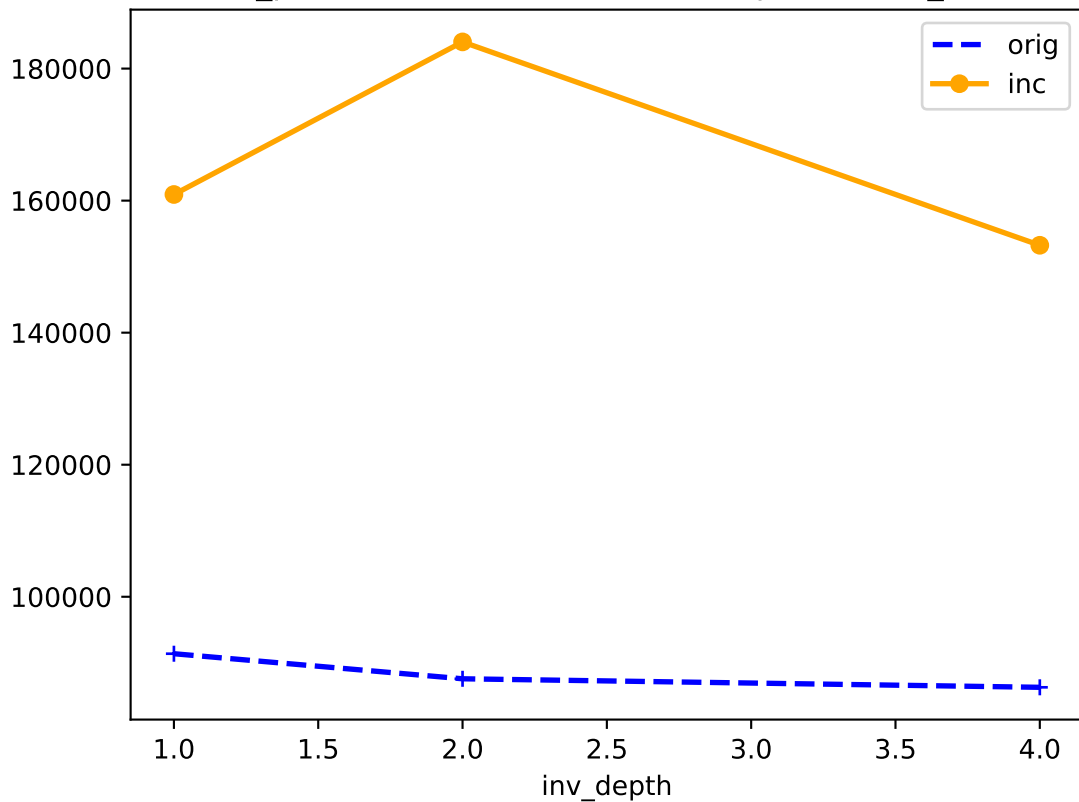
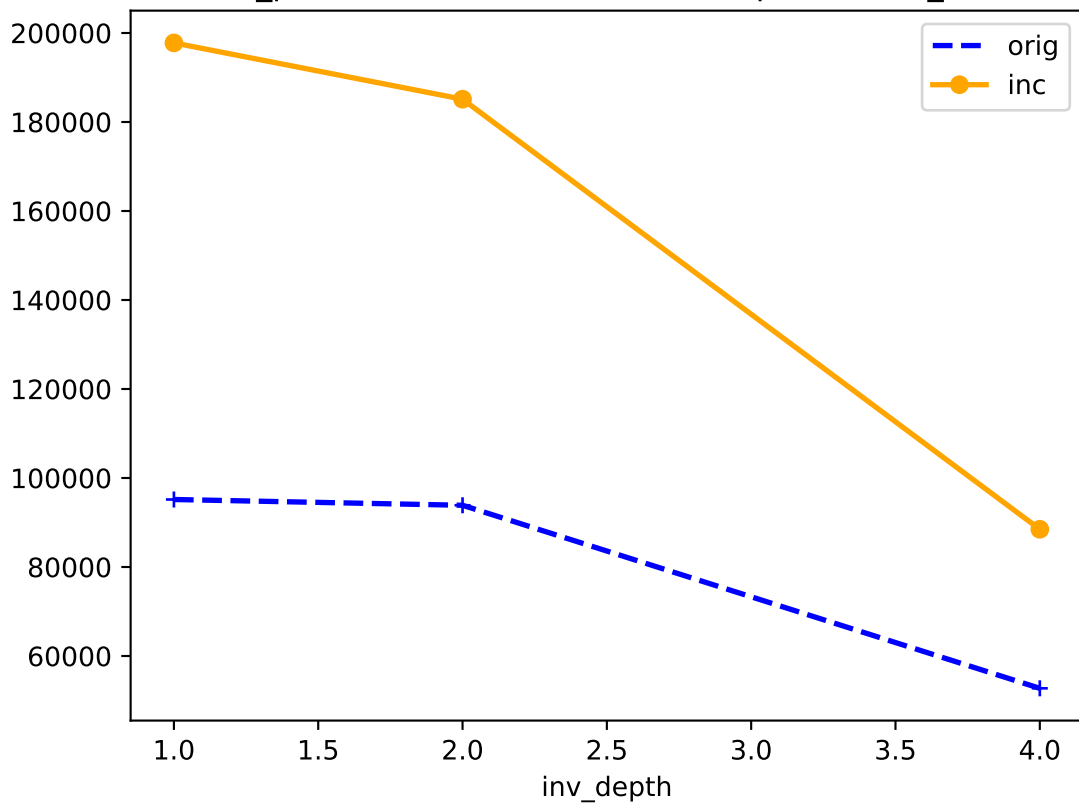


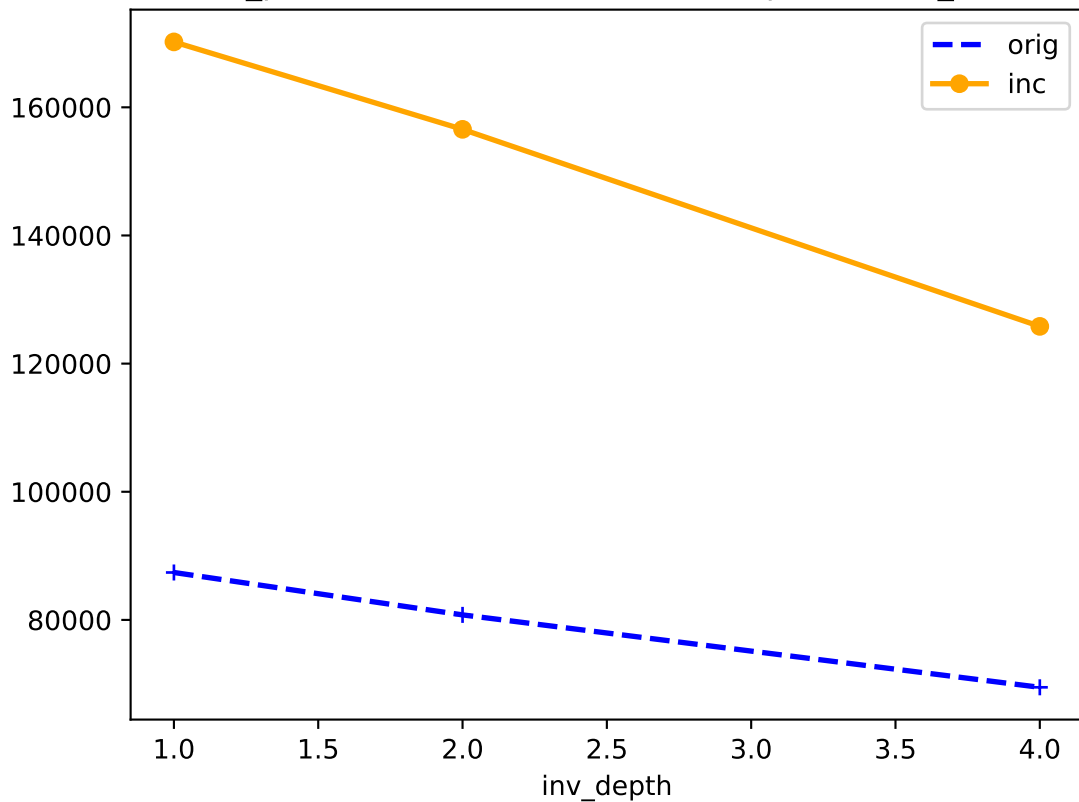
slow_prob = 0.0; transf = move; depth = 8; fv_c = 1



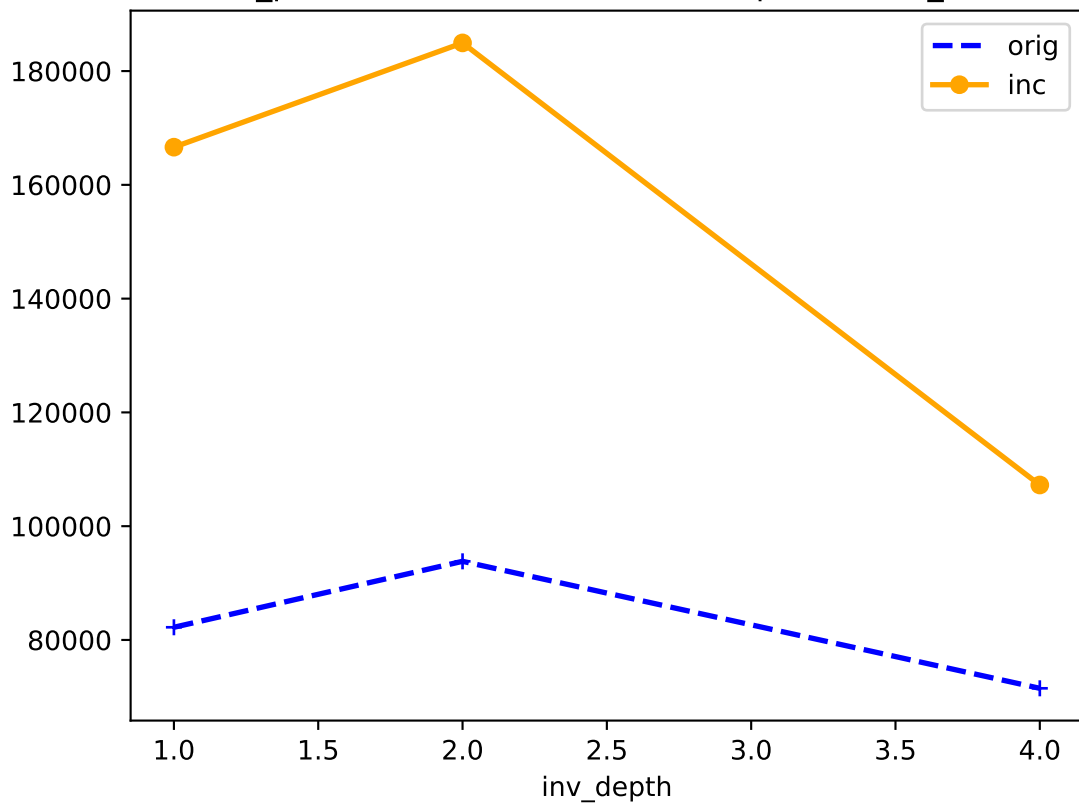
slow_prob = 0.5; transf = move; depth = 8; fv_c = 1



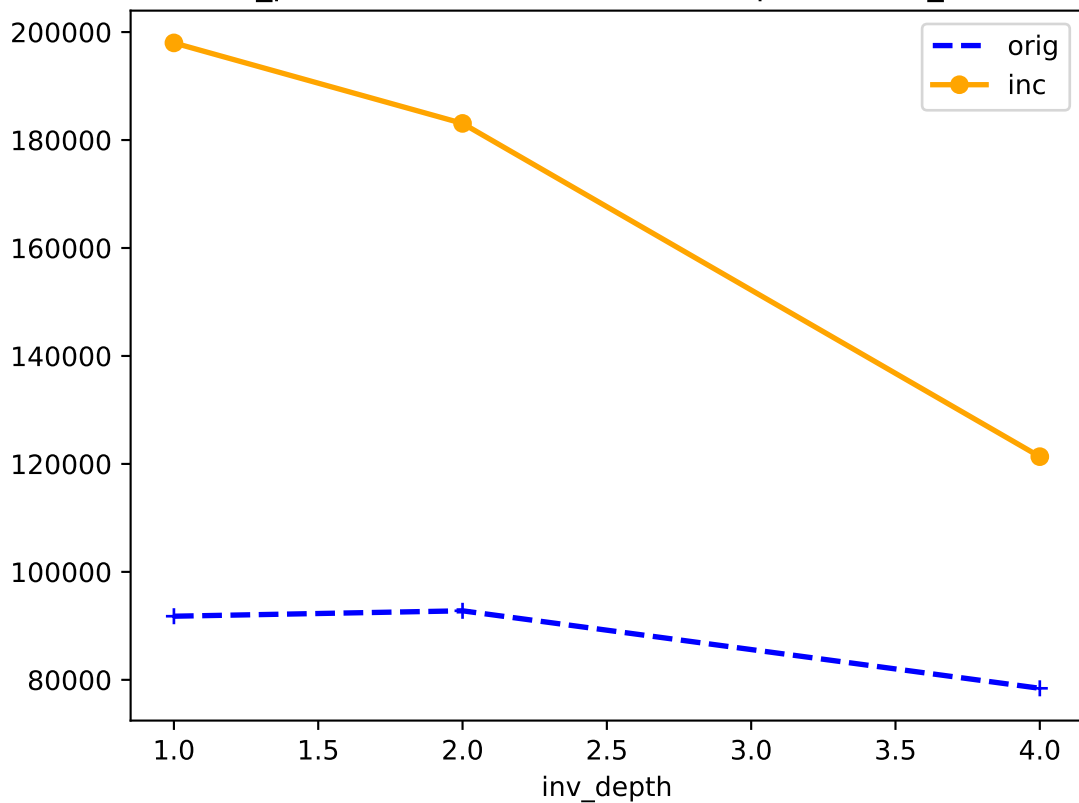
slow_prob = 0.75; transf = move; depth = 8; fv_c = 1



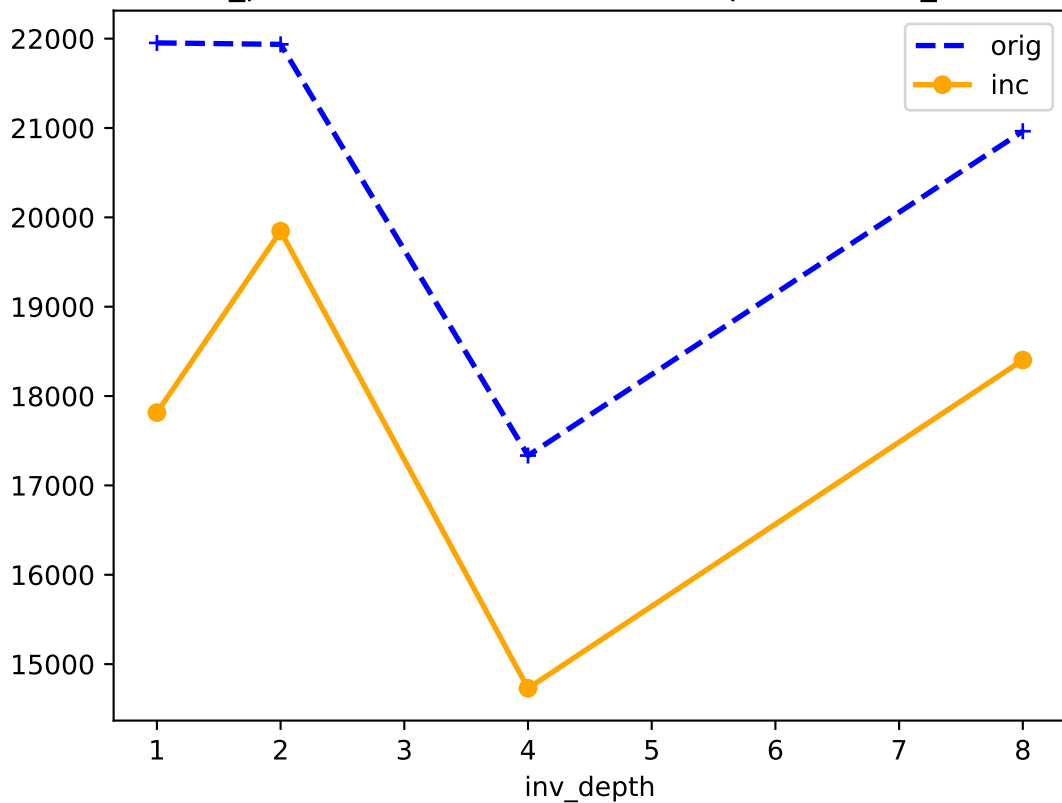
slow_prob = 0.9; transf = move; depth = 8; fv_c = 1



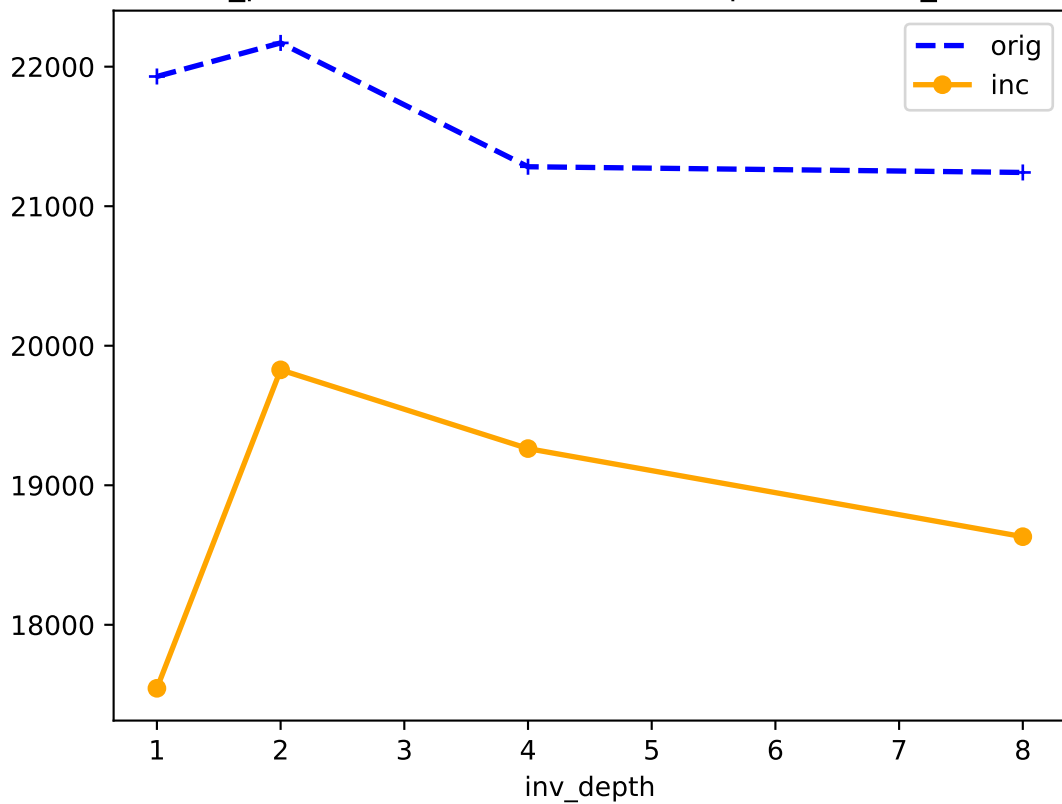
slow_prob = 1.0; transf = move; depth = 8; fv_c = 1



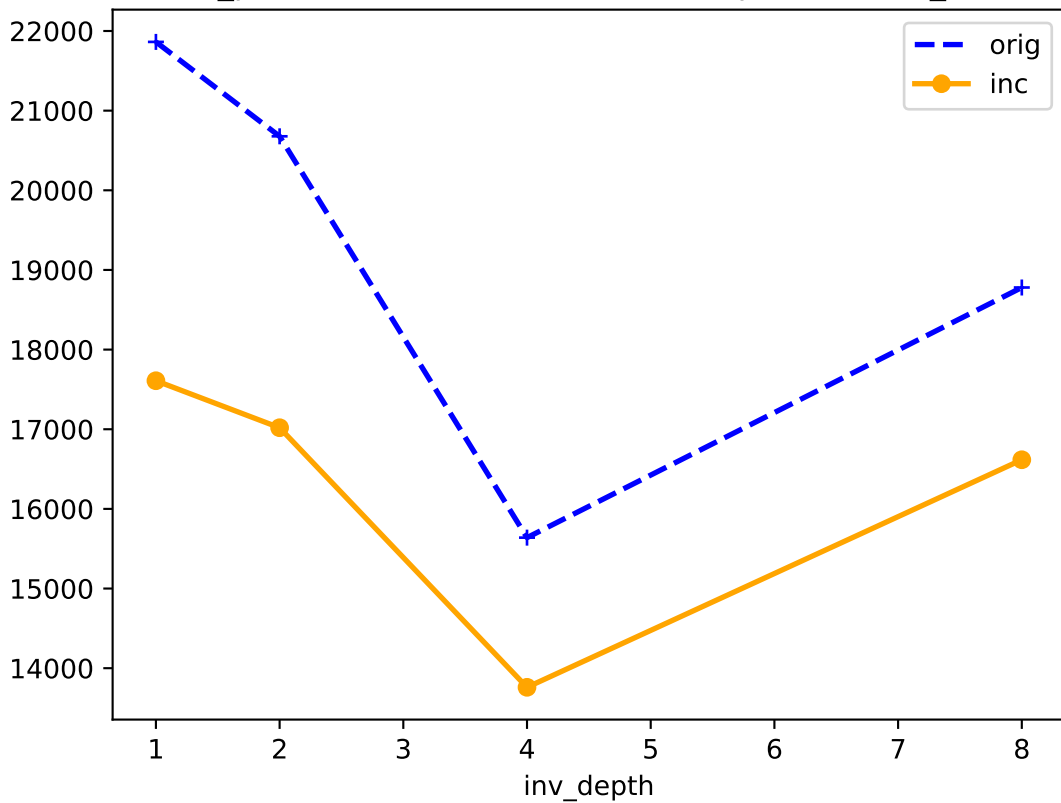
slow_prob = 0.0; transf = move; depth = 10; fv_c = 1



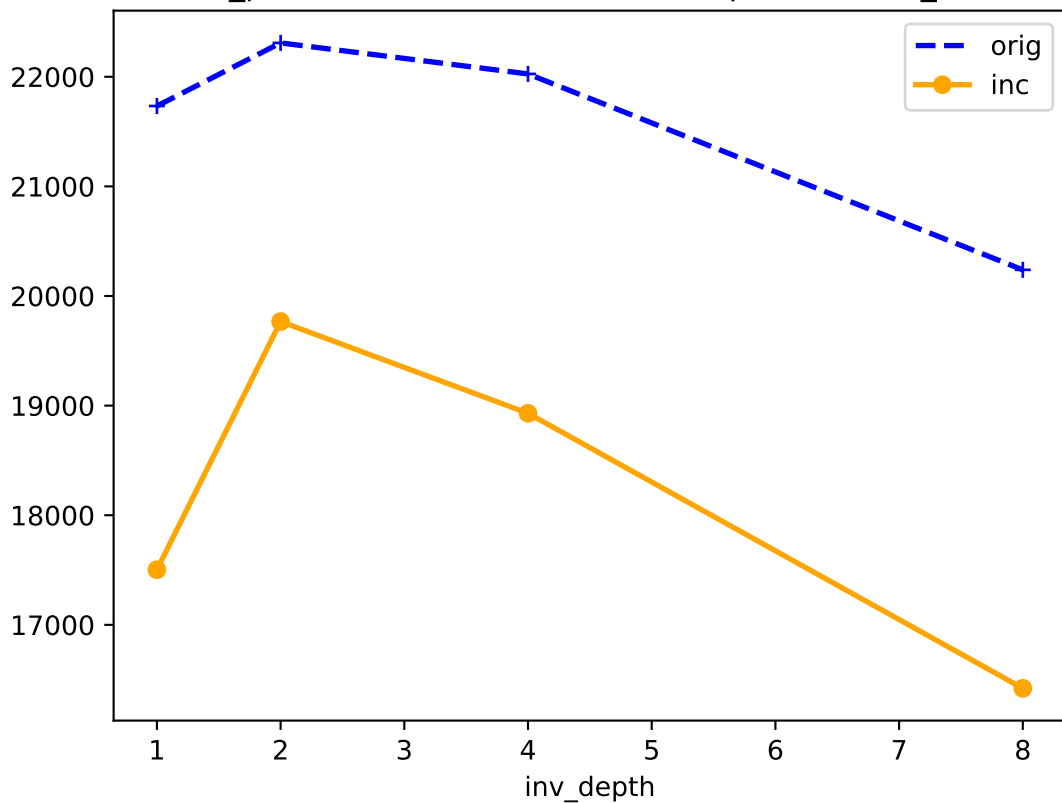
slow_prob = 0.5; transf = move; depth = 10; fv_c = 1



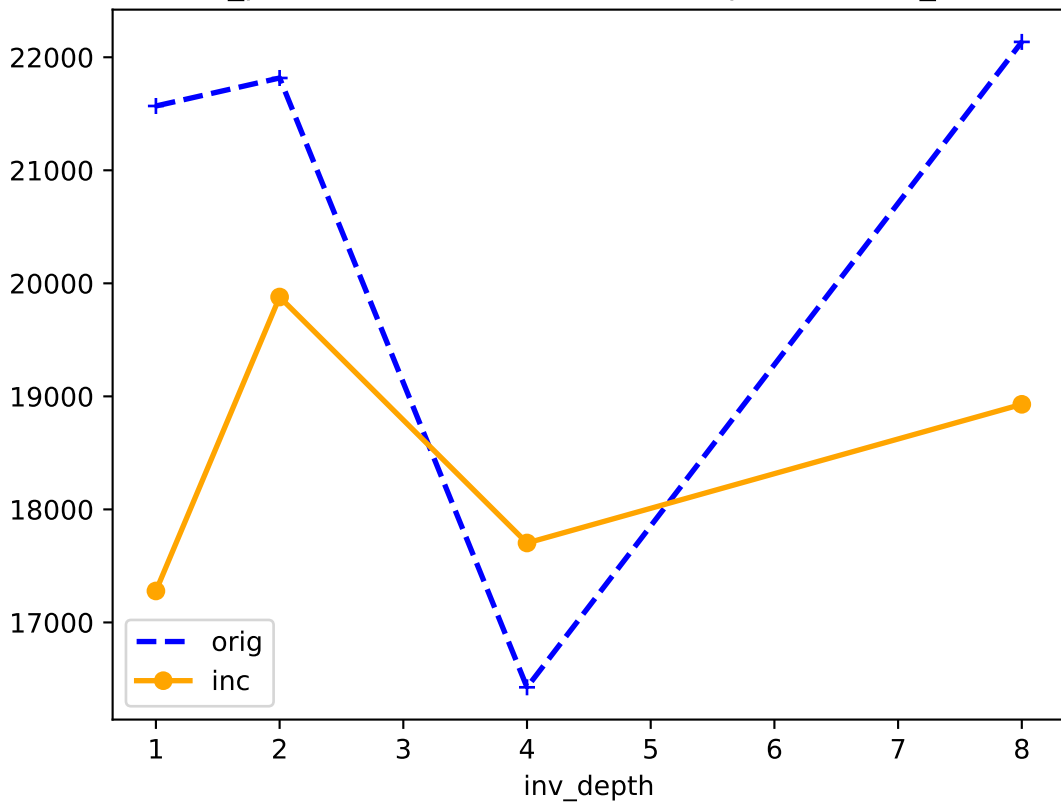
slow_prob = 0.75; transf = move; depth = 10; fv_c = 1



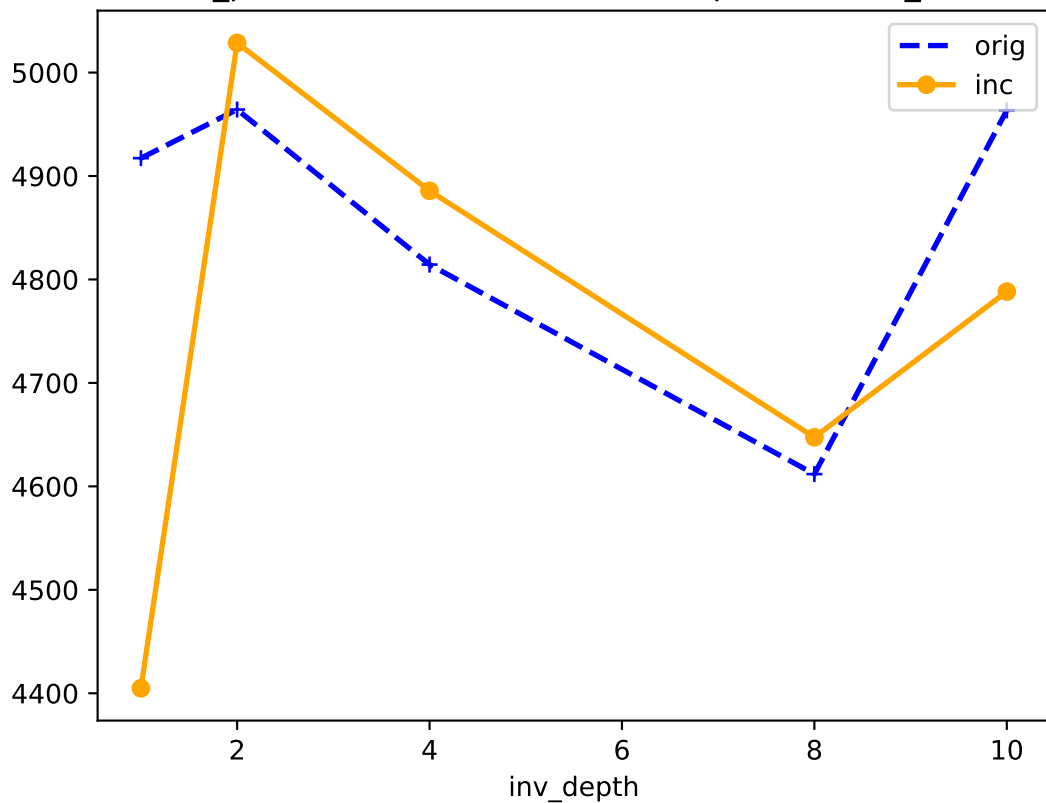
slow_prob = 0.9; transf = move; depth = 10; fv_c = 1



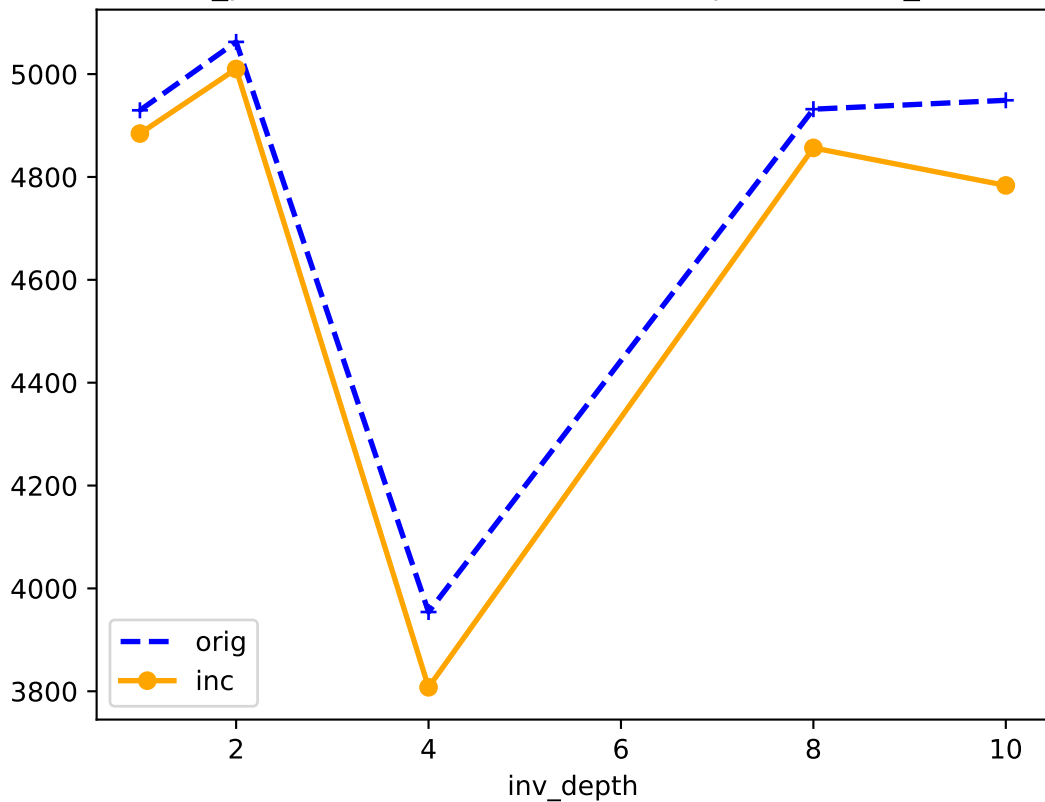
slow_prob = 1.0; transf = move; depth = 10; fv_c = 1



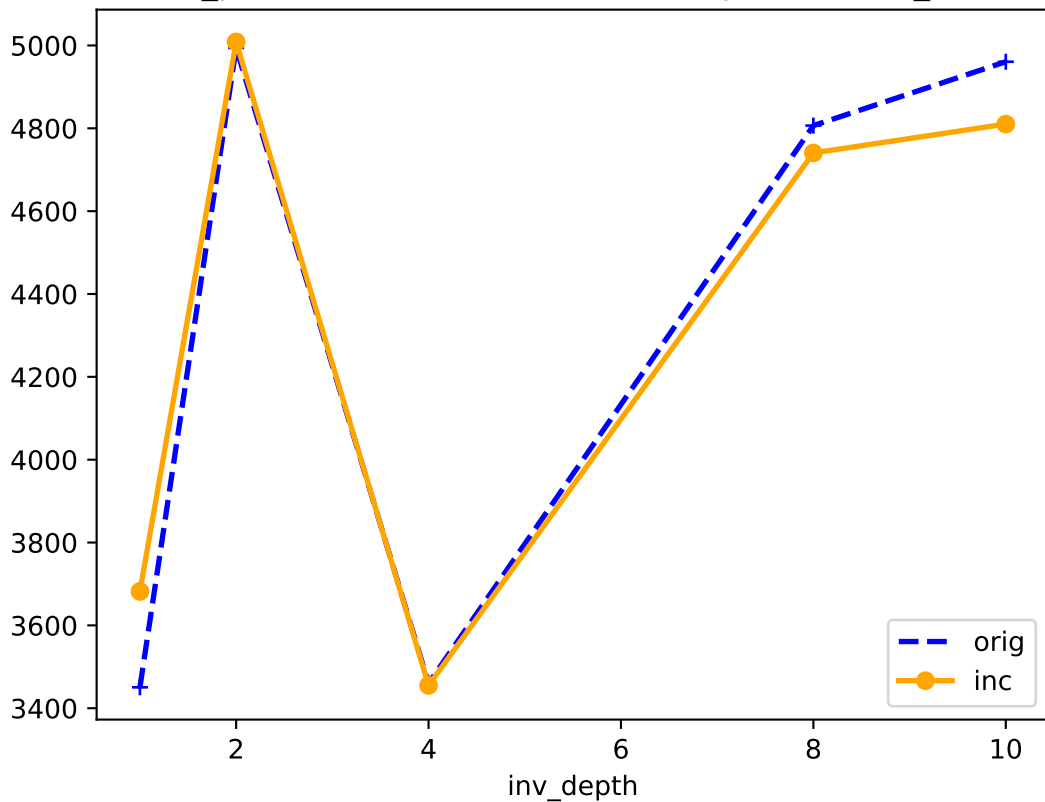
slow_prob = 0.0; transf = move; depth = 12; fv_c = 1



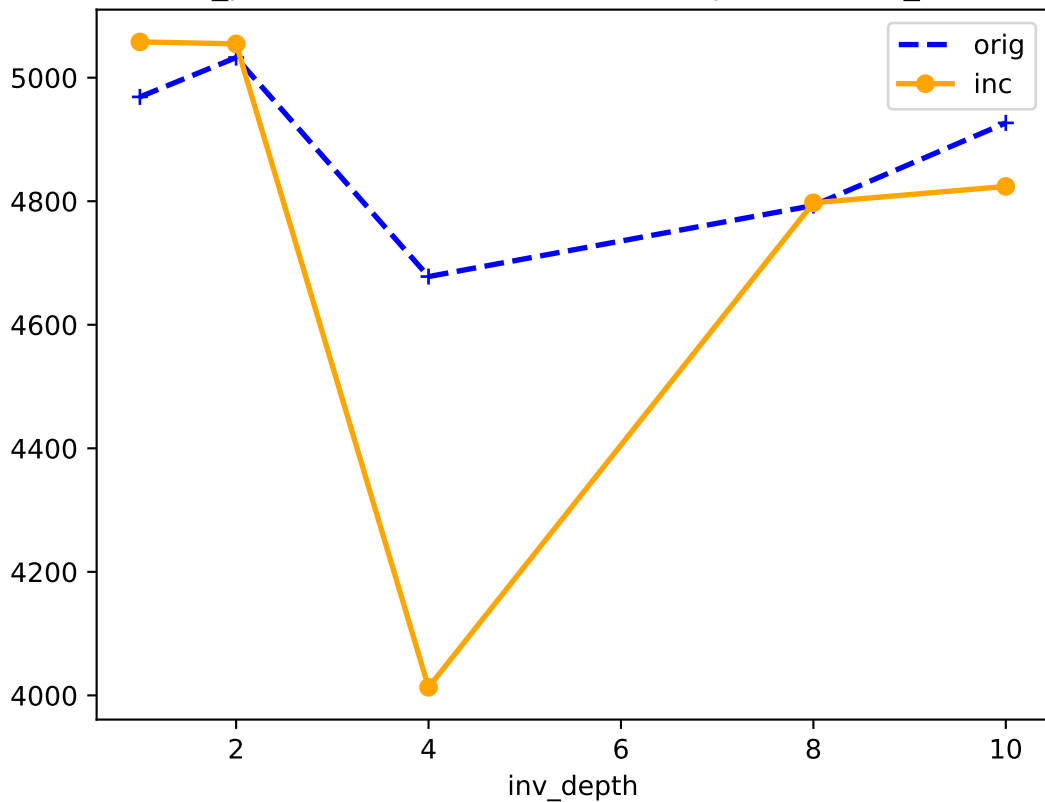
slow_prob = 0.5; transf = move; depth = 12; fv_c = 1



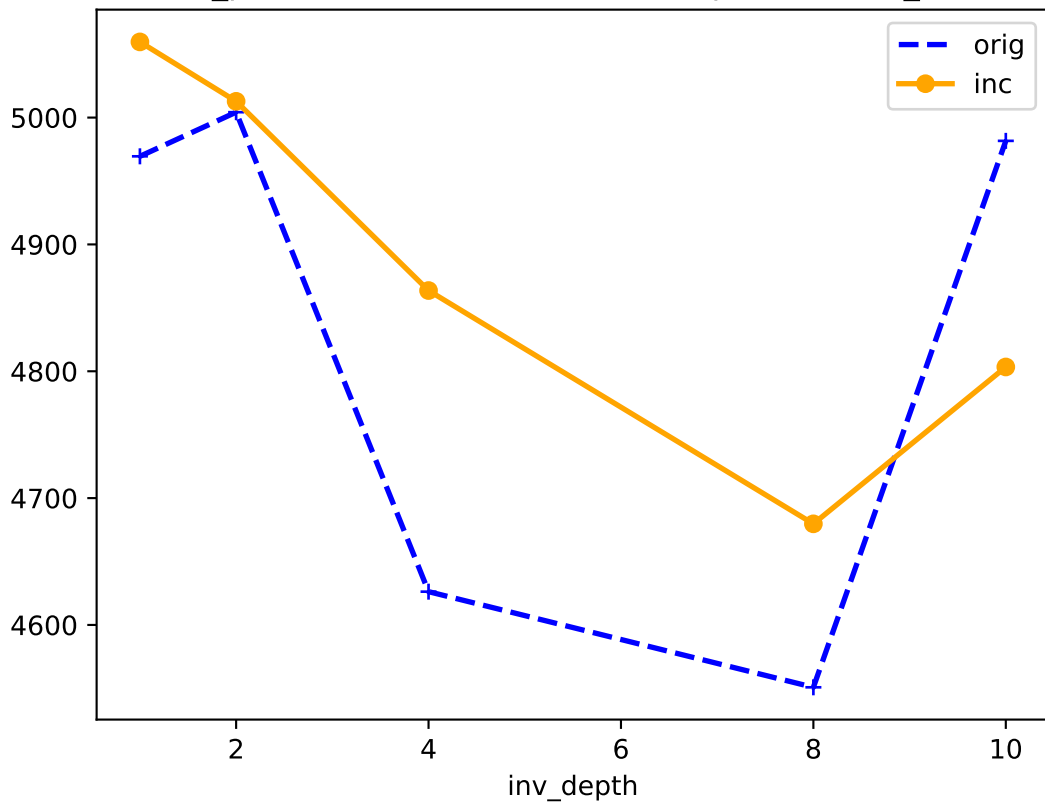
slow_prob = 0.75; transf = move; depth = 12; fv_c = 1



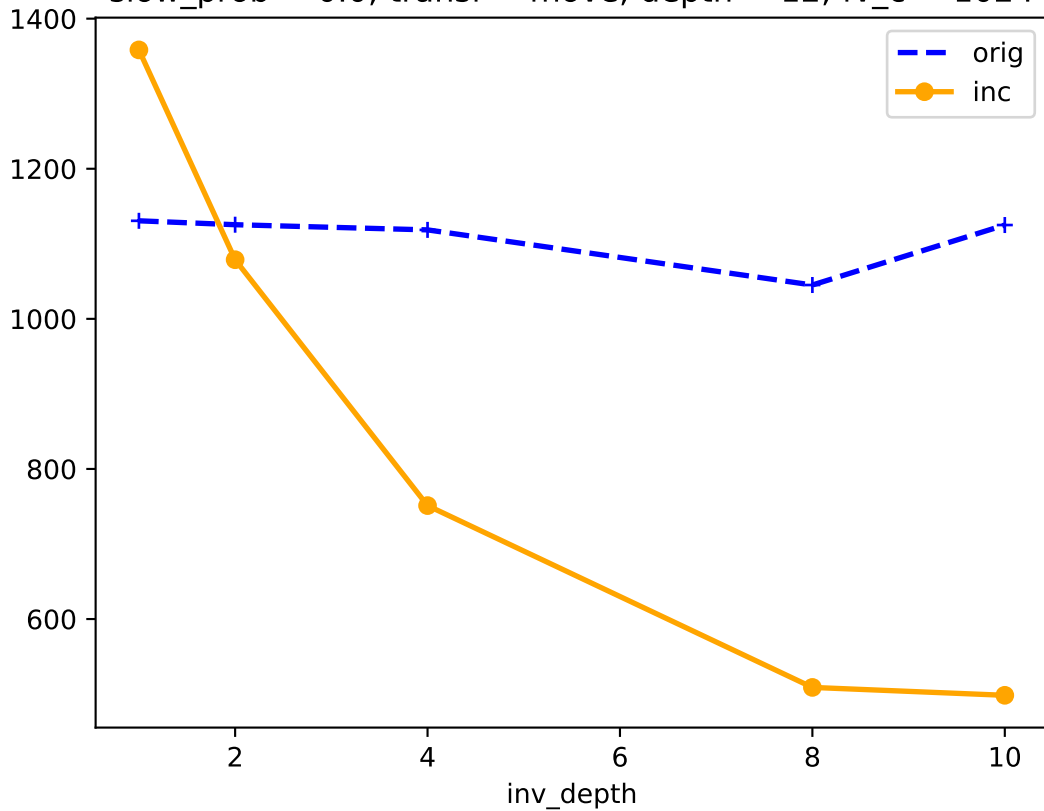
slow_prob = 0.9; transf = move; depth = 12; fv_c = 1



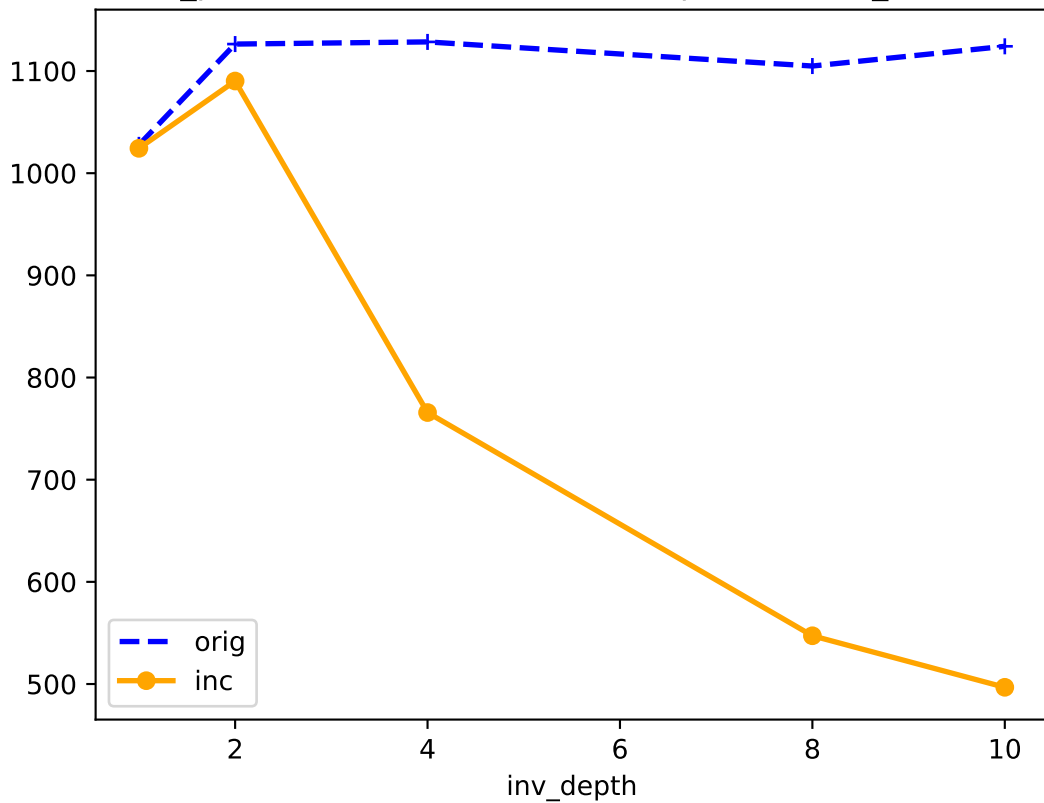
slow_prob = 1.0; transf = move; depth = 12; fv_c = 1



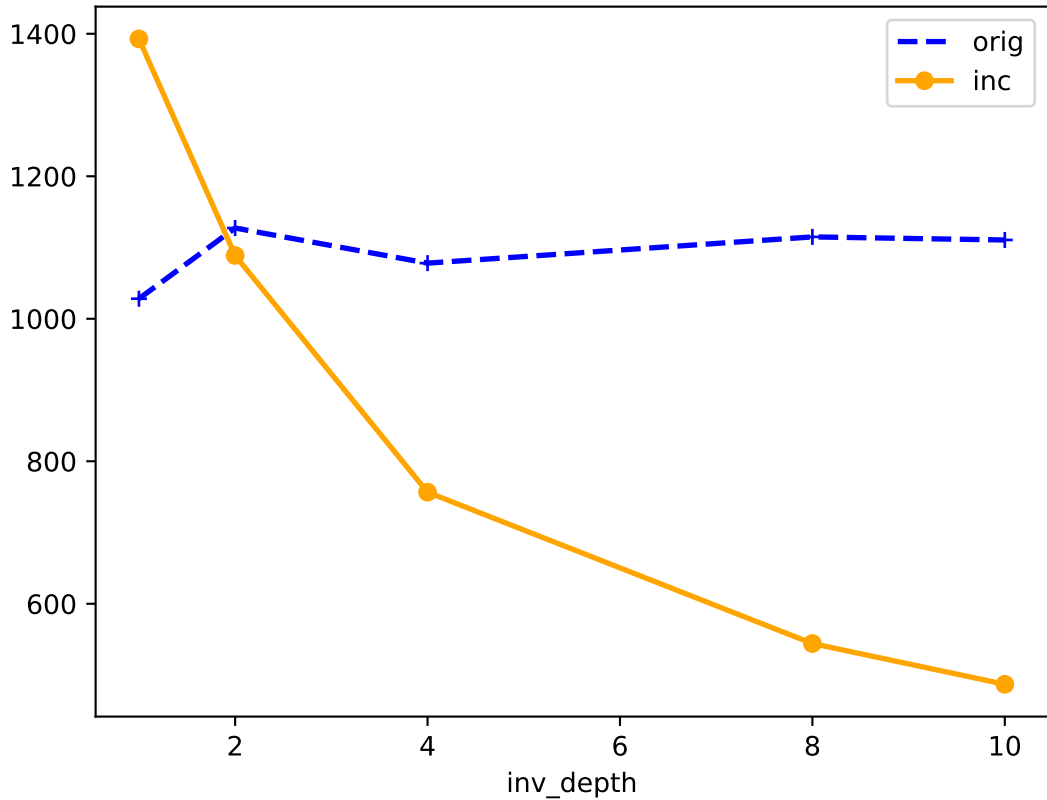
slow_prob = 0.0; transf = move; depth = 12; fv_c = 1024



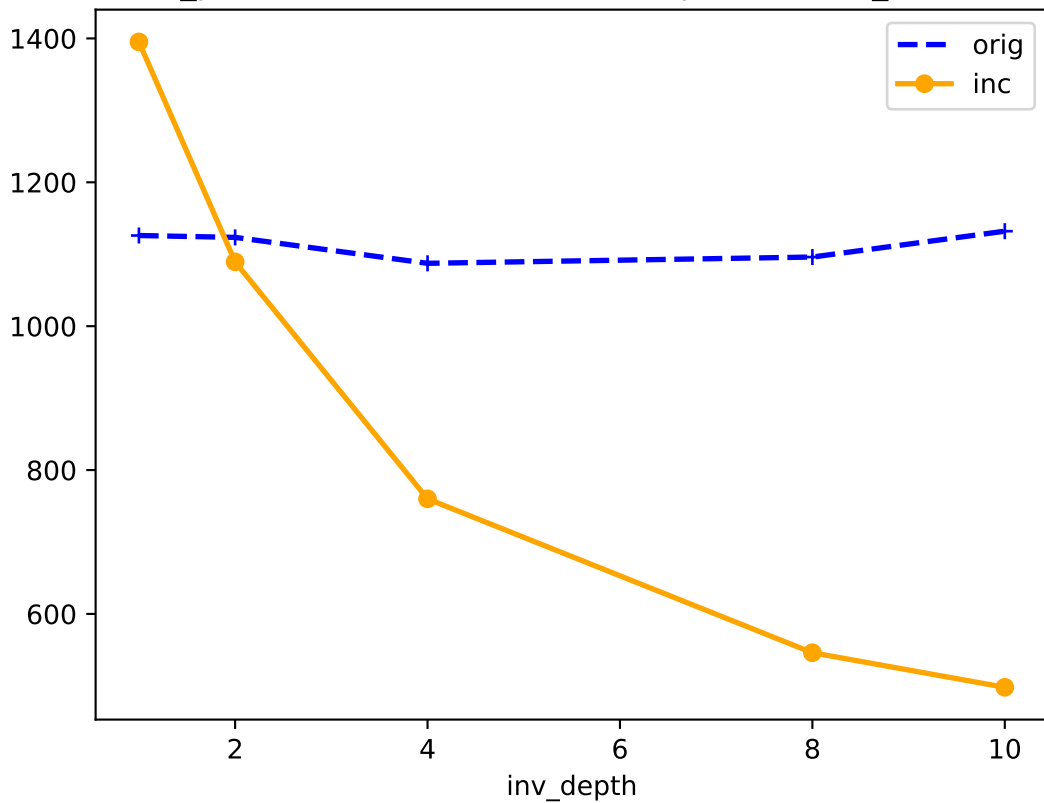
slow_prob = 0.5; transf = move; depth = 12; fv_c = 1024



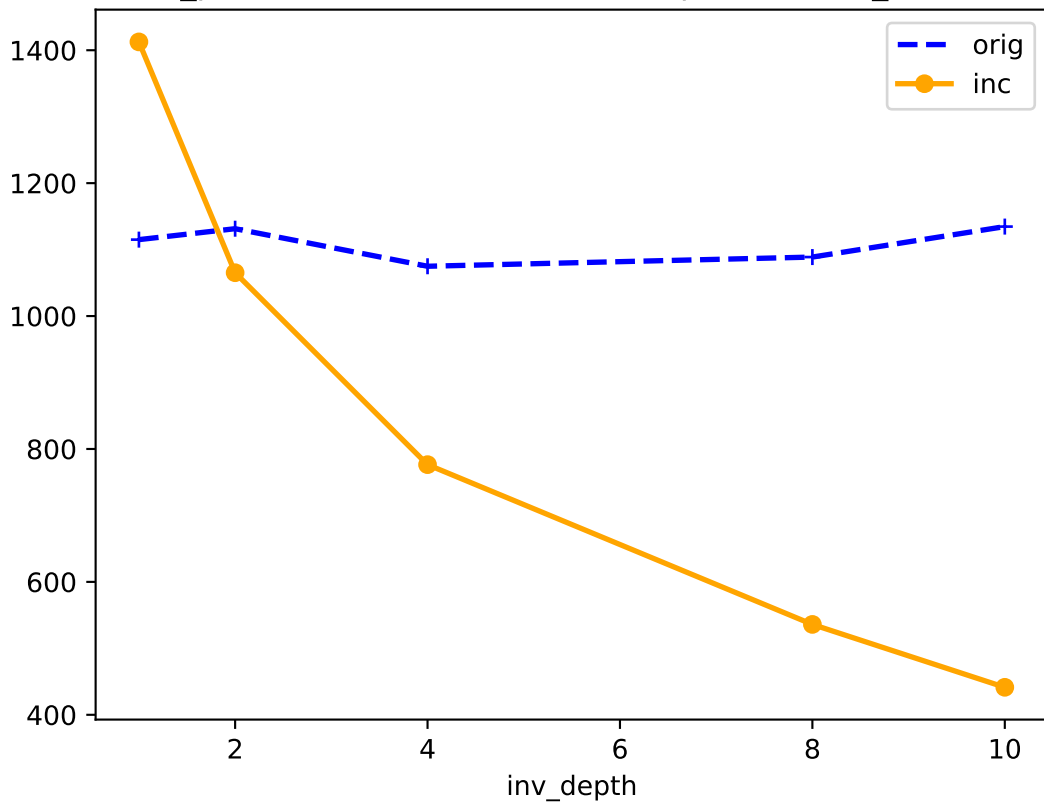
slow_prob = 0.75; transf = move; depth = 12; fv_c = 1024



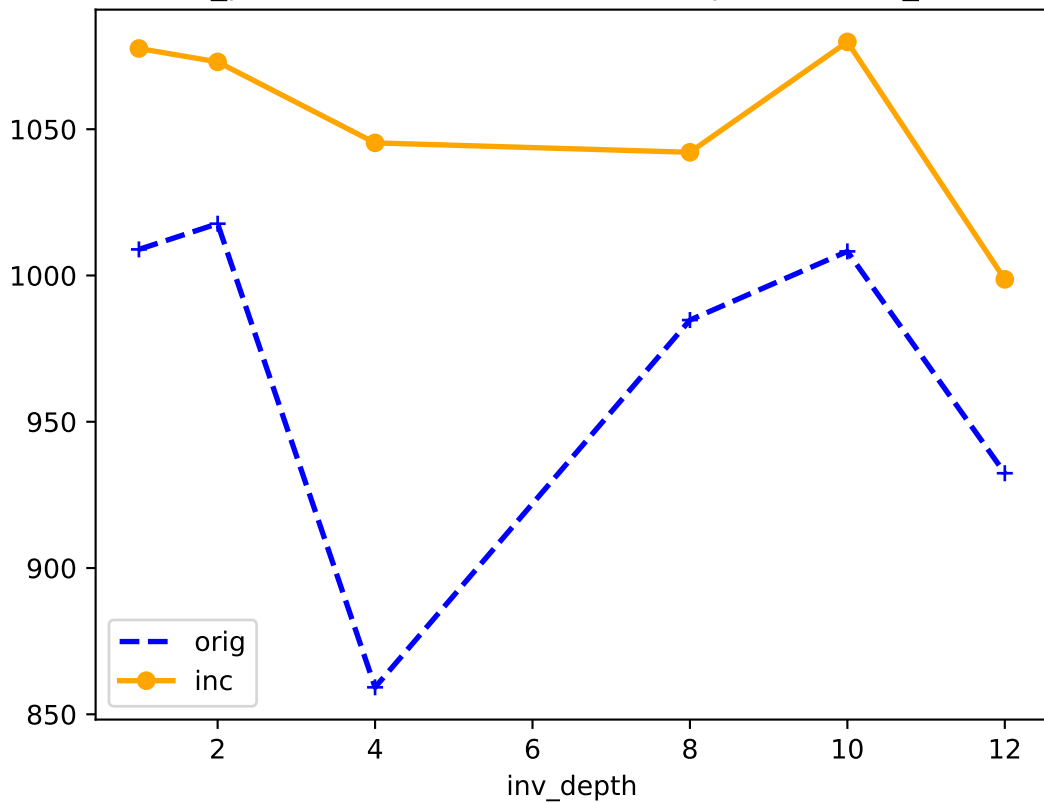
slow_prob = 0.9; transf = move; depth = 12; fv_c = 1024



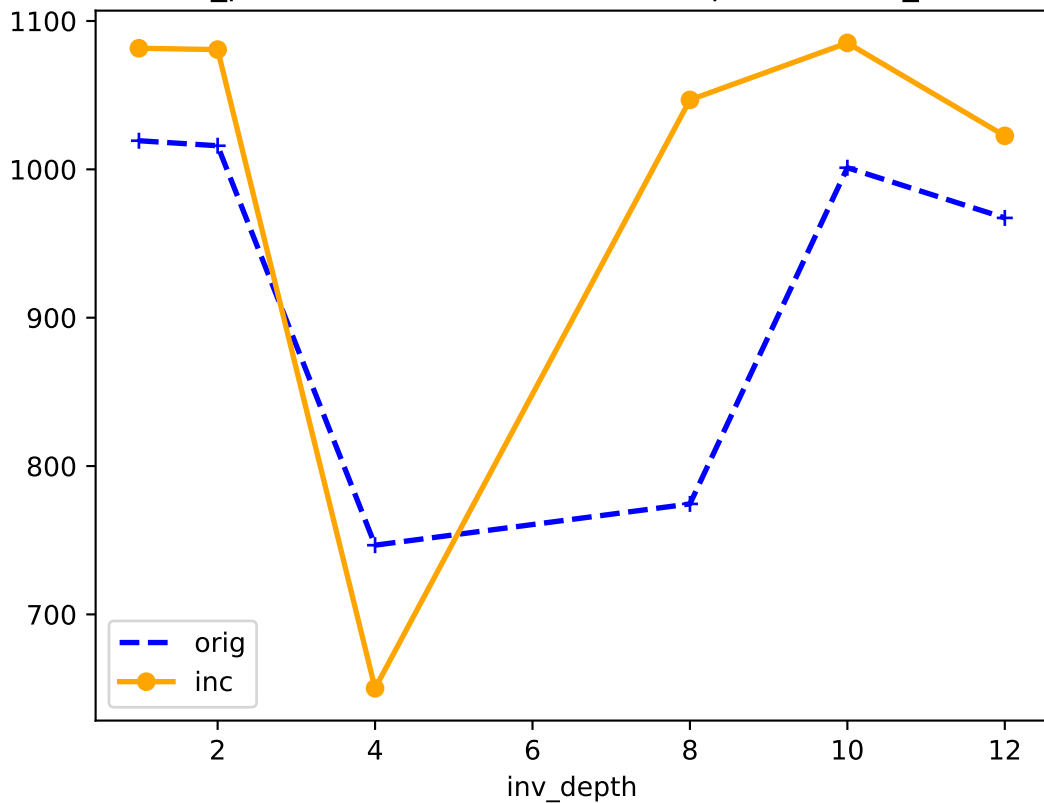
slow_prob = 1.0; transf = move; depth = 12; fv_c = 1024



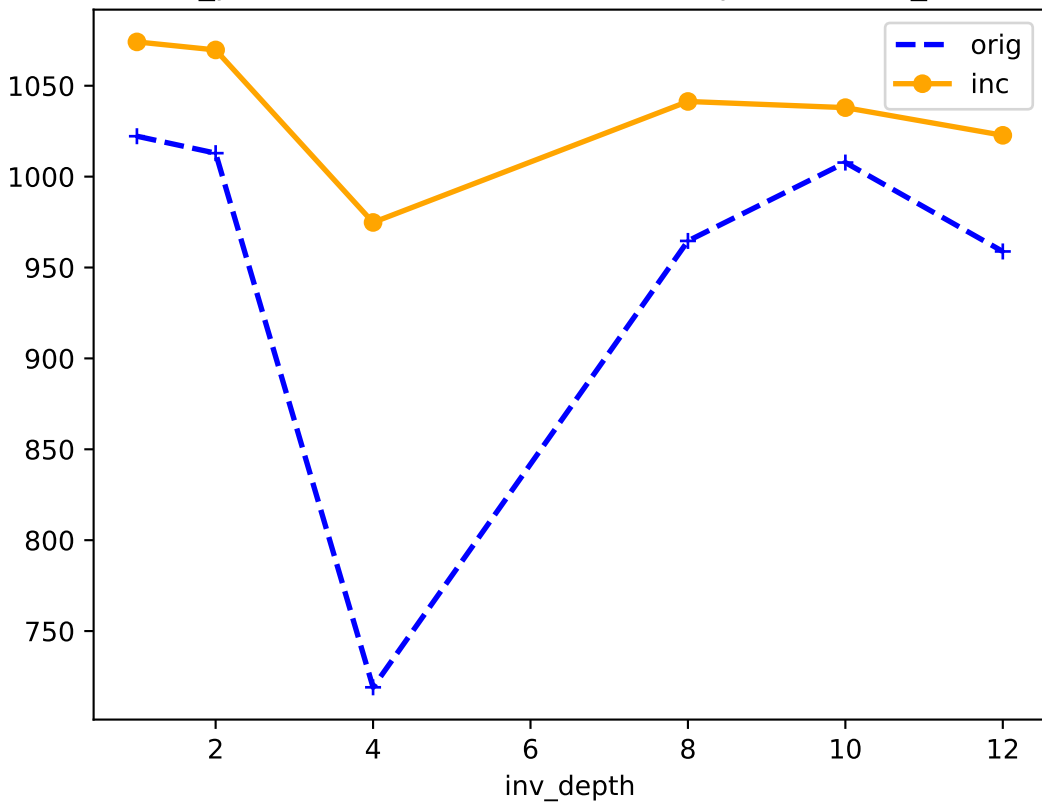
slow_prob = 0.0; transf = move; depth = 14; fv_c = 1



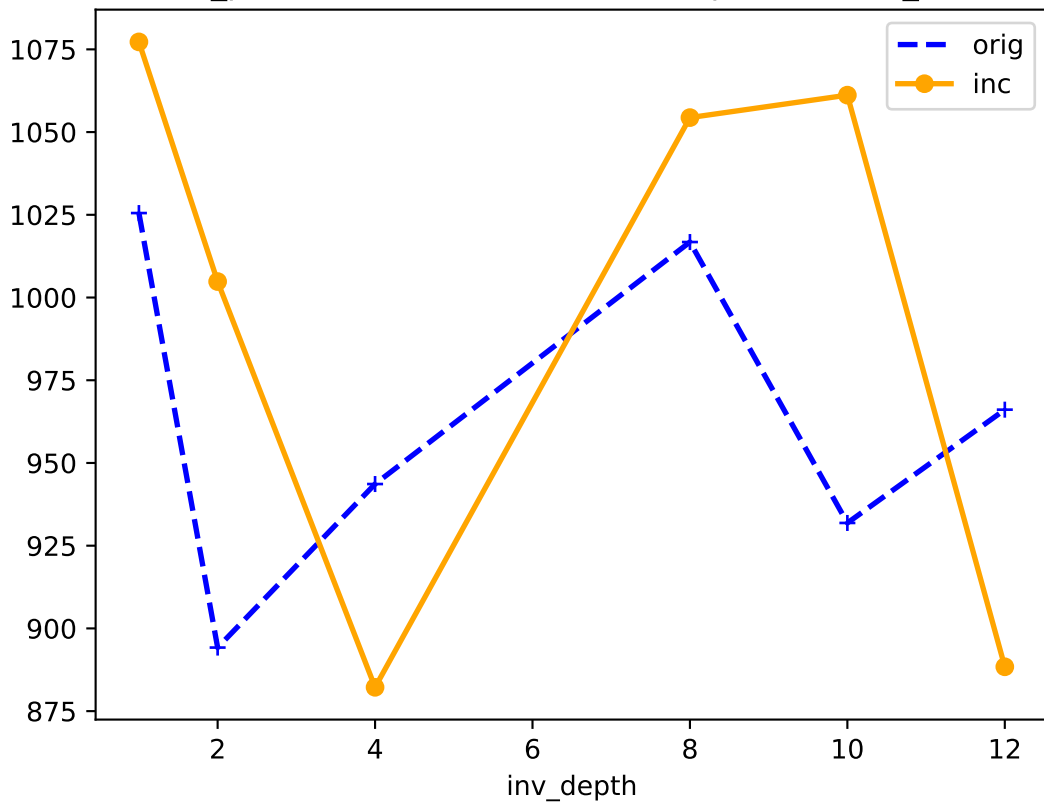
slow_prob = 0.5; transf = move; depth = 14; fv_c = 1



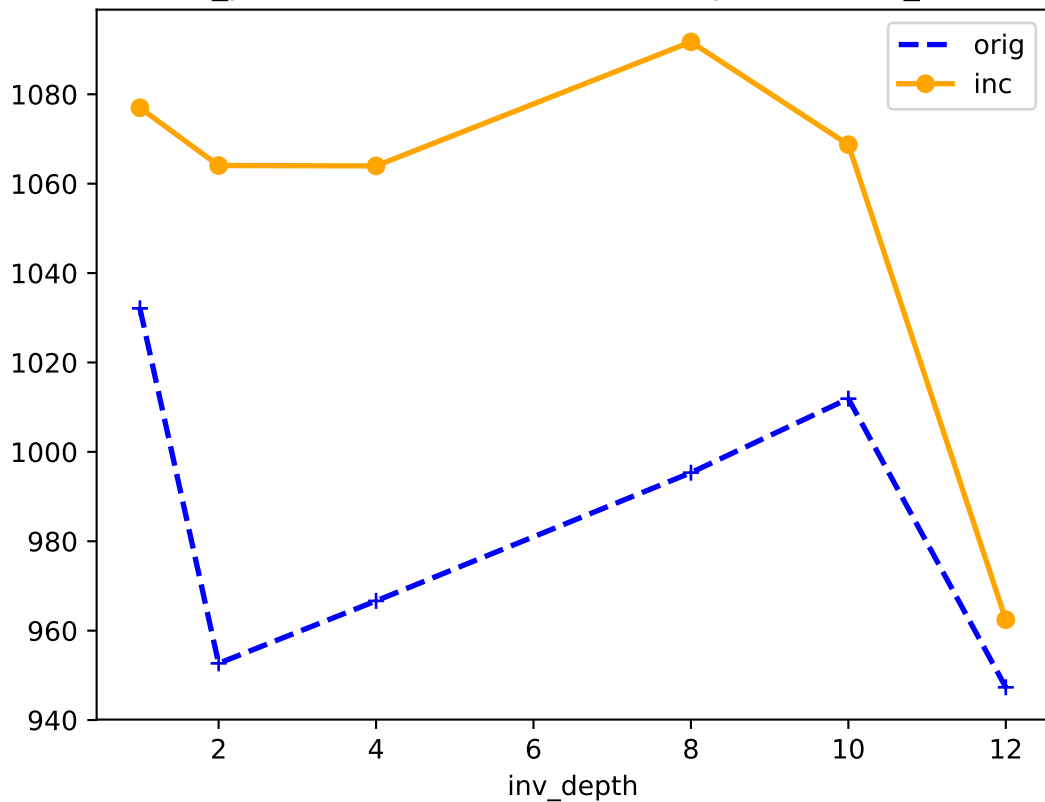
slow_prob = 0.75; transf = move; depth = 14; fv_c = 1



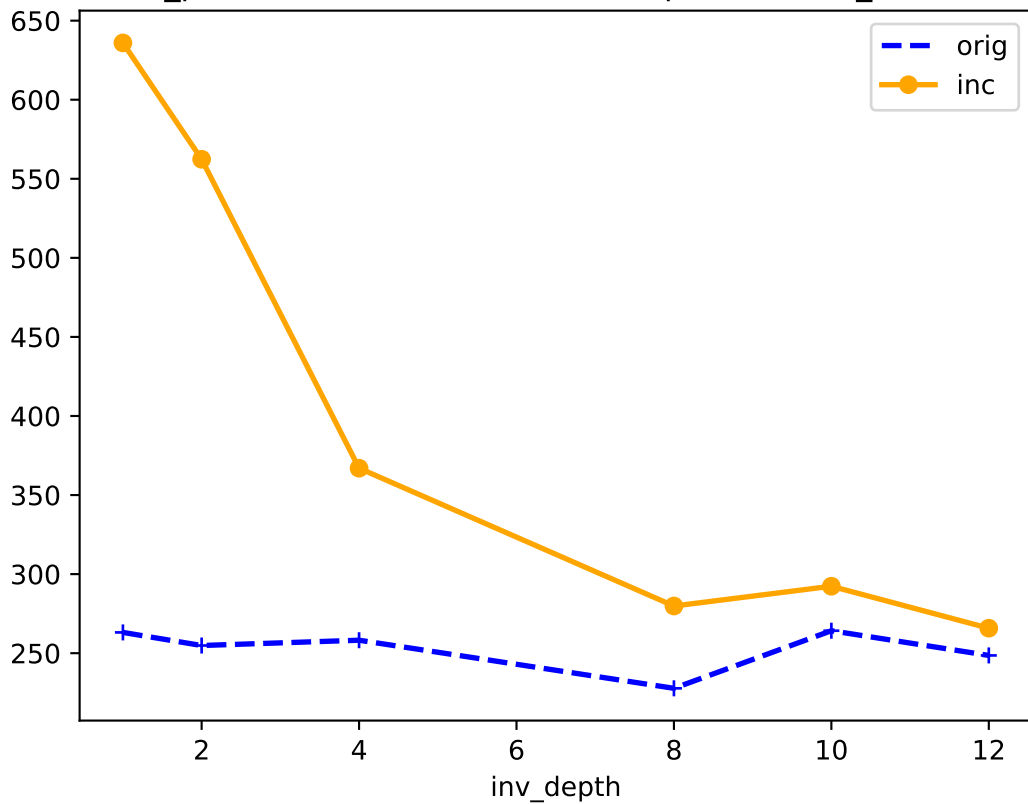
slow_prob = 0.9; transf = move; depth = 14; fv_c = 1



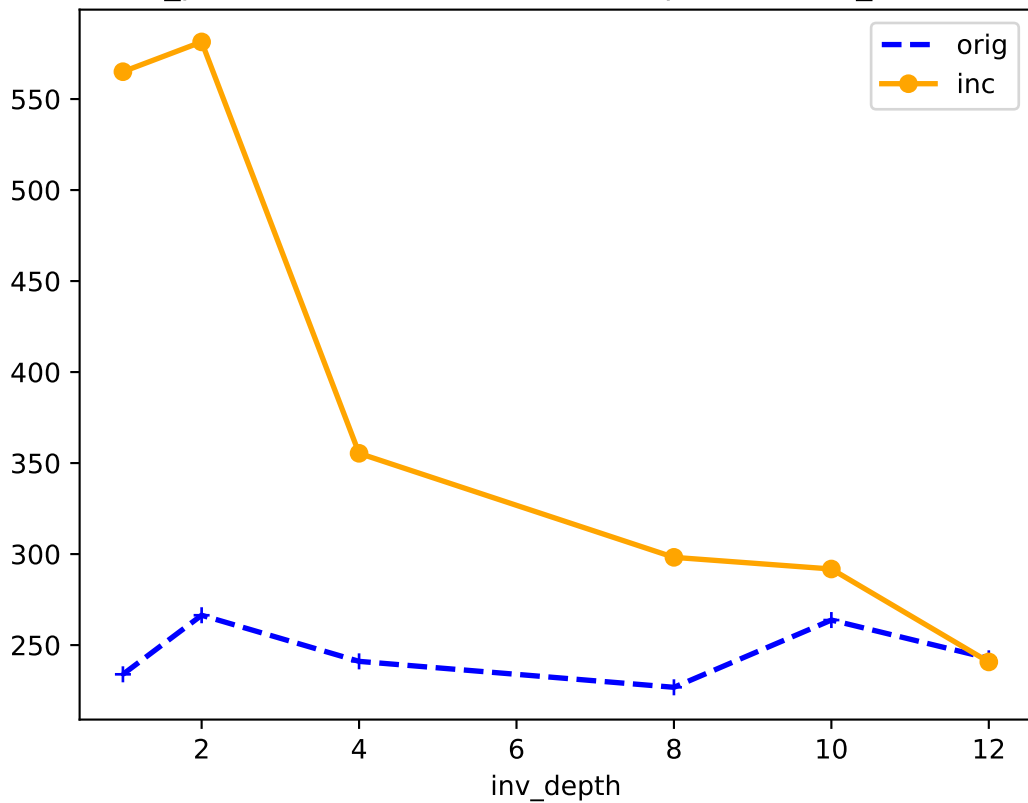
slow_prob = 1.0; transf = move; depth = 14; fv_c = 1



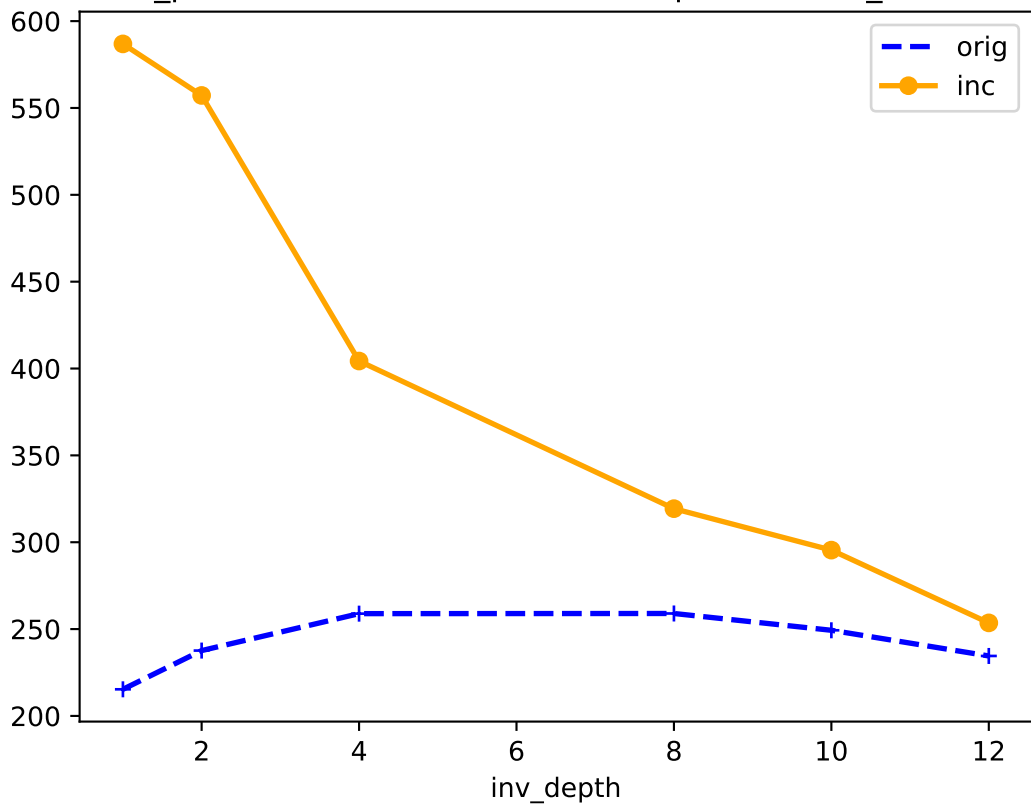
slow_prob = 0.0; transf = move; depth = 14; fv_c = 1024



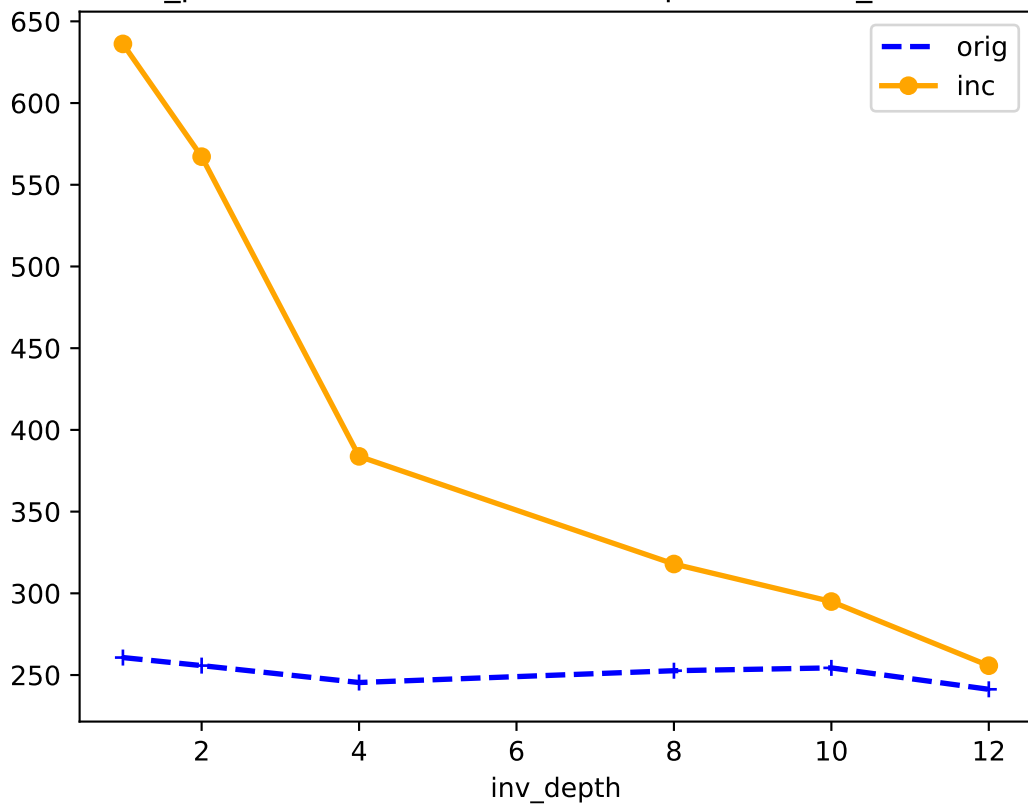
slow_prob = 0.5; transf = move; depth = 14; fv_c = 1024



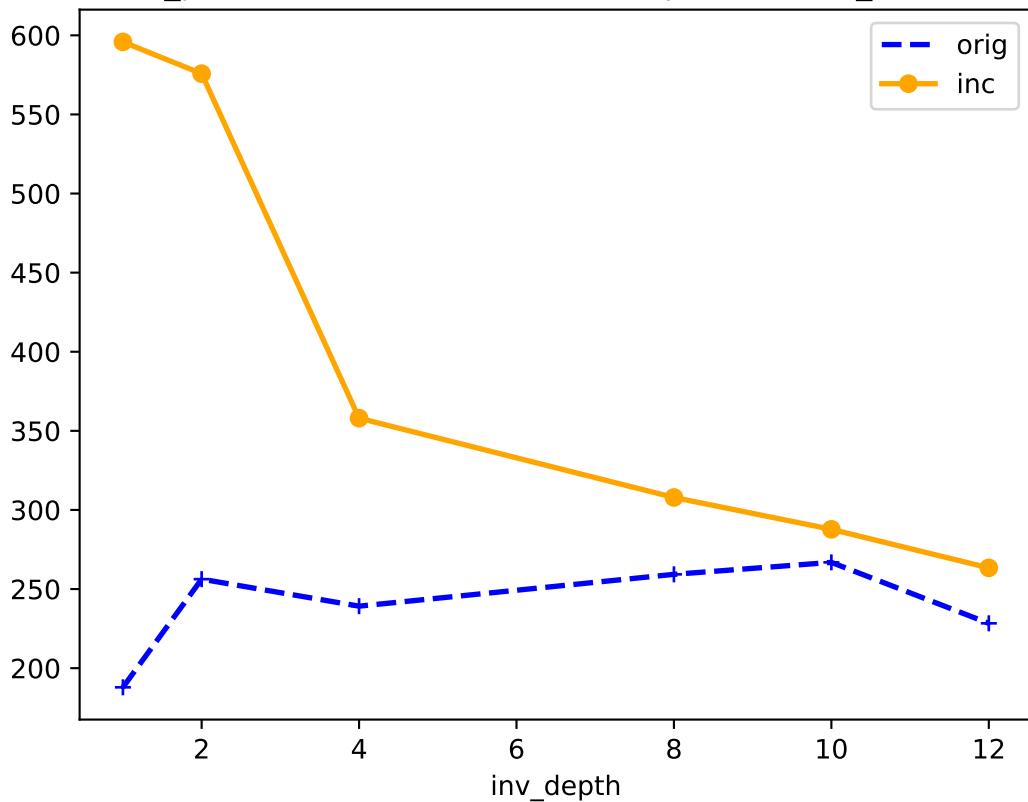
slow_prob = 0.75; transf = move; depth = 14; fv_c = 1024



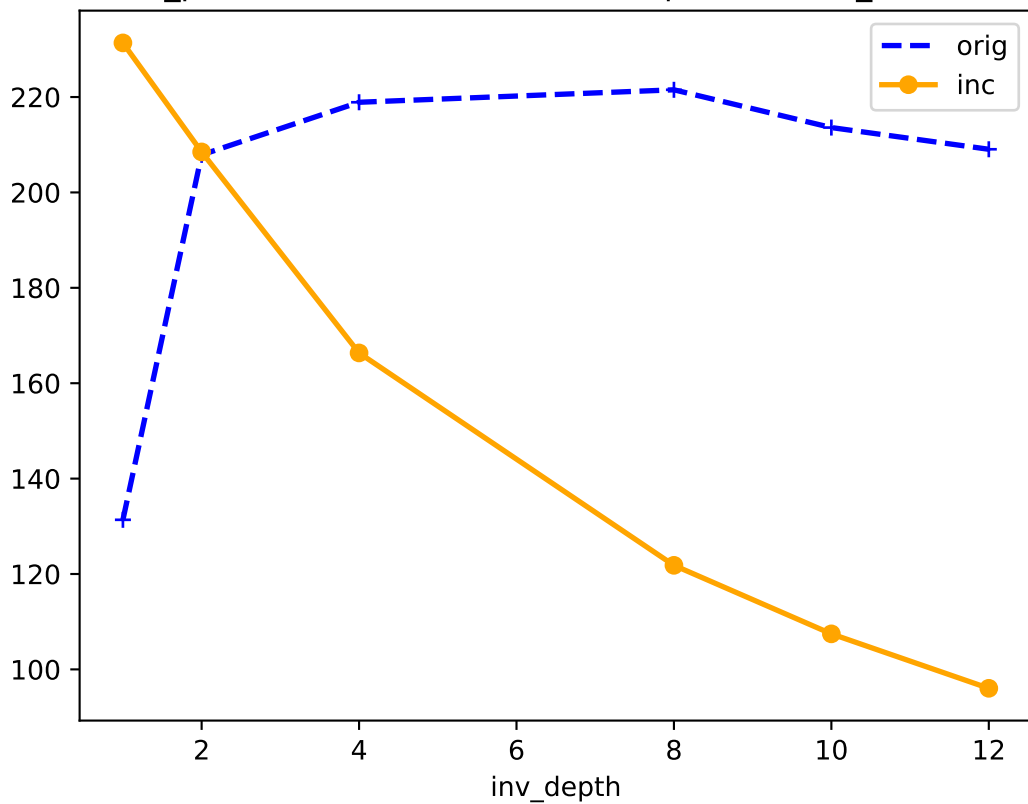
slow_prob = 0.9; transf = move; depth = 14; fv_c = 1024



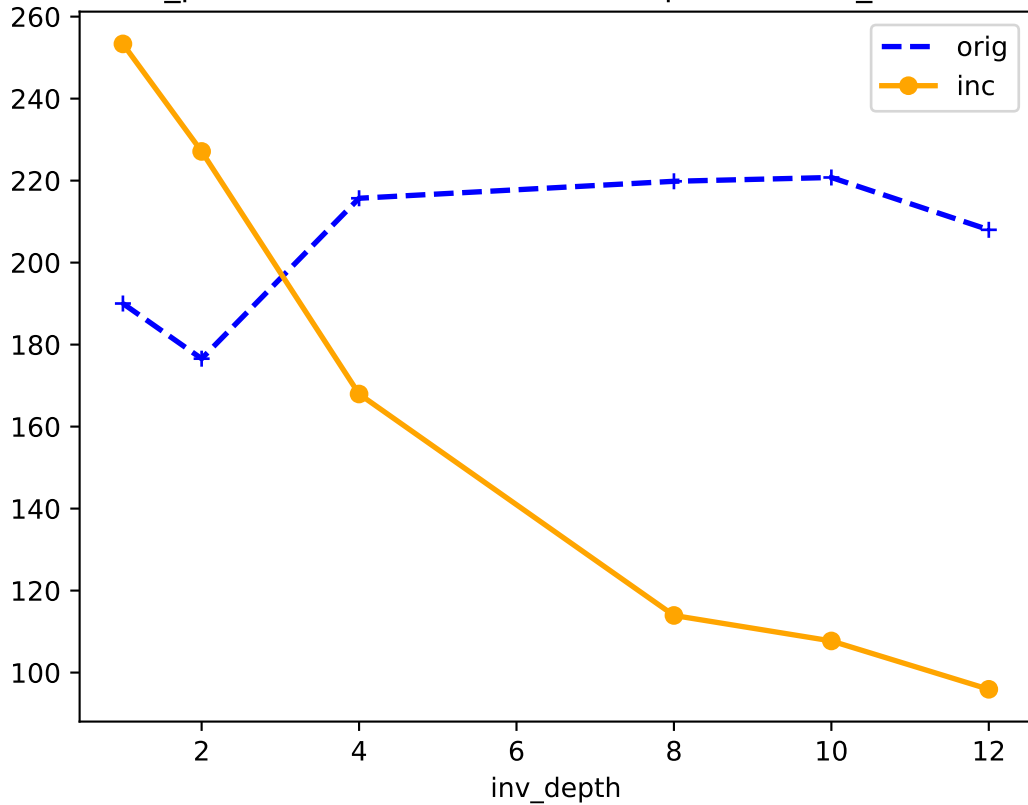
slow_prob = 1.0; transf = move; depth = 14; fv_c = 1024



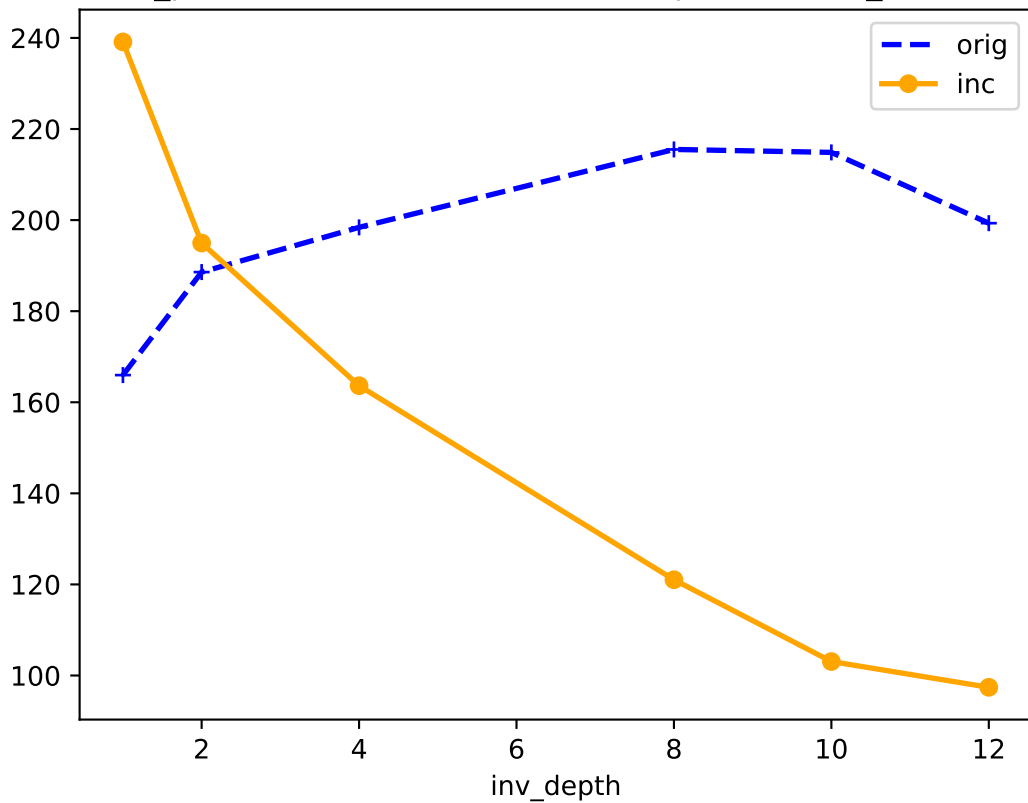
slow_prob = 0.0; transf = move; depth = 14; fv_c = 4096



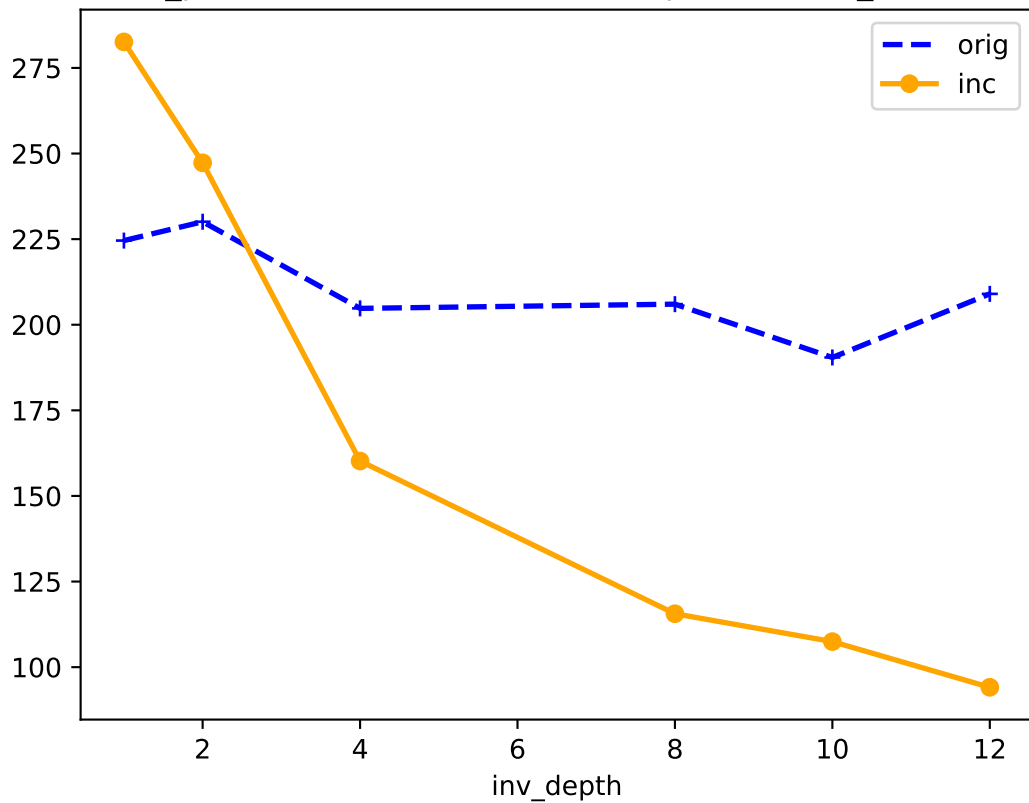
slow_prob = 0.5; transf = move; depth = 14; fv_c = 4096



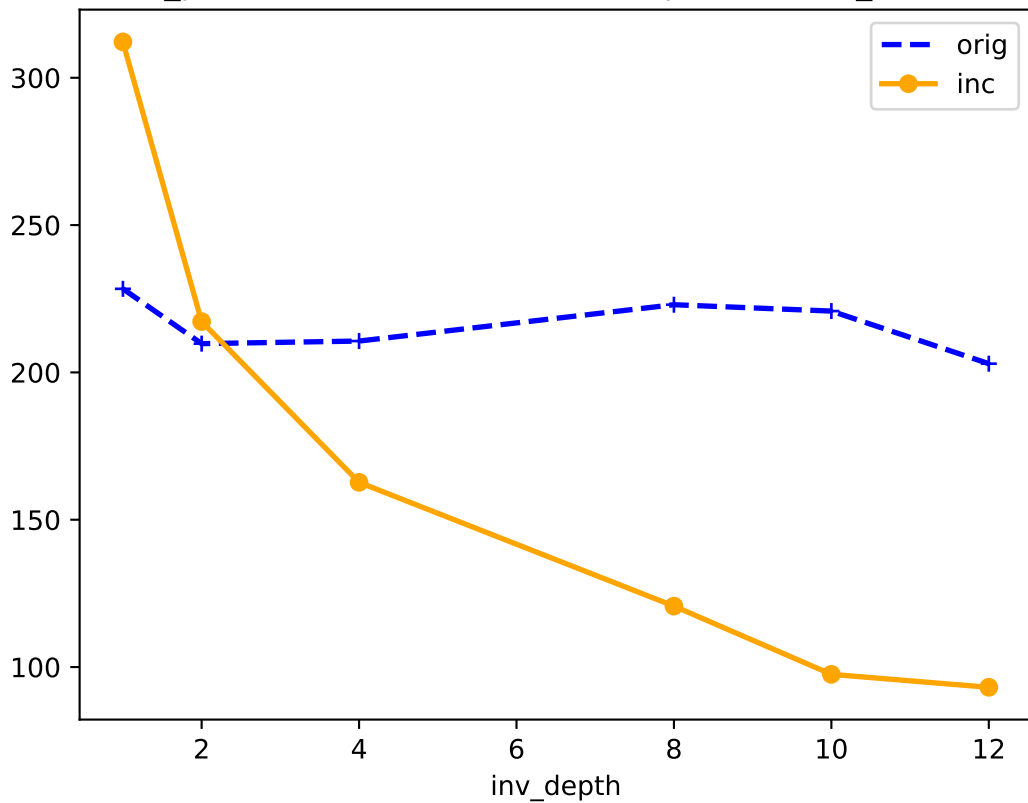
slow_prob = 0.75; transf = move; depth = 14; fv_c = 4096



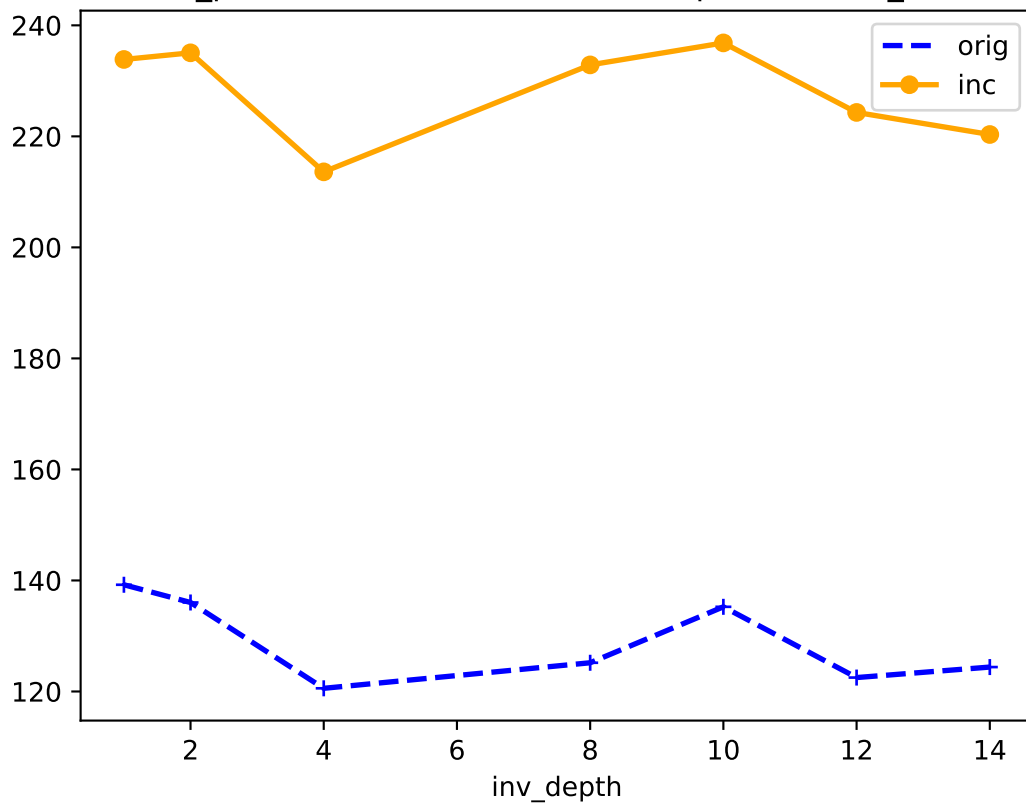
slow_prob = 0.9; transf = move; depth = 14; fv_c = 4096



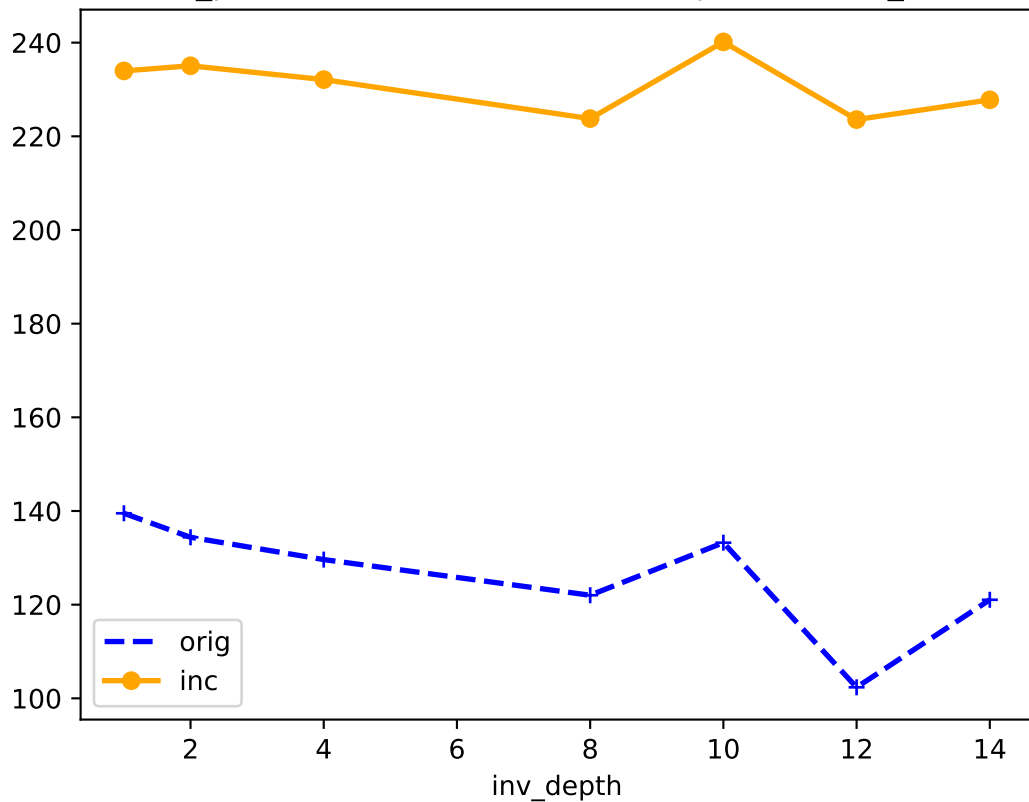
slow_prob = 1.0; transf = move; depth = 14; fv_c = 4096



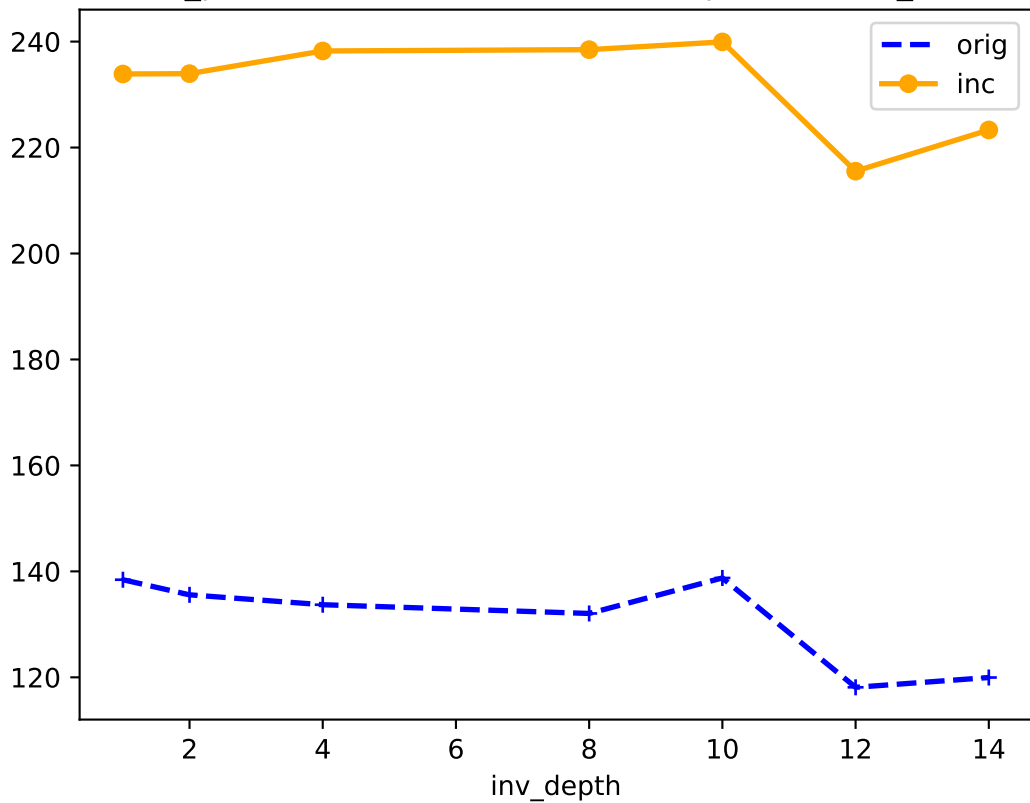
slow_prob = 0.0; transf = move; depth = 16; fv_c = 1



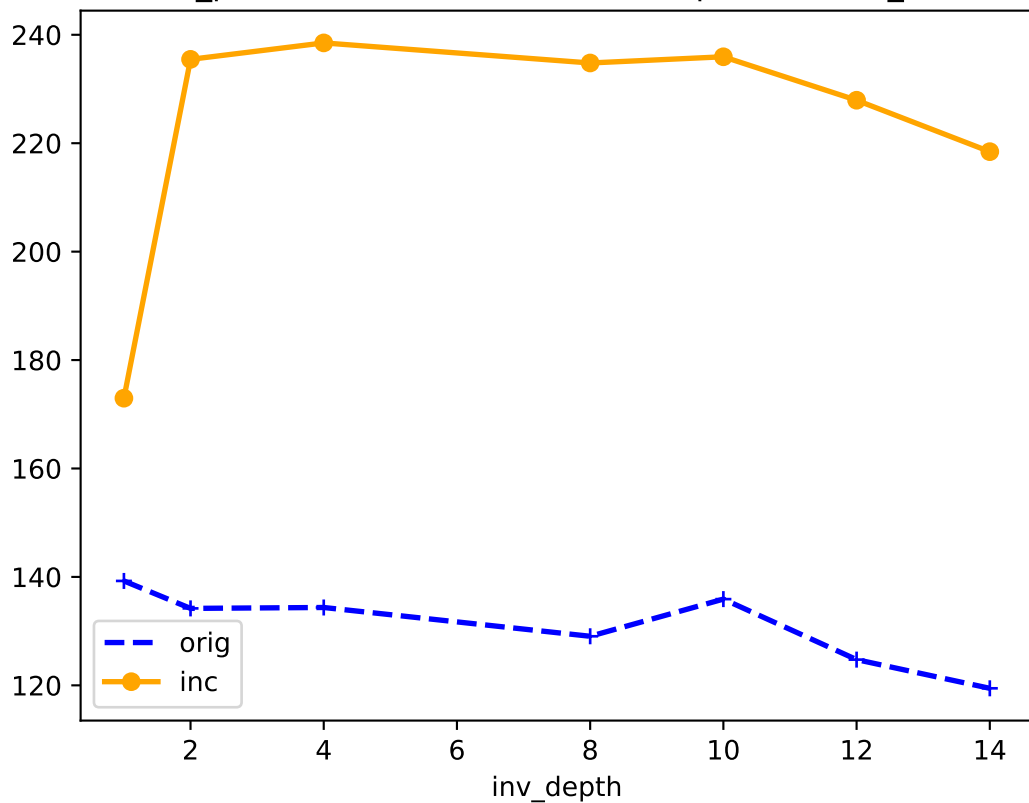
slow_prob = 0.5; transf = move; depth = 16; fv_c = 1



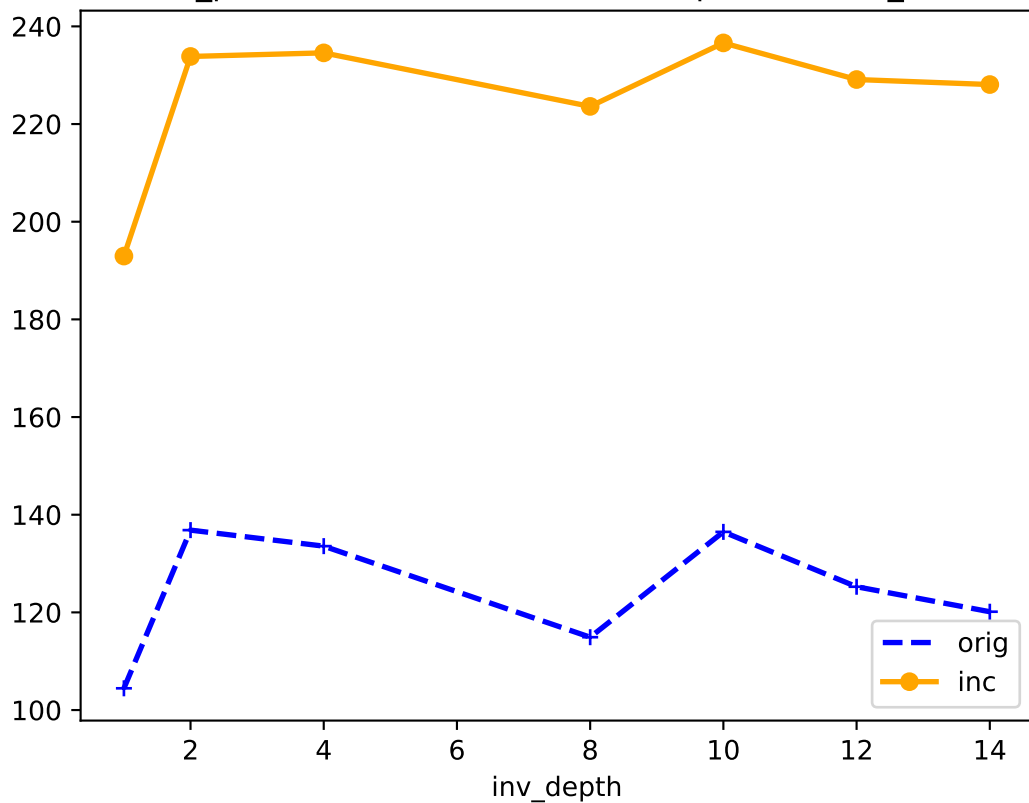
slow_prob = 0.75; transf = move; depth = 16; fv_c = 1



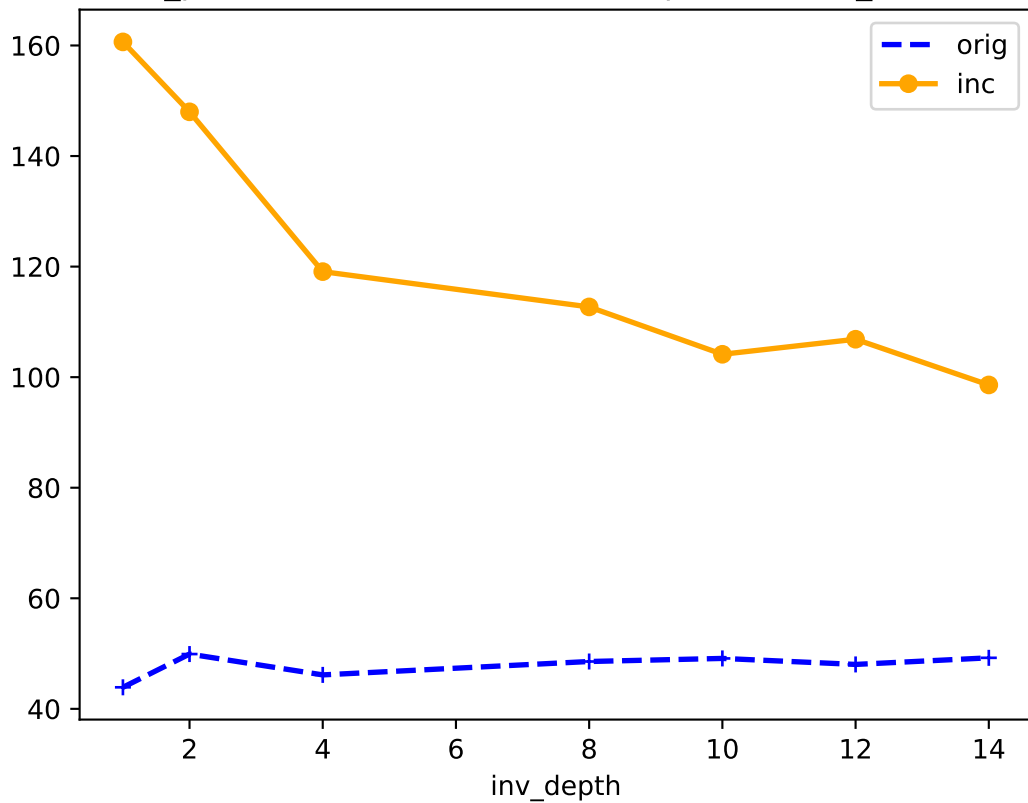
slow_prob = 0.9; transf = move; depth = 16; fv_c = 1



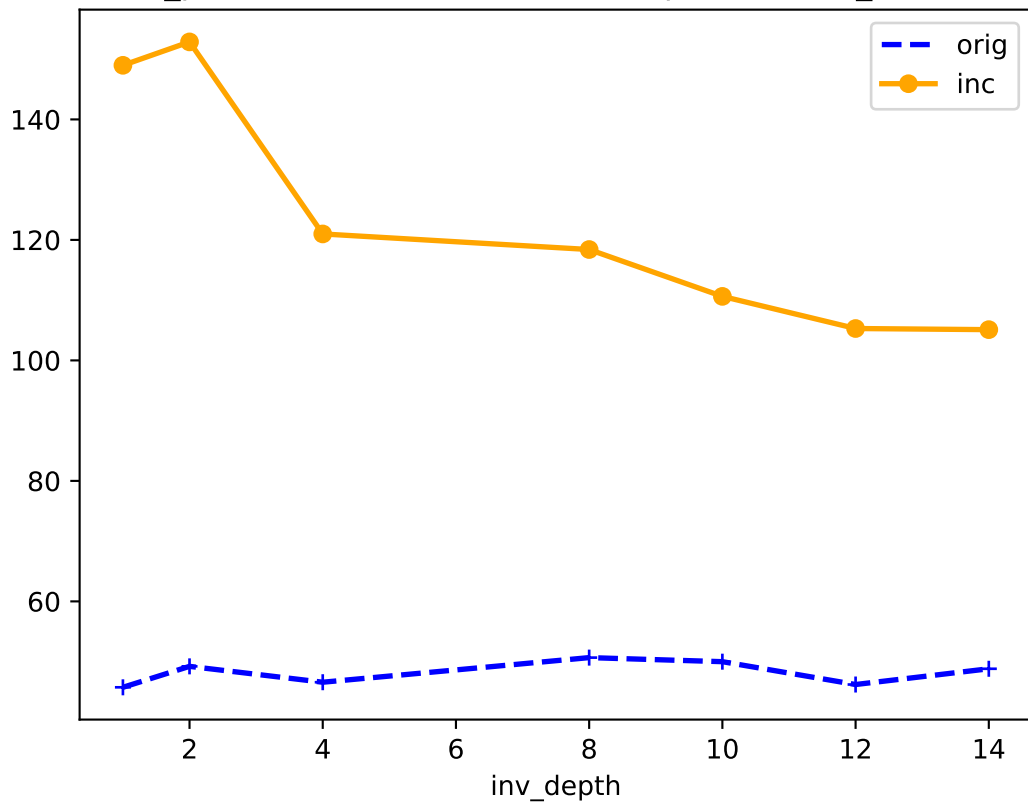
slow_prob = 1.0; transf = move; depth = 16; fv_c = 1



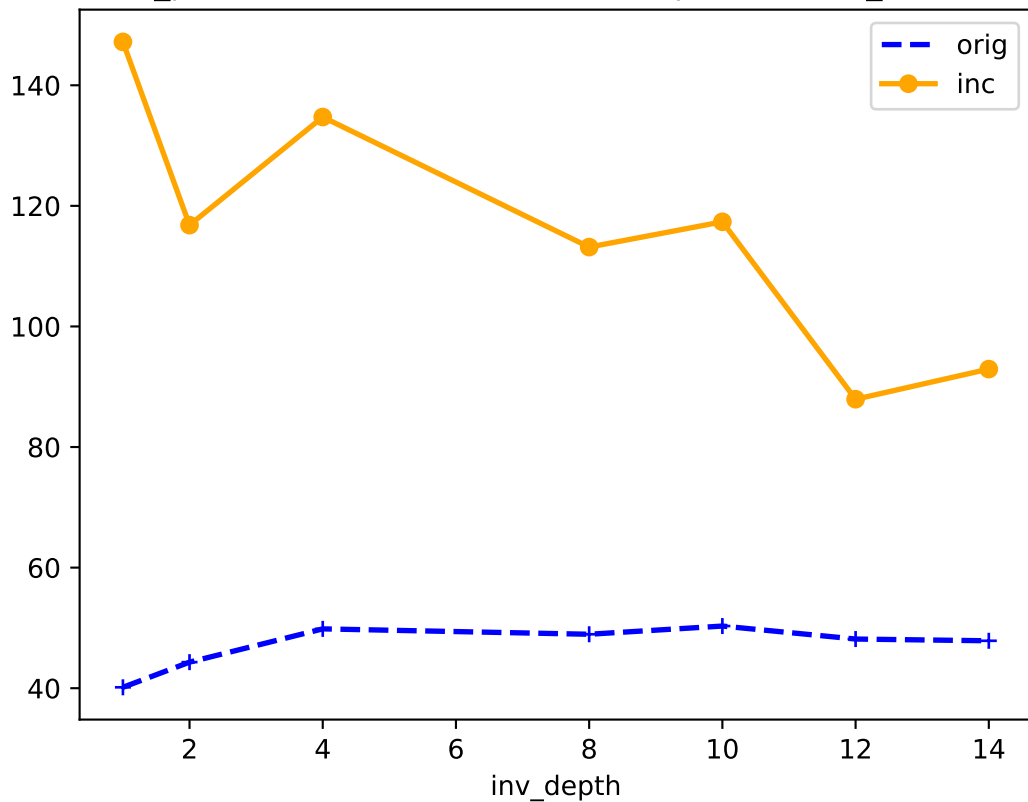
slow_prob = 0.0; transf = move; depth = 16; fv_c = 1024



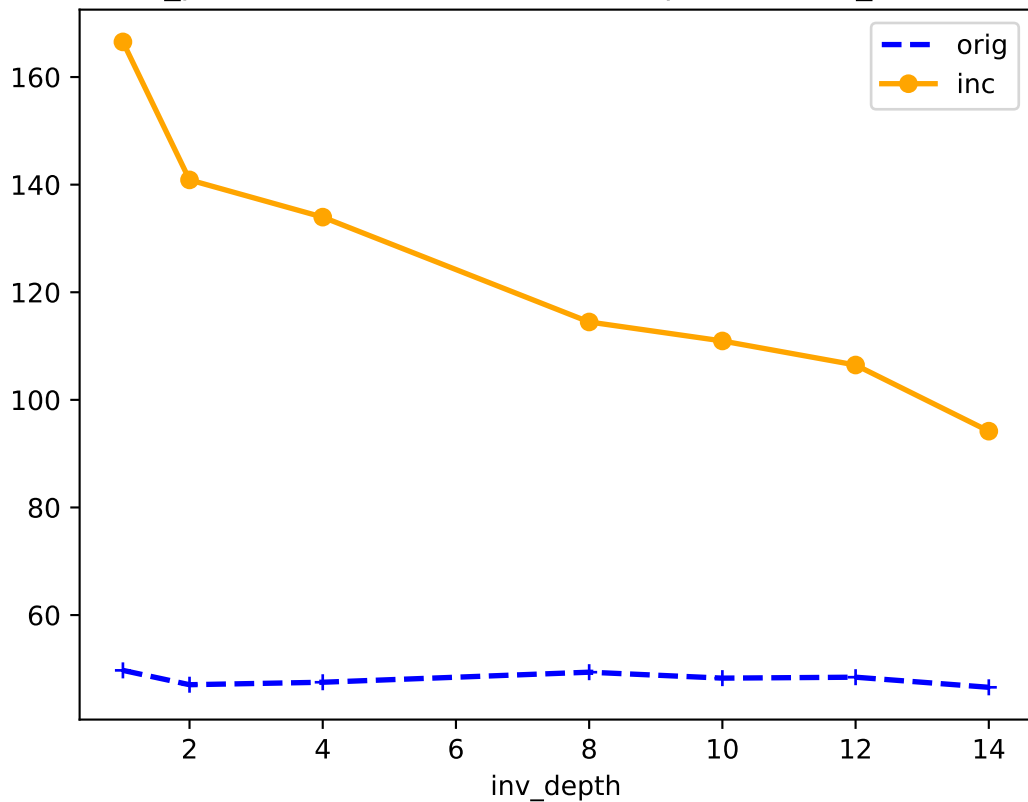
slow_prob = 0.5; transf = move; depth = 16; fv_c = 1024



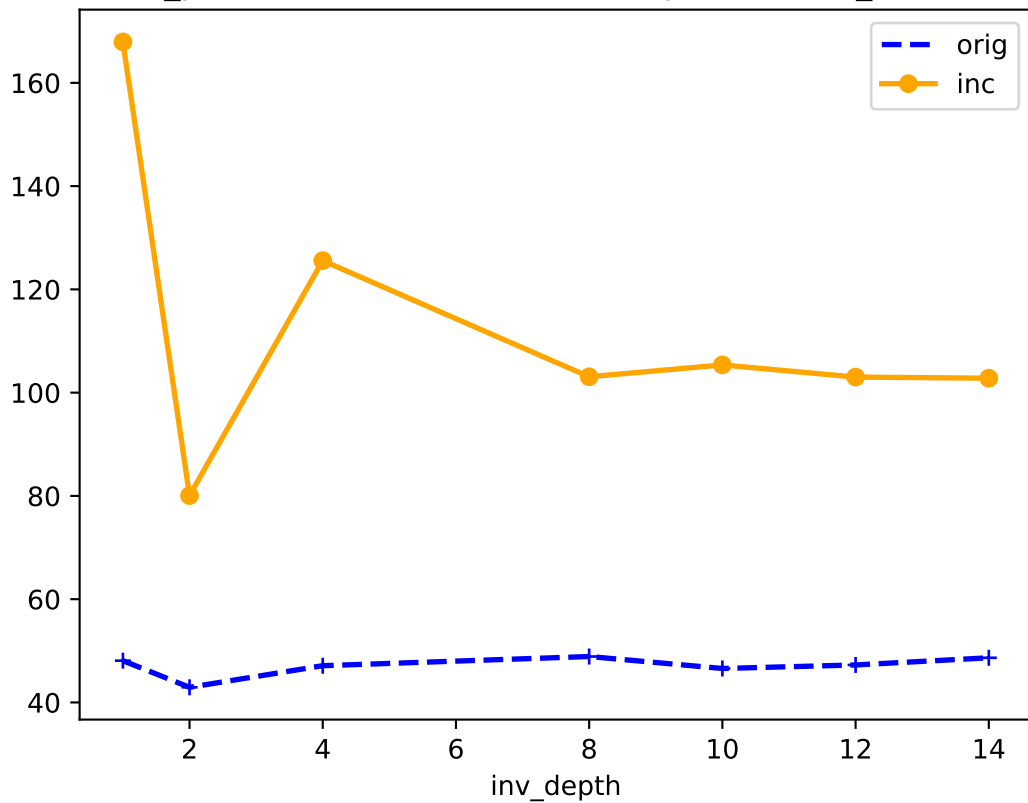
slow_prob = 0.75; transf = move; depth = 16; fv_c = 1024



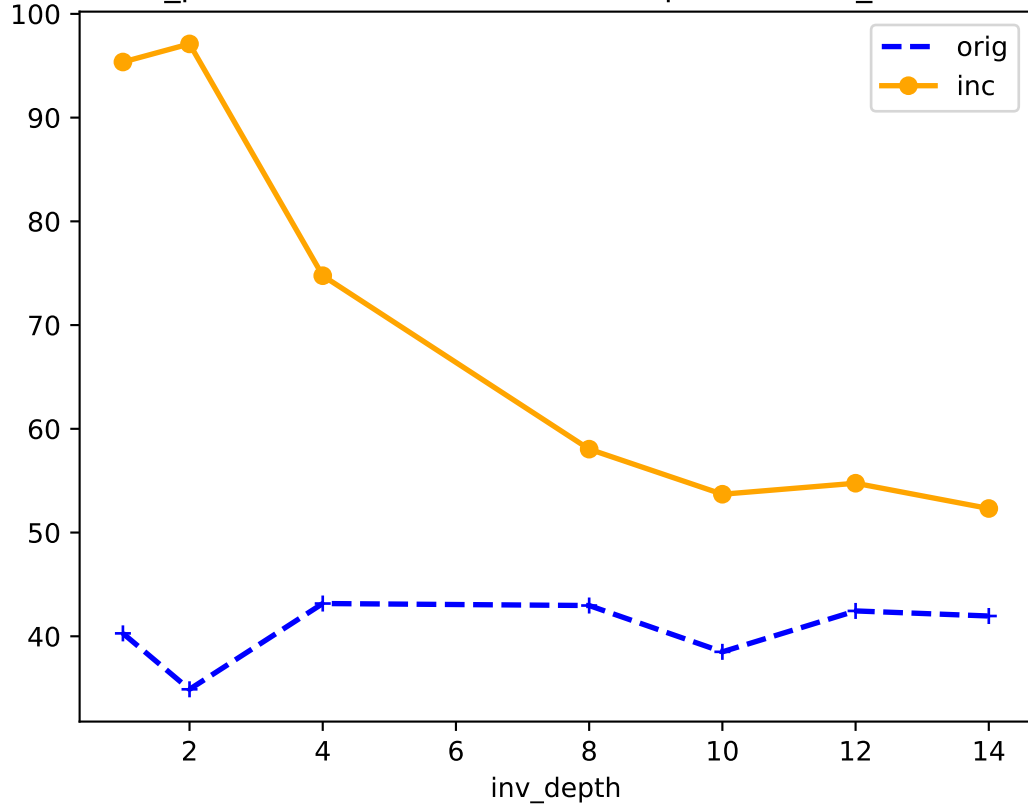
slow_prob = 0.9; transf = move; depth = 16; fv_c = 1024



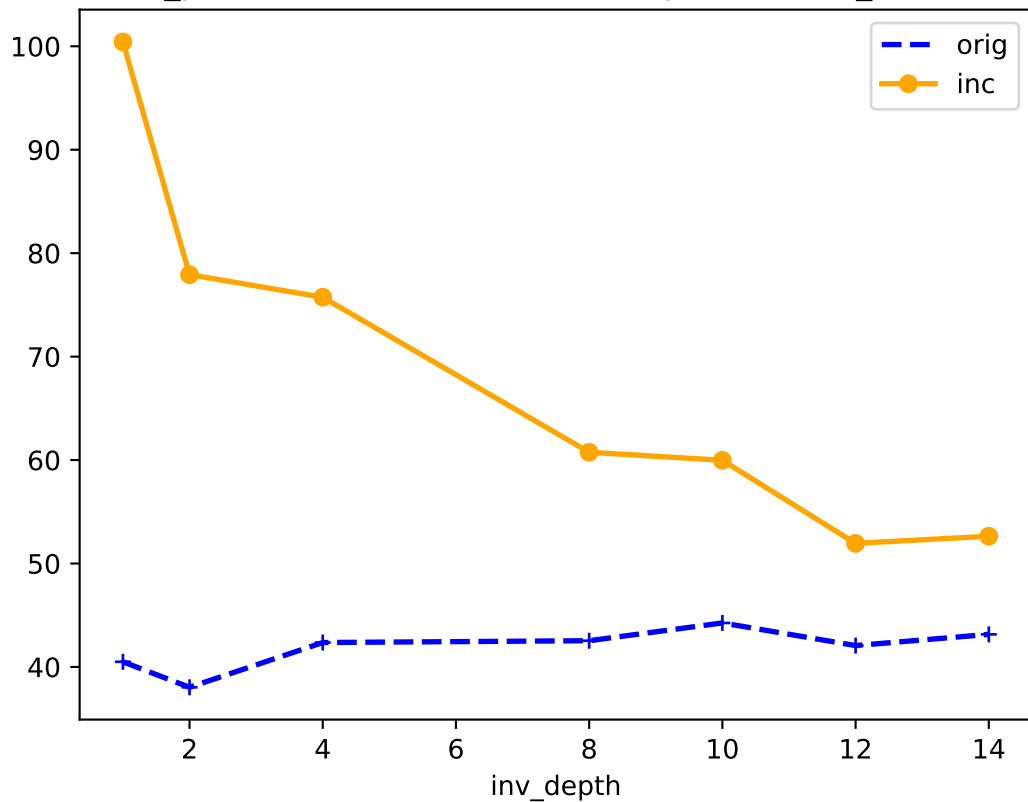
slow_prob = 1.0; transf = move; depth = 16; fv_c = 1024



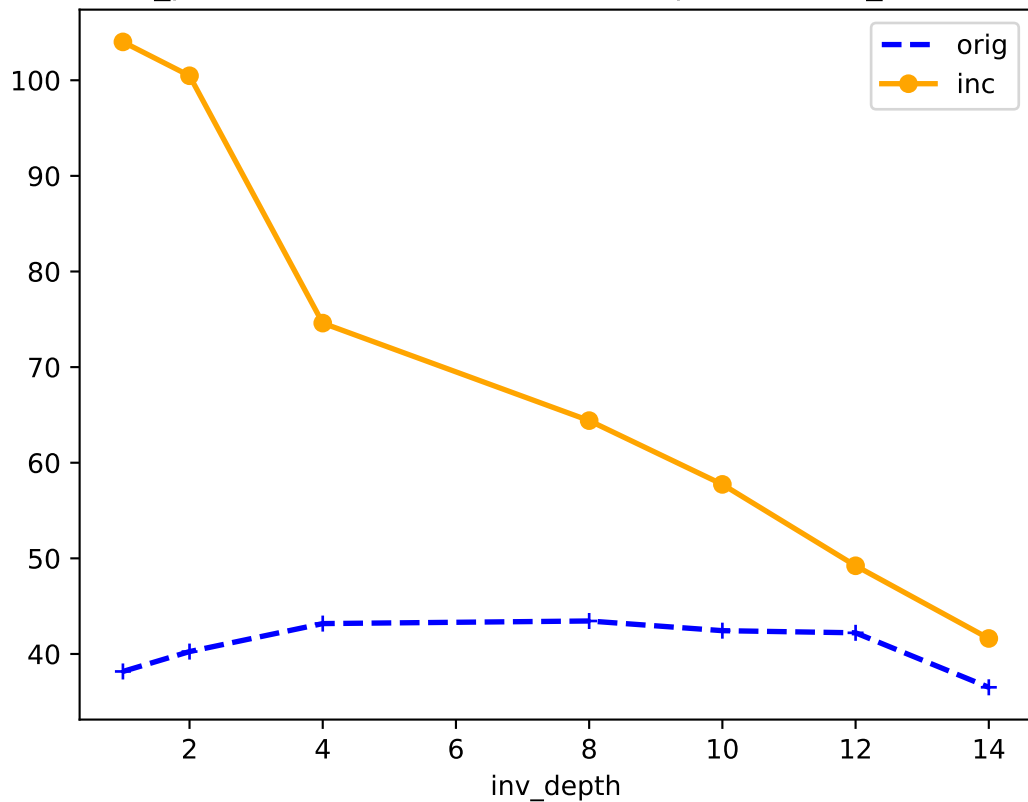
slow_prob = 0.0; transf = move; depth = 16; fv_c = 4096



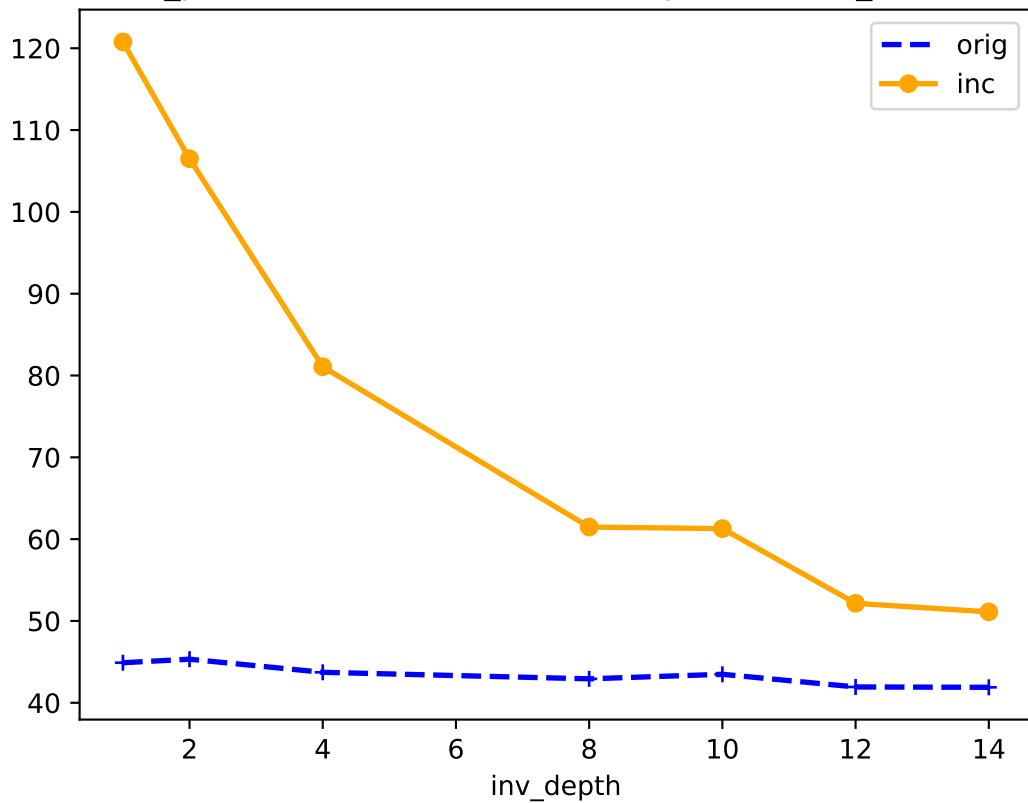
slow_prob = 0.5; transf = move; depth = 16; fv_c = 4096



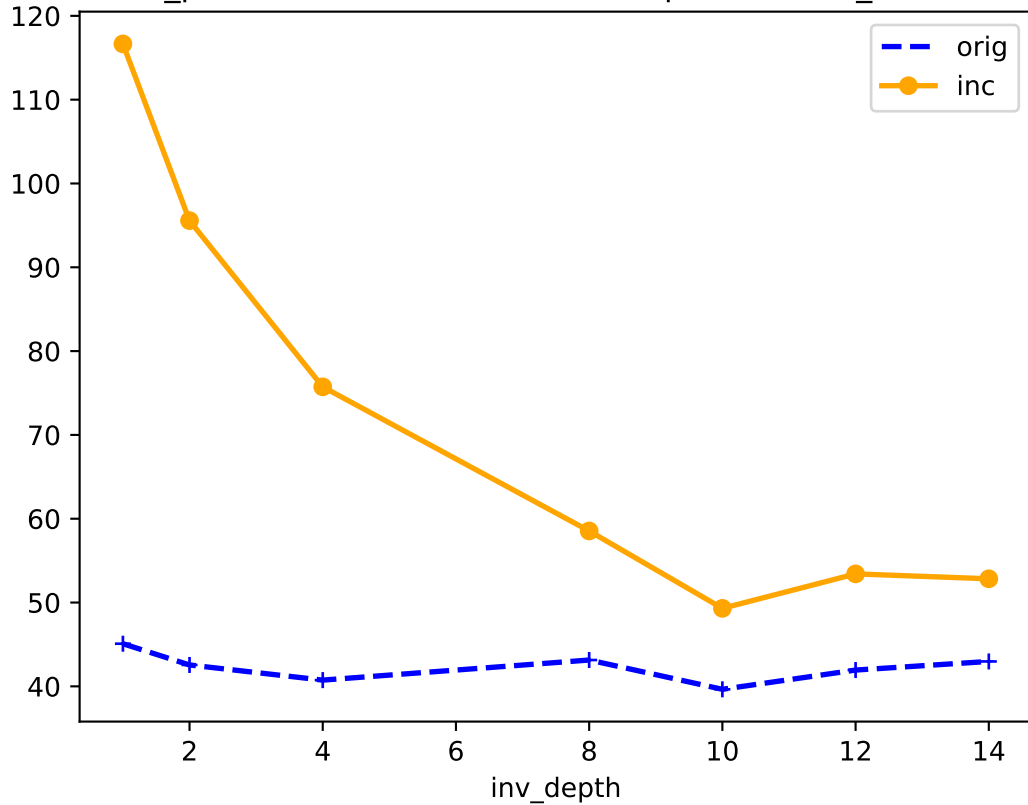
slow_prob = 0.75; transf = move; depth = 16; fv_c = 4096



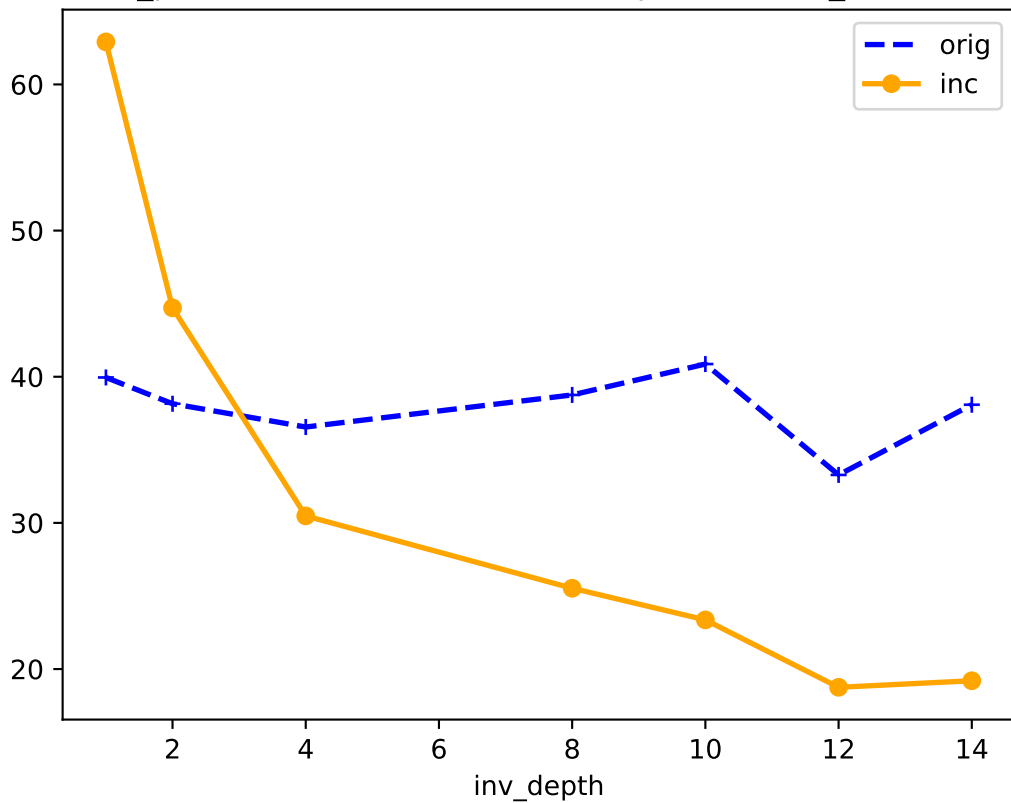
slow_prob = 0.9; transf = move; depth = 16; fv_c = 4096



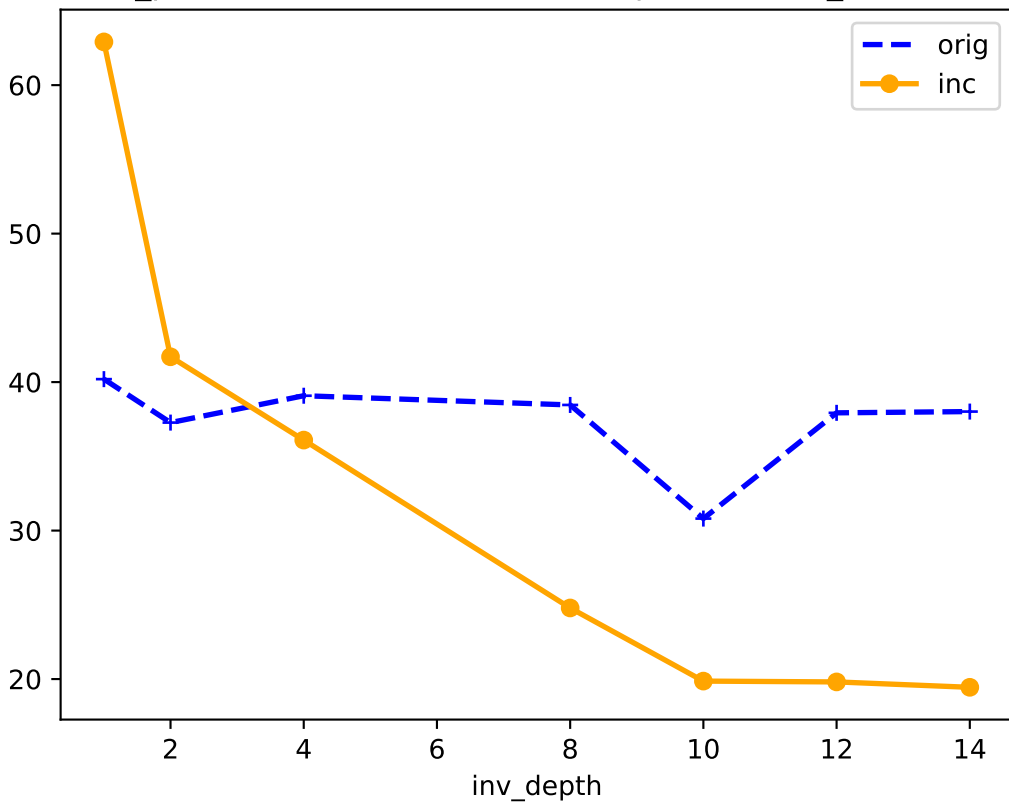
slow_prob = 1.0; transf = move; depth = 16; fv_c = 4096



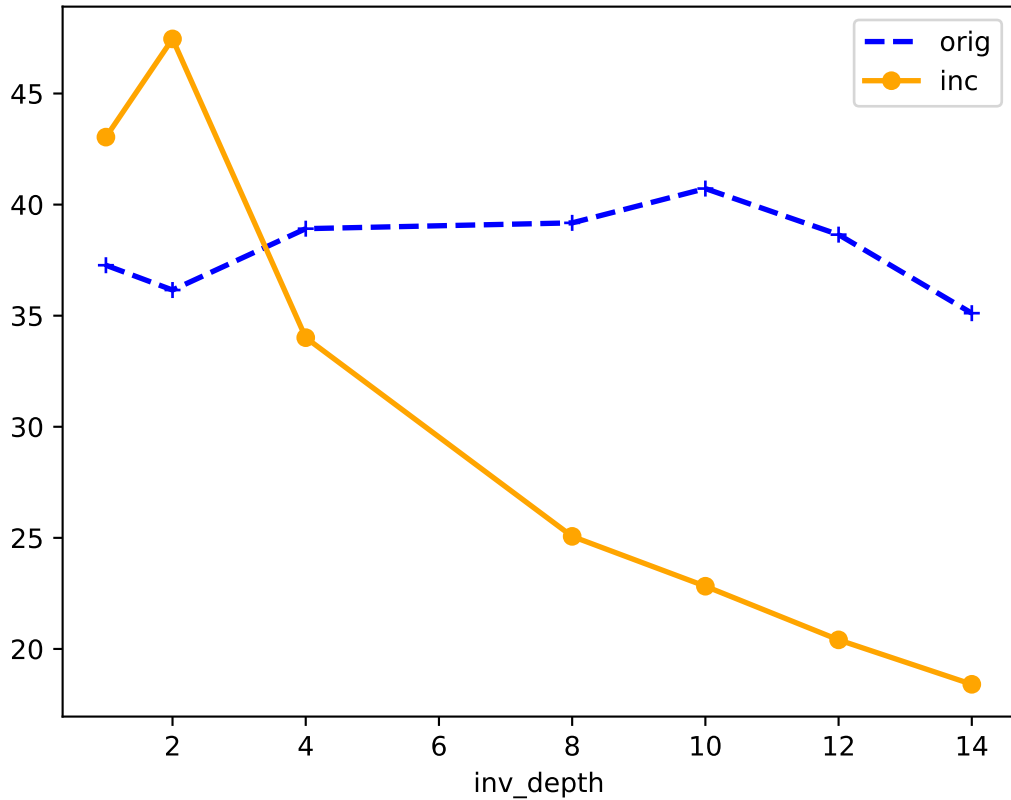
slow_prob = 0.0; transf = move; depth = 16; fv_c = 16384



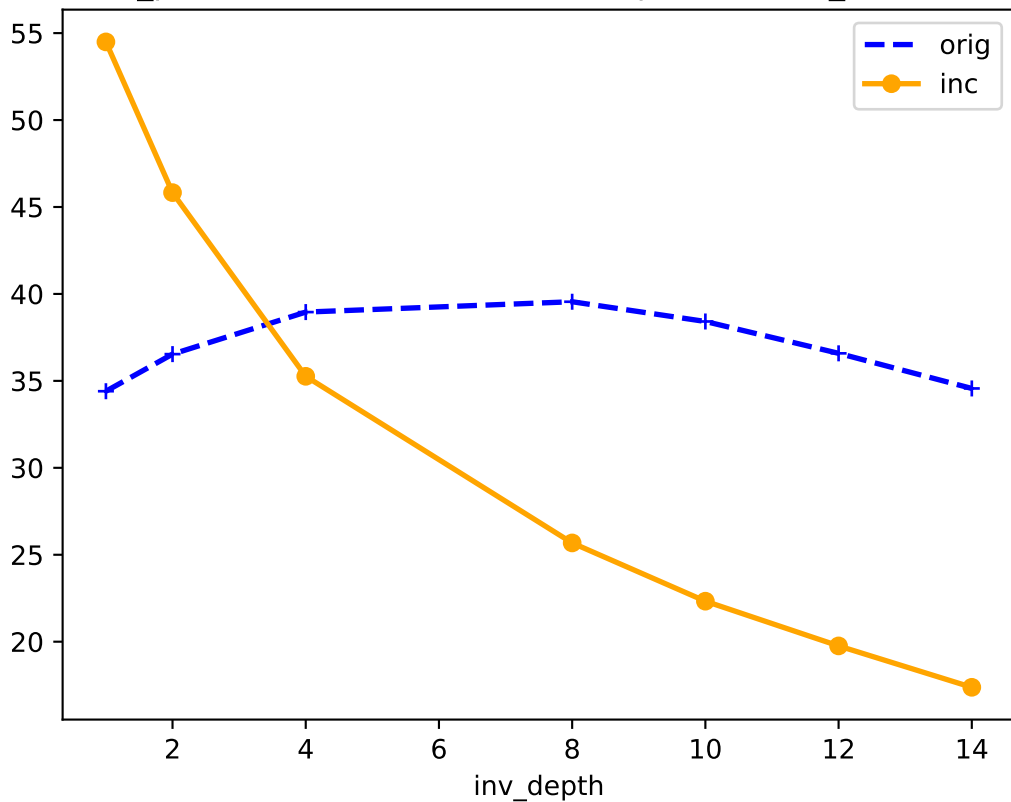
slow_prob = 0.5; transf = move; depth = 16; fv_c = 16384



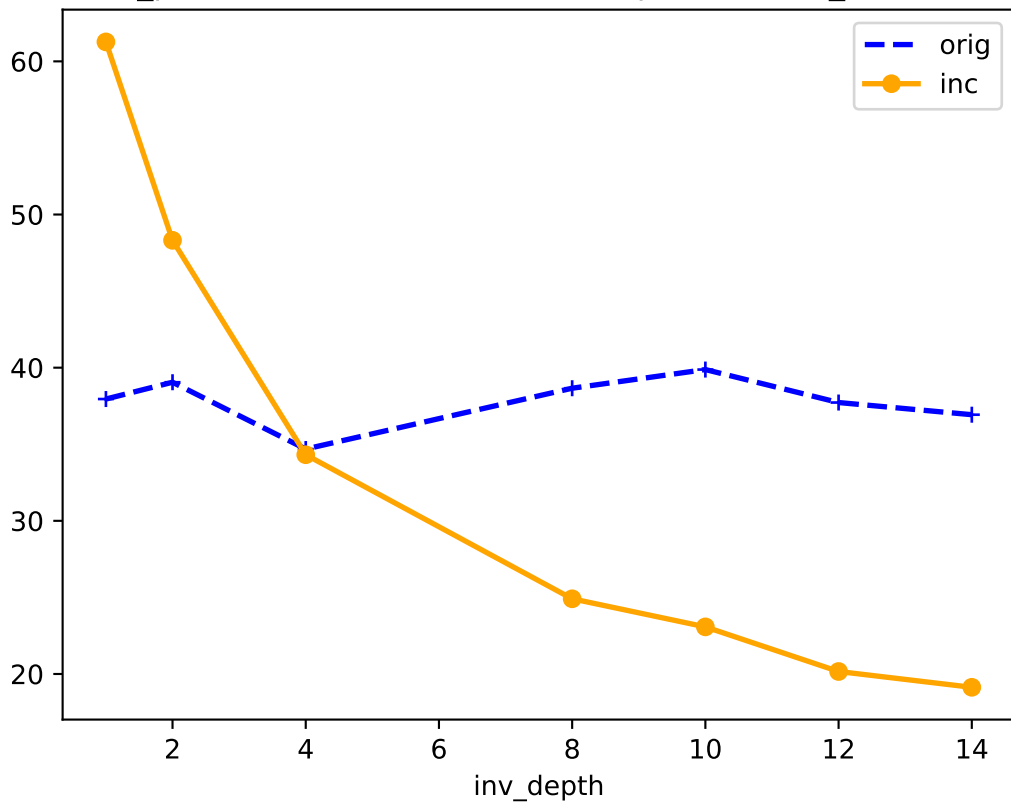
slow_prob = 0.75; transf = move; depth = 16; fv_c = 16384



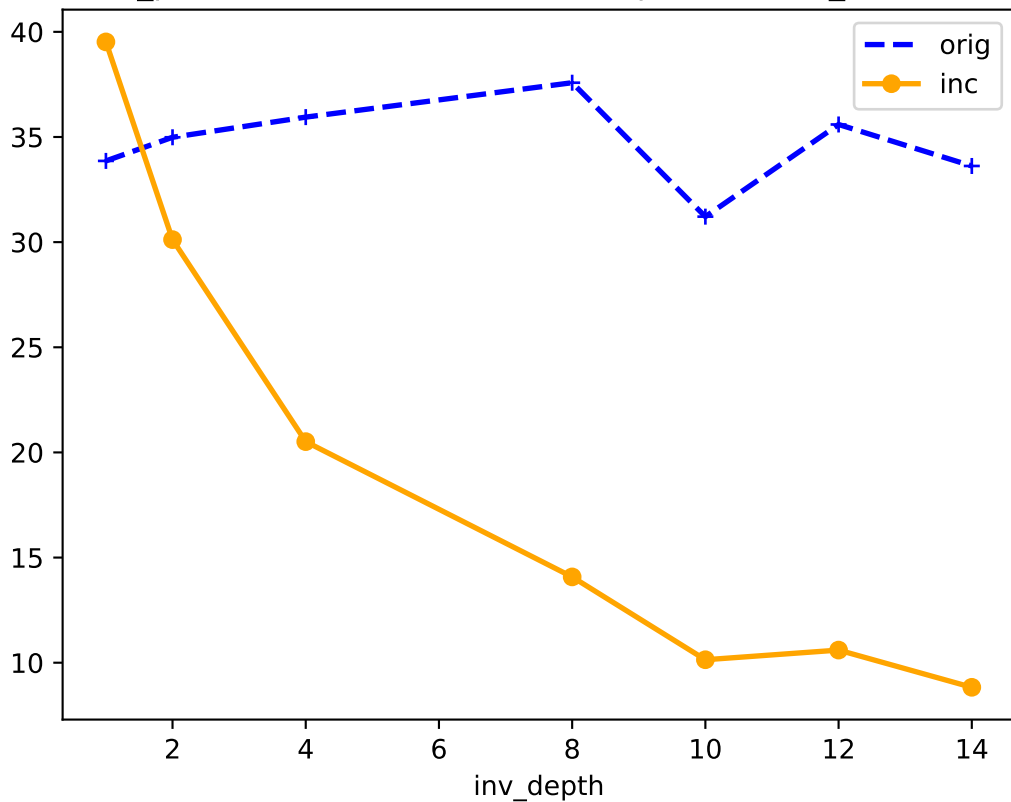
slow_prob = 0.9; transf = move; depth = 16; fv_c = 16384



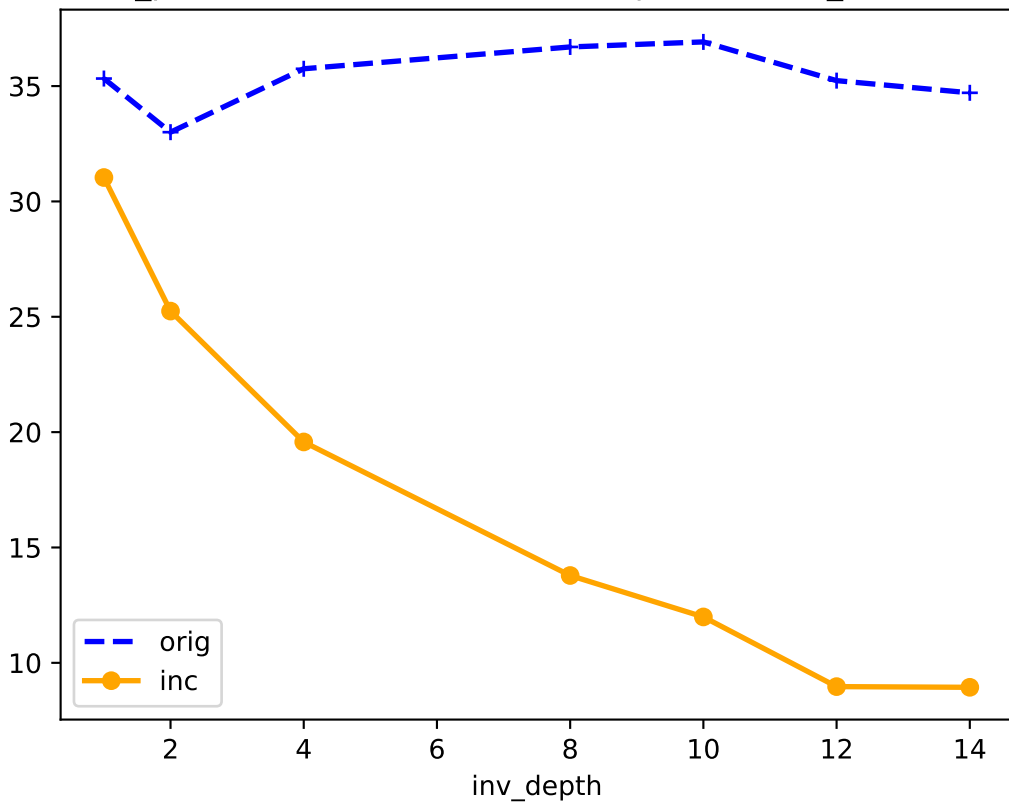
slow_prob = 1.0; transf = move; depth = 16; fv_c = 16384



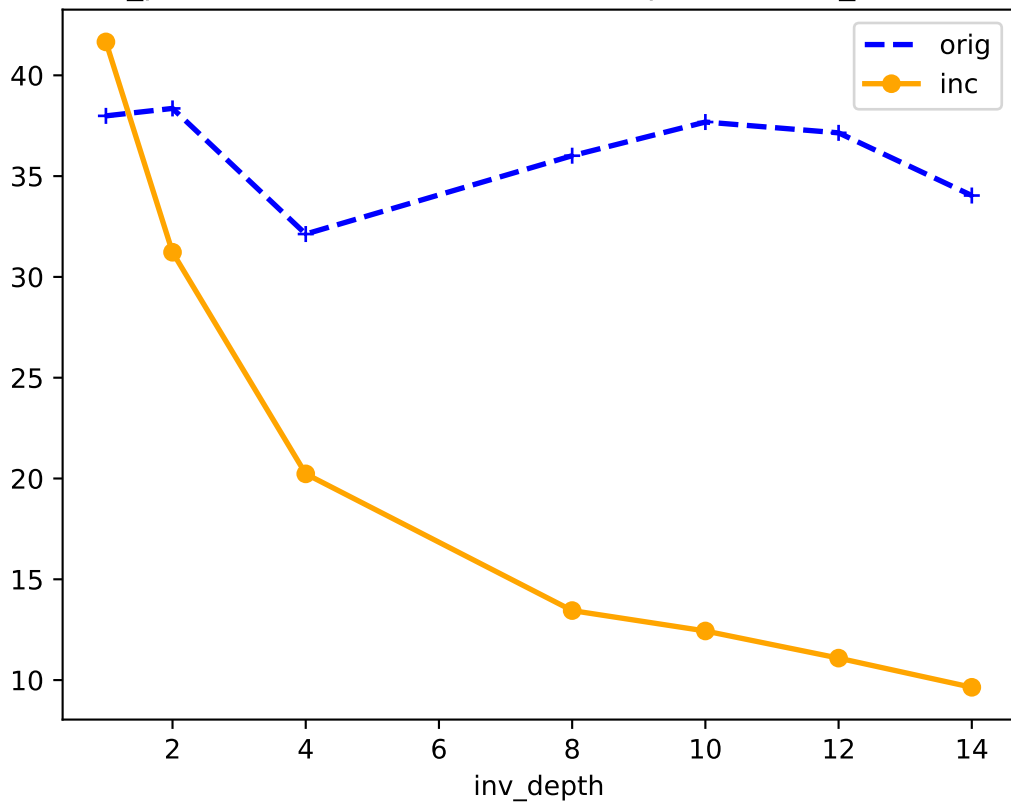
slow_prob = 0.0; transf = move; depth = 16; fv_c = 32768



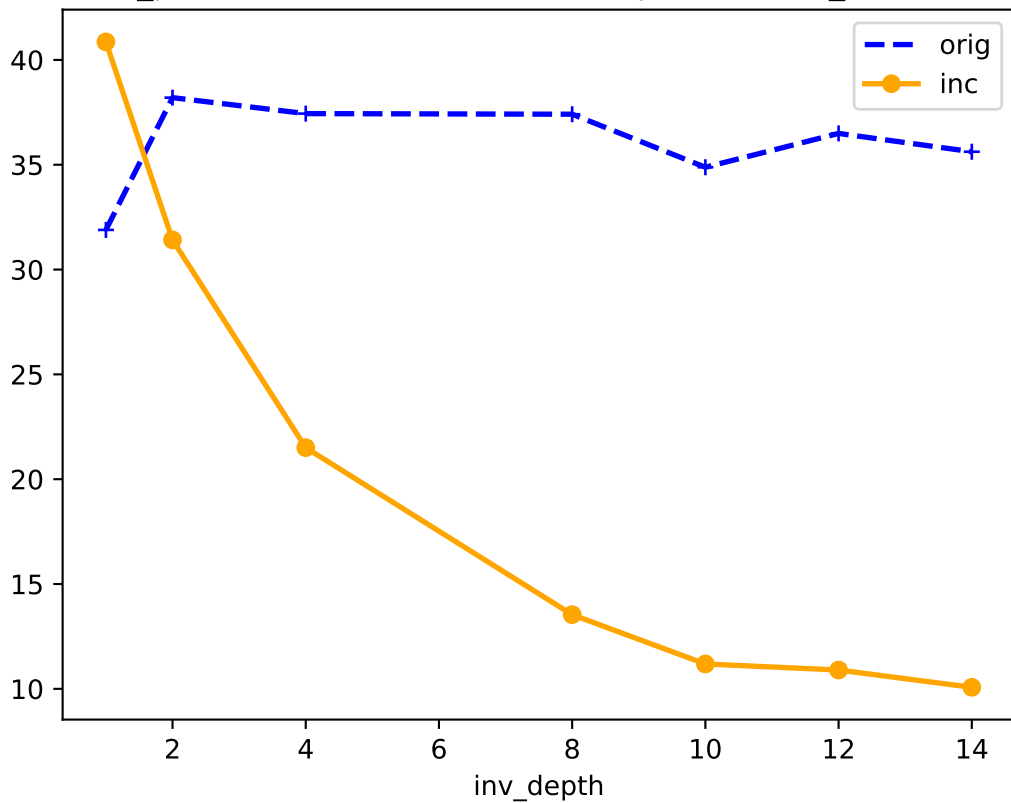
slow_prob = 0.5; transf = move; depth = 16; fv_c = 32768



slow_prob = 0.75; transf = move; depth = 16; fv_c = 32768



slow_prob = 0.9; transf = move; depth = 16; fv_c = 32768



slow_prob = 1.0; transf = move; depth = 16; fv_c = 32768

