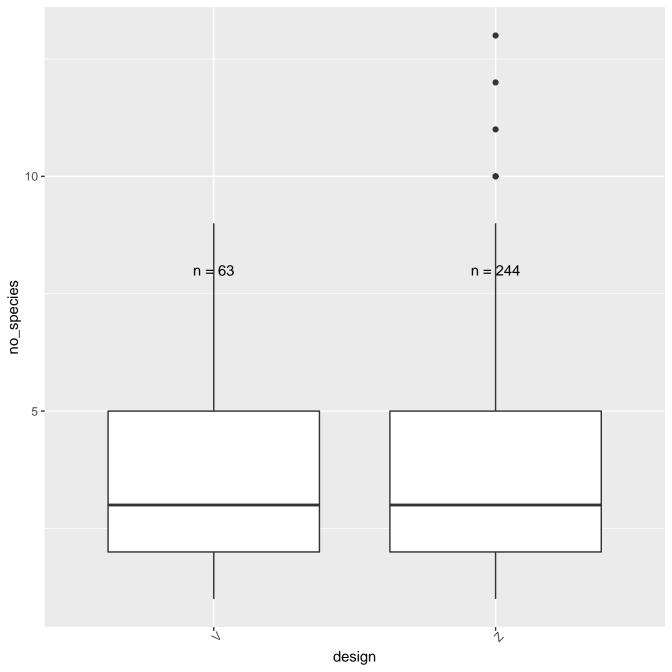
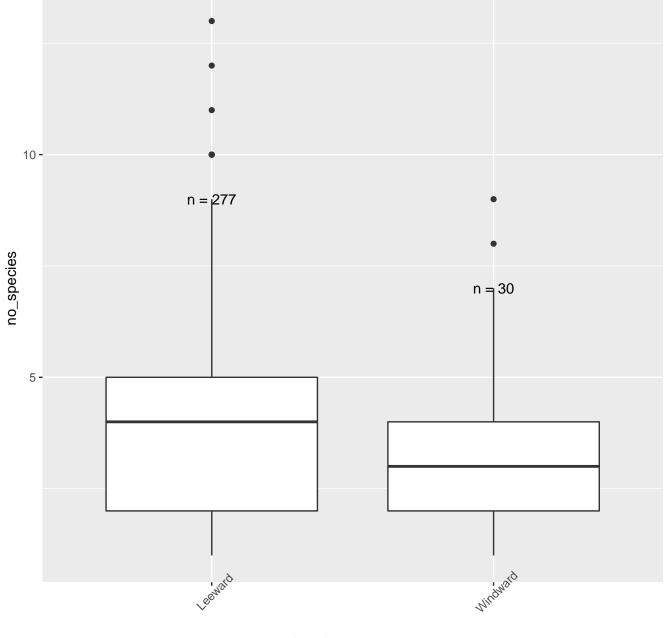


TrapID



 ${\sf Exp\_or\_Cont}$ 





location\_exposure