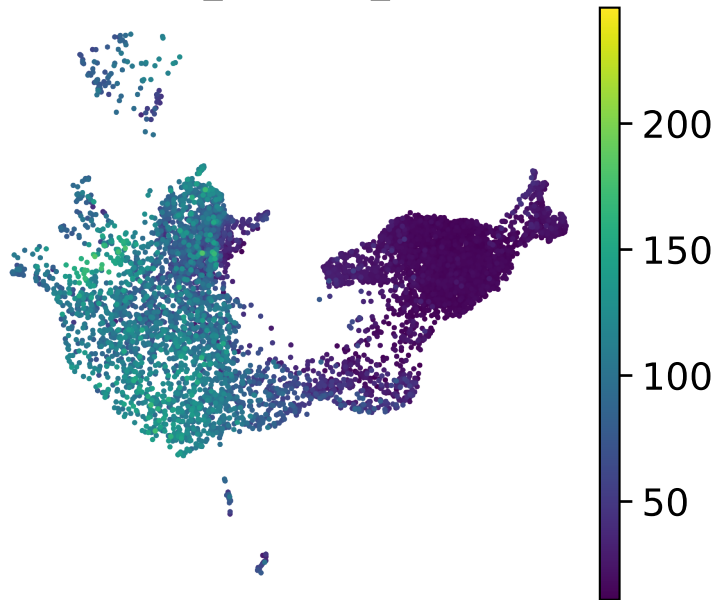


Fezf2_induced_num



Fezf2_induced_frac

