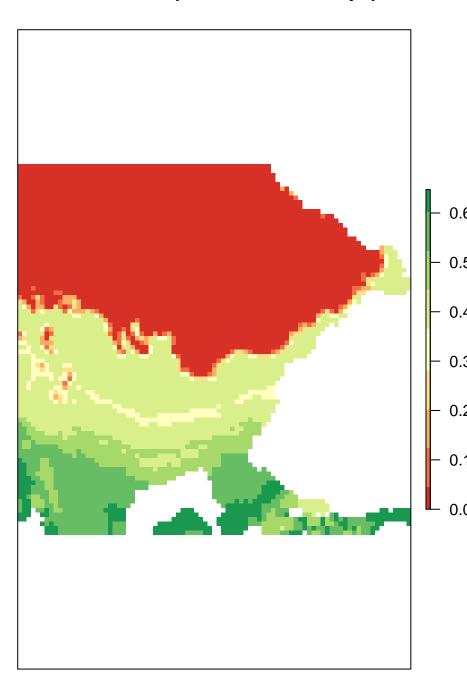
MAX, X21000.ybp

MAX without sp removed, X21000.ybp

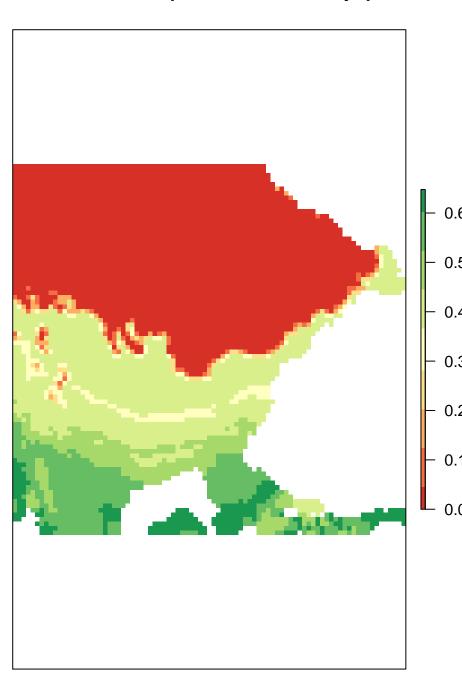




MAX, X20000.ybp

MAX without sp removed, X20000.ybp

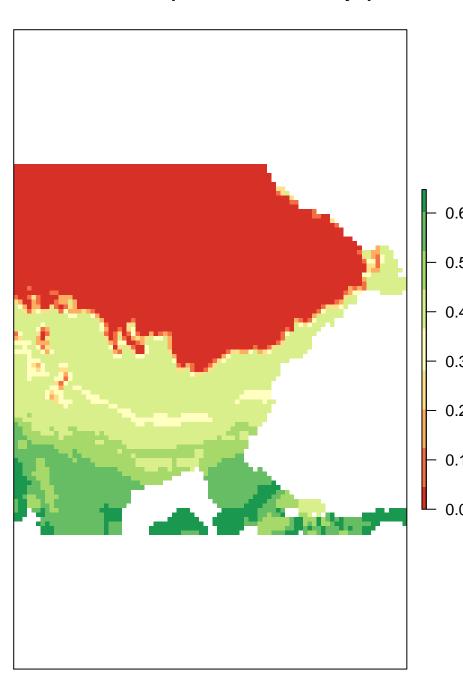




MAX, X19000.ybp

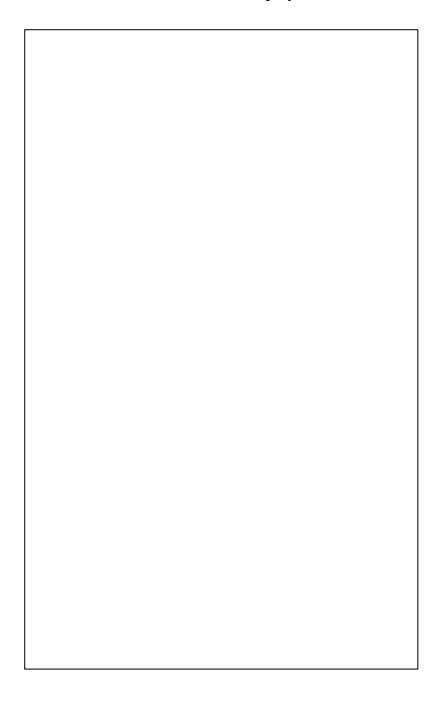
MAX without sp removed, X19000.ybp

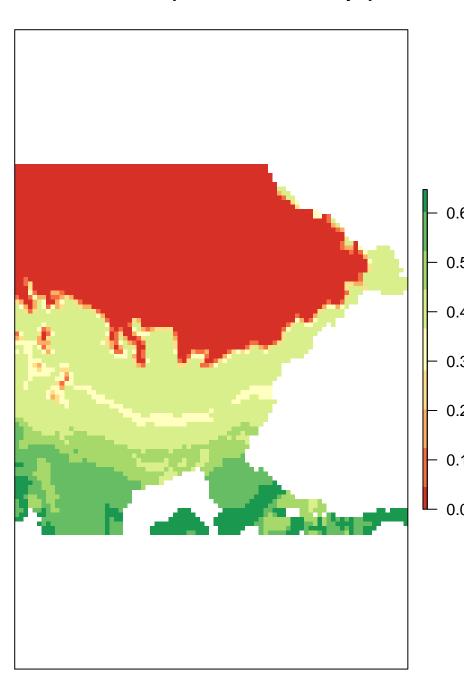




MAX, X18000.ybp

MAX without sp removed, X18000.ybp

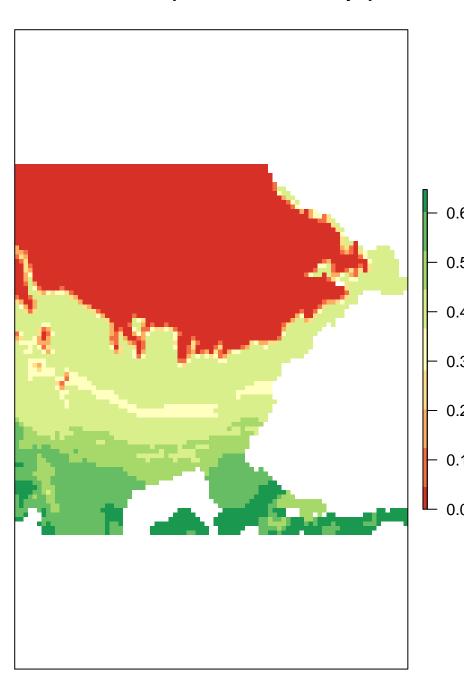




MAX, X17000.ybp

MAX without sp removed, X17000.ybp

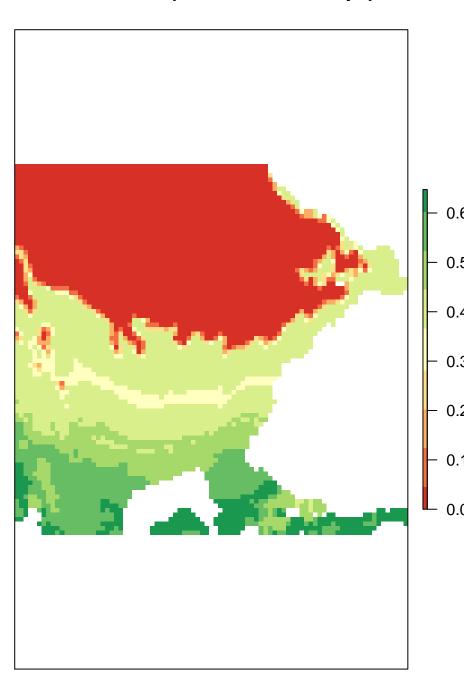




MAX, X16000.ybp

MAX without sp removed, X16000.ybp

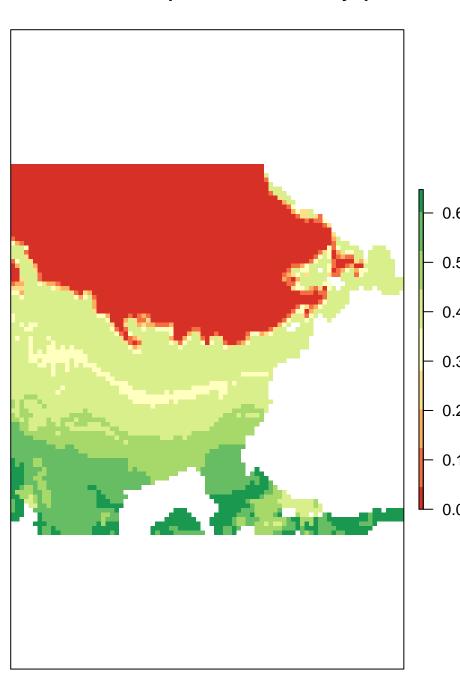




MAX, X15000.ybp

MAX without sp removed, X15000.ybp

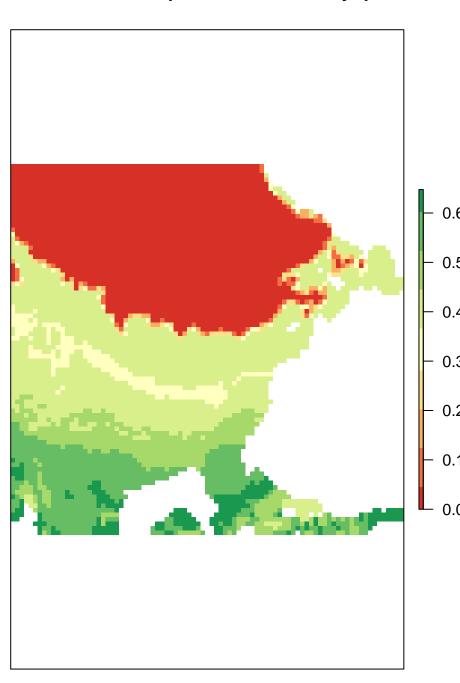




MAX, X14000.ybp

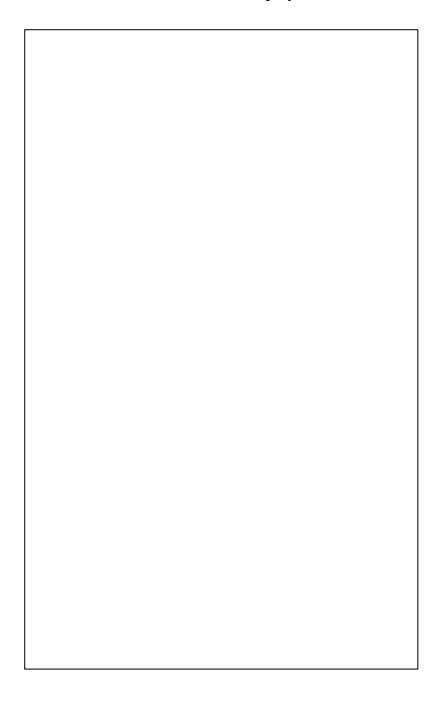
MAX without sp removed, X14000.ybp

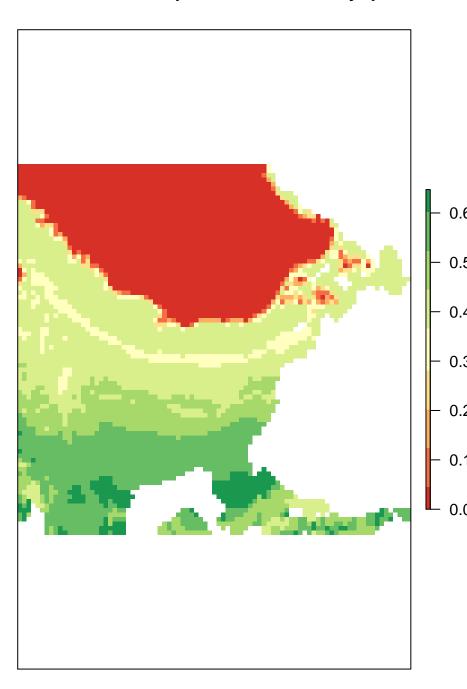




MAX, X13000.ybp

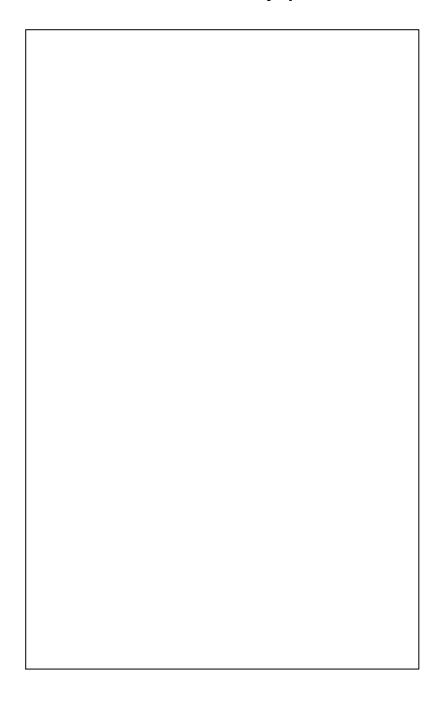
MAX without sp removed, X13000.ybp

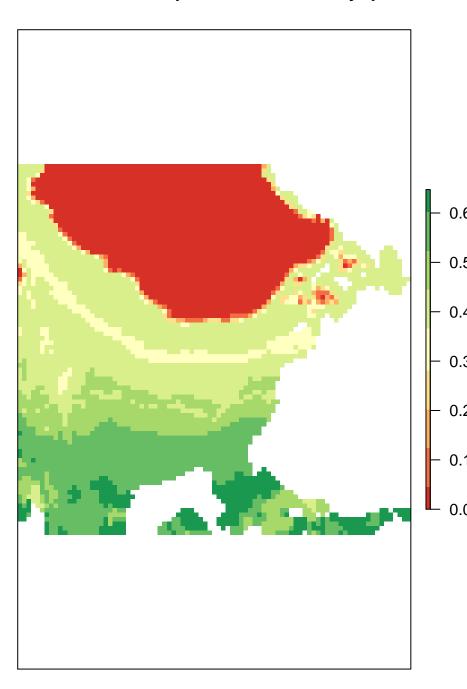




MAX, X12000.ybp

MAX without sp removed, X12000.ybp

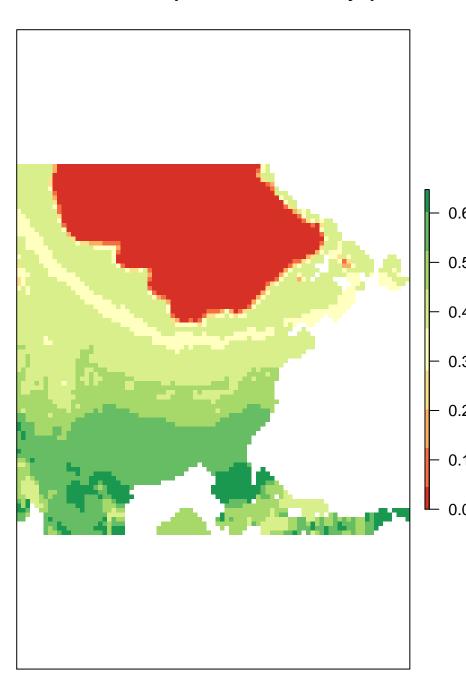




MAX, X11000.ybp

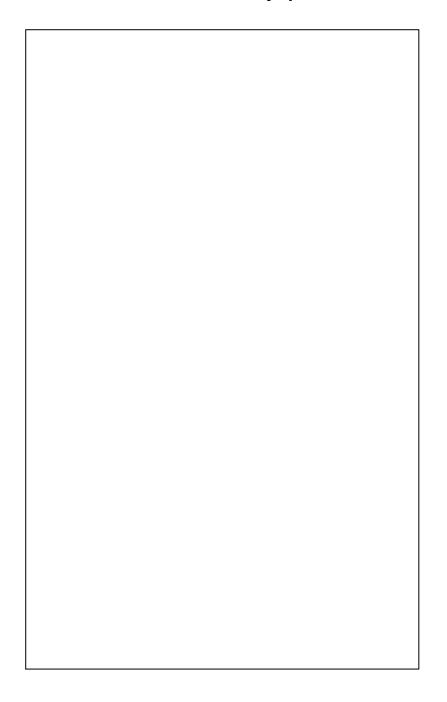
MAX without sp removed, X11000.ybp

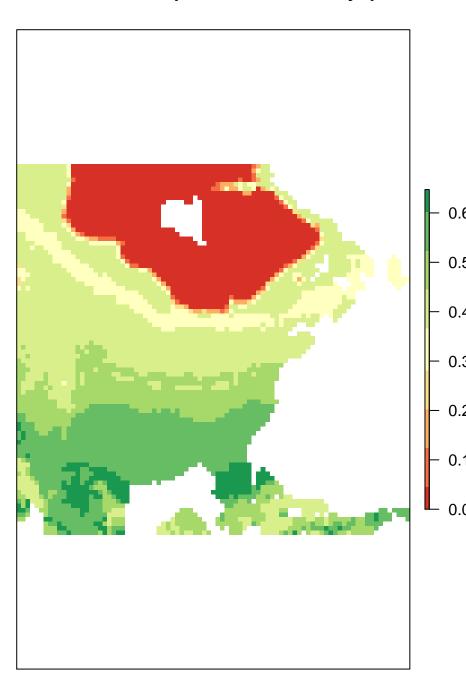




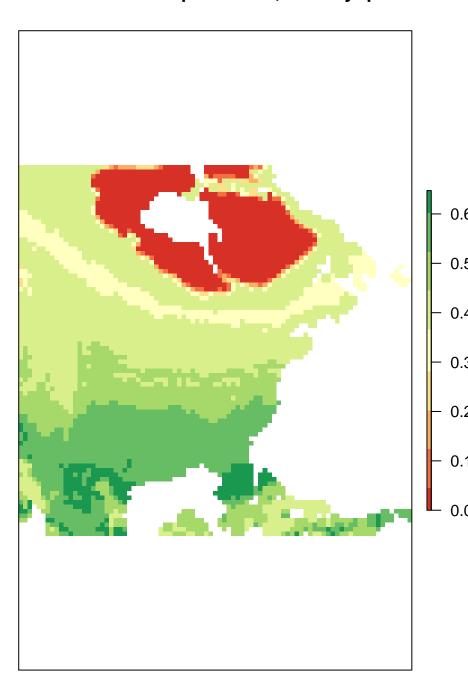
MAX, X10000.ybp

MAX without sp removed, X10000.ybp



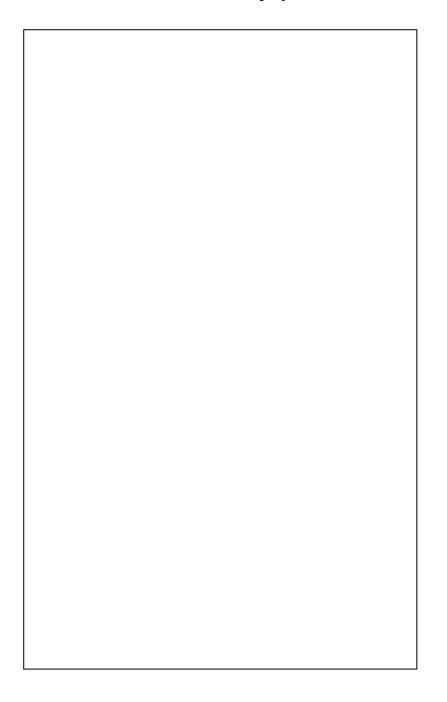


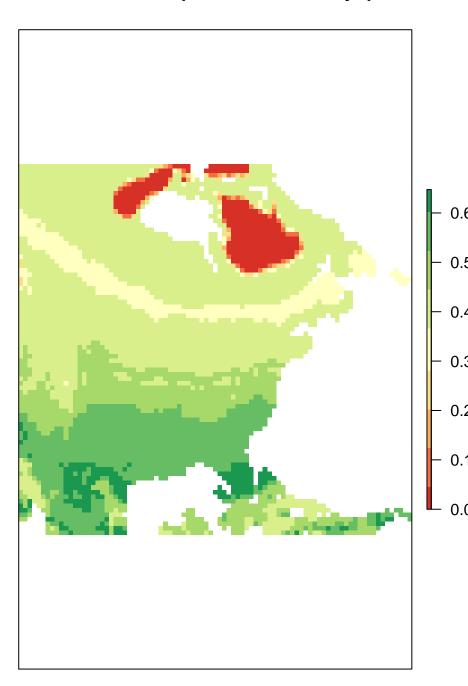




MAX, X8000.ybp

MAX without sp removed, X8000.ybp

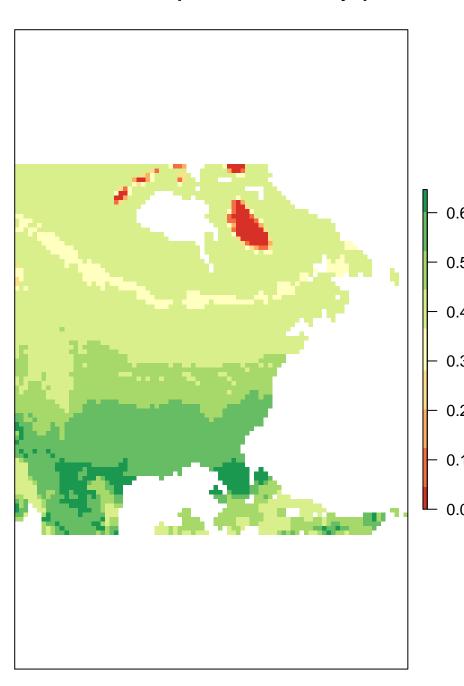




MAX, X7000.ybp

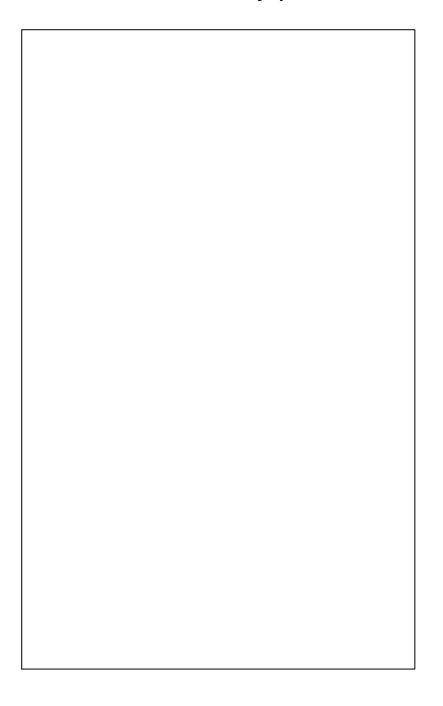
MAX without sp removed, X7000.ybp

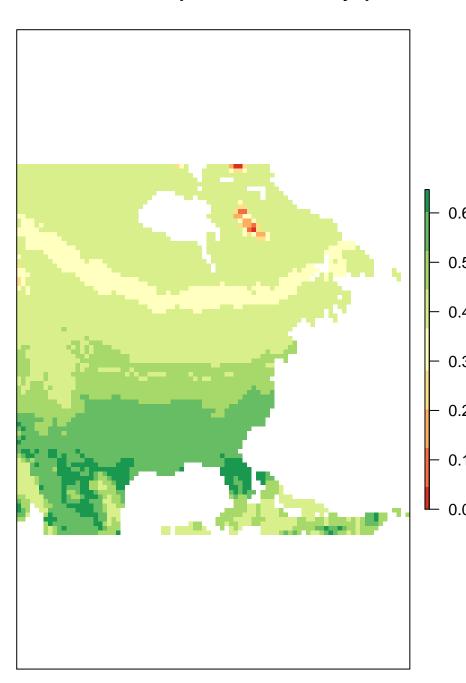


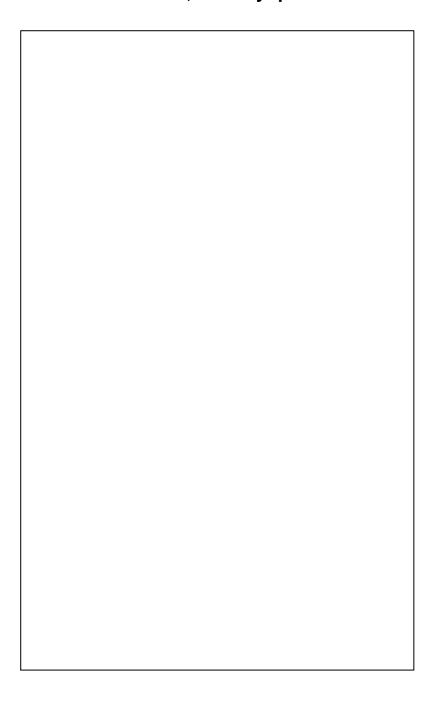


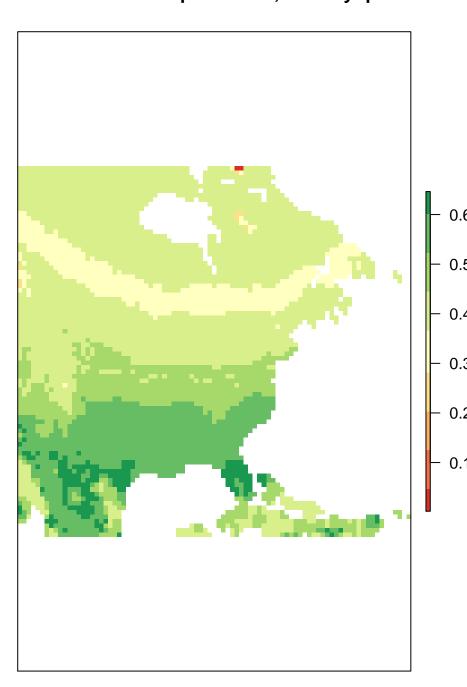
MAX, X6000.ybp

MAX without sp removed, X6000.ybp





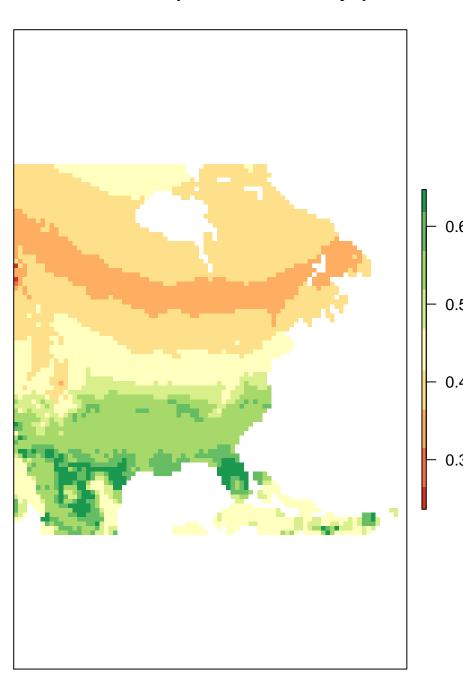




MAX, X4000.ybp

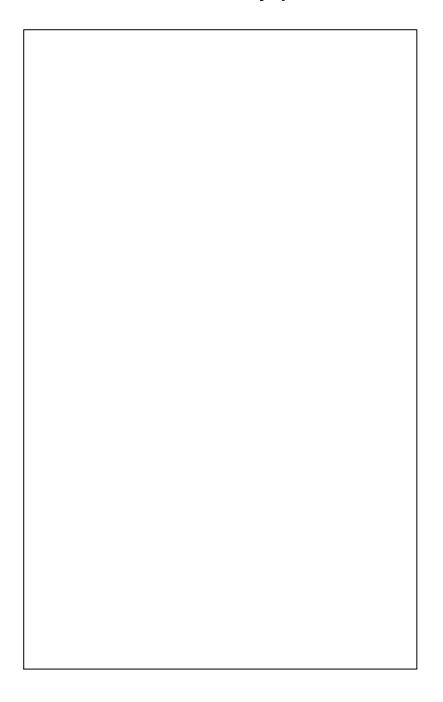
MAX without sp removed, X4000.ybp

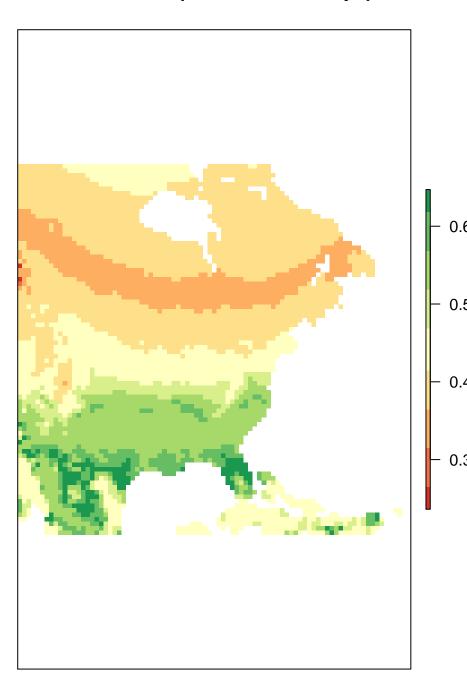




MAX, X3000.ybp

MAX without sp removed, X3000.ybp

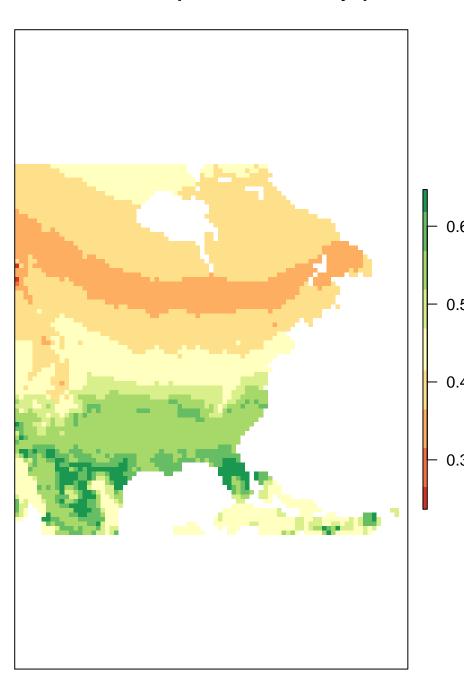




MAX, X2000.ybp

MAX without sp removed, X2000.ybp

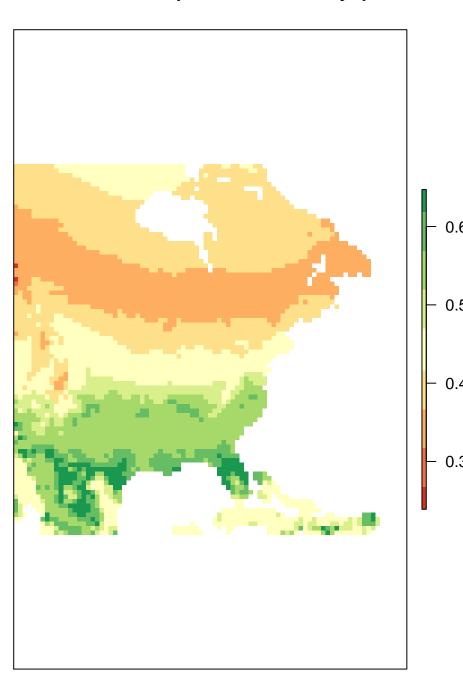




MAX, X1000.ybp

MAX without sp removed, X1000.ybp





MAX, X0.ybp

MAX without sp removed, X0.ybp

