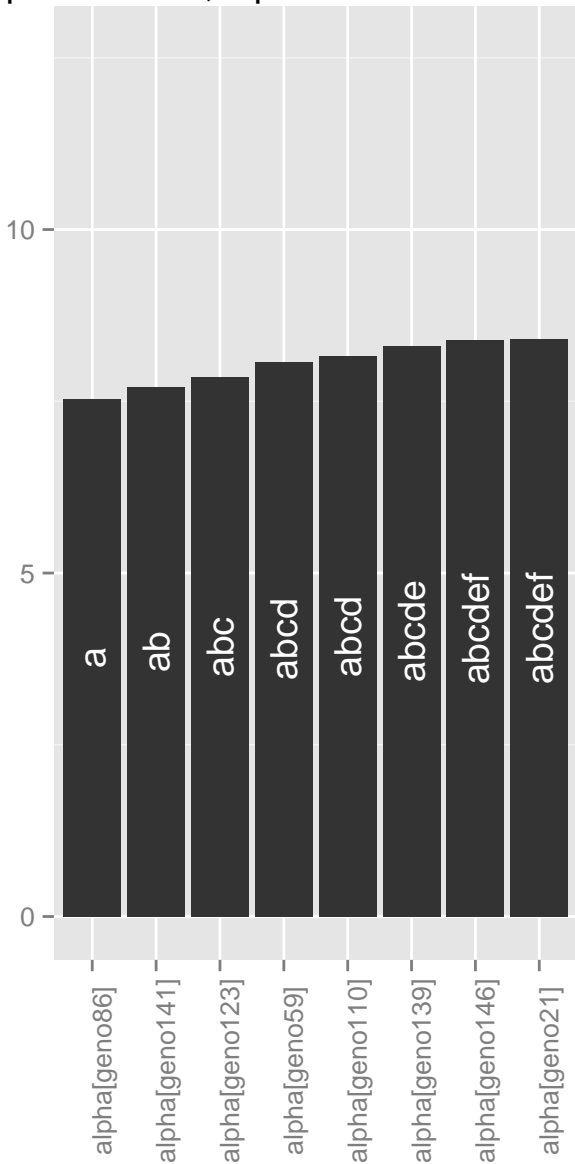


alpha
alpha = 0.05 ; alpha correction : soft.b



alpha
alpha = 0.05 ; alpha correction : soft.b

