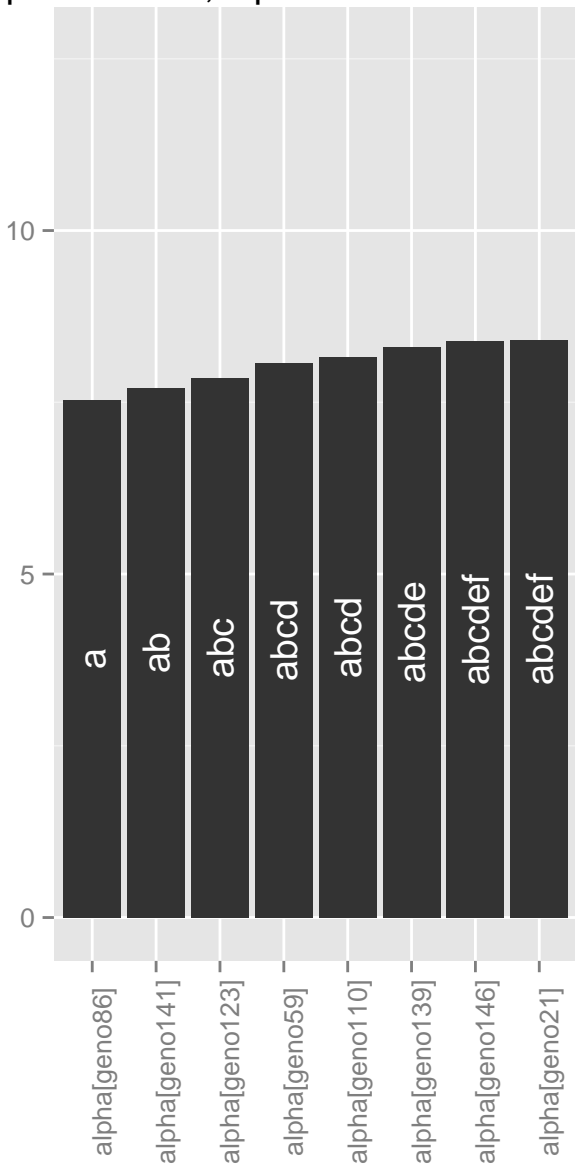


alpha

alpha = 0.05 ; alpha correction : soft.b



alpha

alpha = 0.05 ; alpha correction : soft.b

