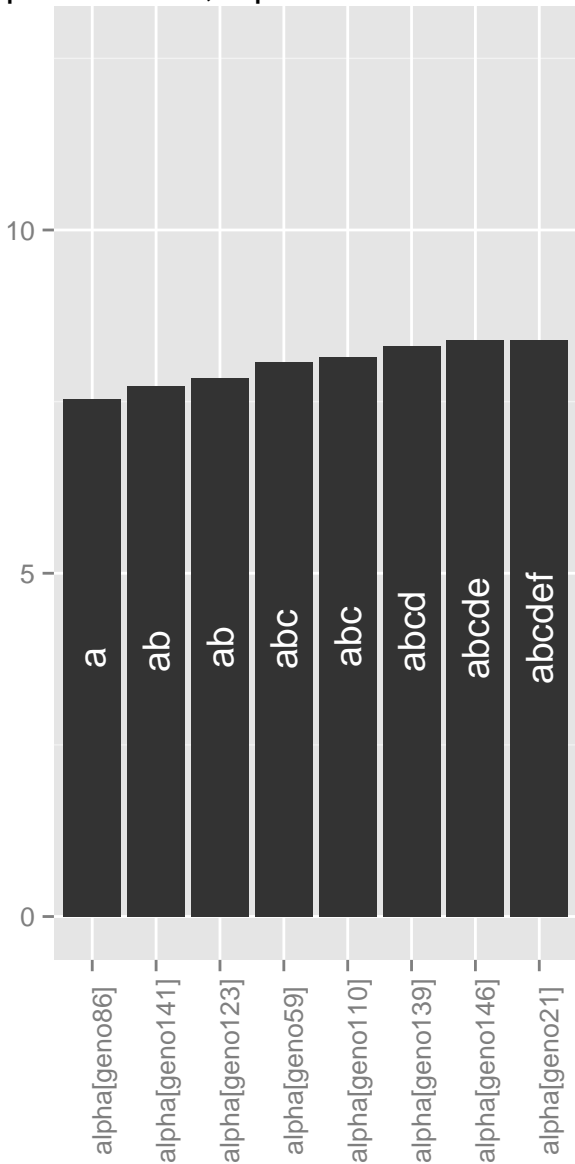


alpha  
alpha = 0.05 ; alpha correction : soft.b



alpha  
alpha = 0.05 ; alpha correction : soft.b

