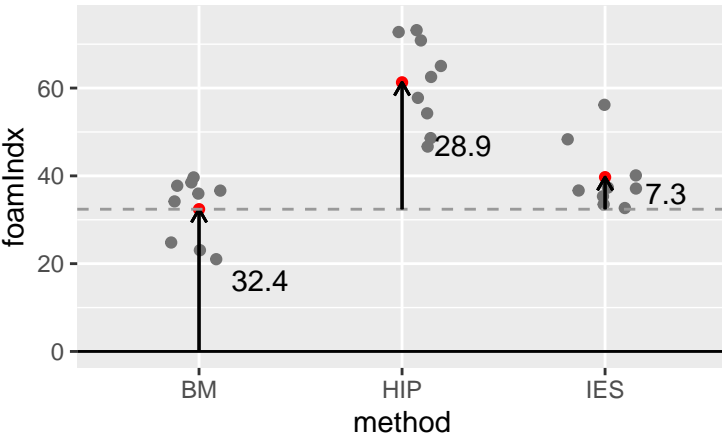


A – default,
BM reference



B – releveled,
HIP reference

