


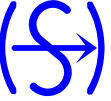





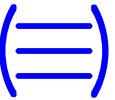















	syno_dust_storm (\037)		syno_smoke (\004)
	syno_severe_dust_storm (\042)		syno_haze (\005)
	syno_dust_storm_nearby (\011)		syno_drifting_snow (\044)
	syno_dust_whirl (\010)		syno_heavy_drifting_snow (\045)
	syno_fog (\055)		syno_blowing_snow (\046)
	syno_fog_nearby (\050)		syno_heavy_blowing_snow (\047)
	syno_mist (\012)		syno_ice_crystals (\114)
	syno_shallow_fog_patches (\013)		syno_snow_grains (\115)
	syno_shallow_fog (\014)		syno_snow_crystals (\116)
	syno_fog_patches (\051)		syno_virga (\016)
	syno_thin_fog (\054)		syno_precip_distant (\017)
	syno_thin_rime_fog (\060)		syno_precip_nearby (\020)
	syno_rime_fog (\061)		syno_slash (divider)