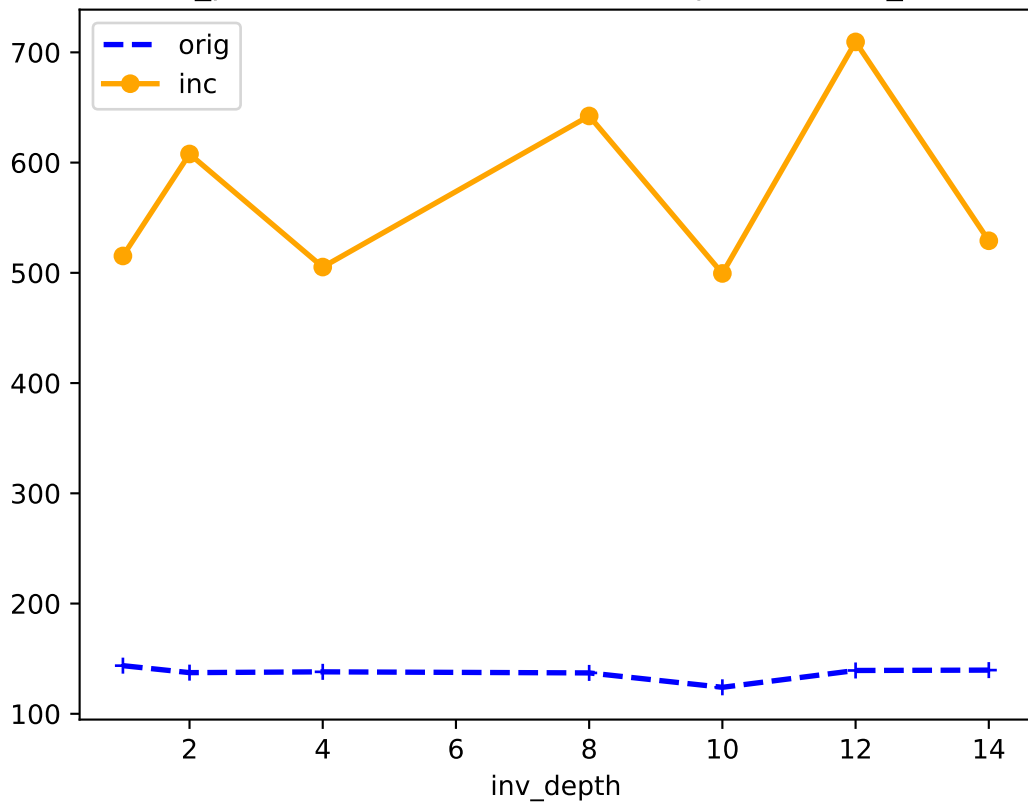
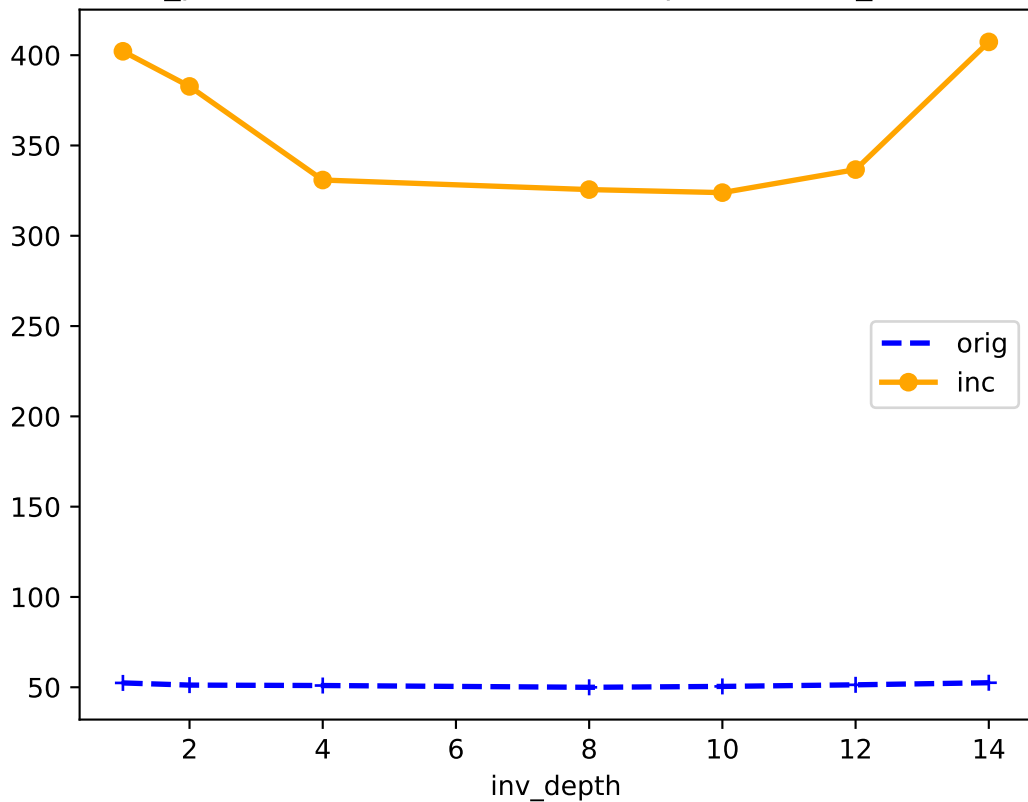


slow\_prob = 0.0; transf = move; depth = 16; fv\_c = 1



slow\_prob = 0.0; transf = move; depth = 16; fv\_c = 1024



slow\_prob = 0.0; transf = move; depth = 16; fv\_c = 2048

