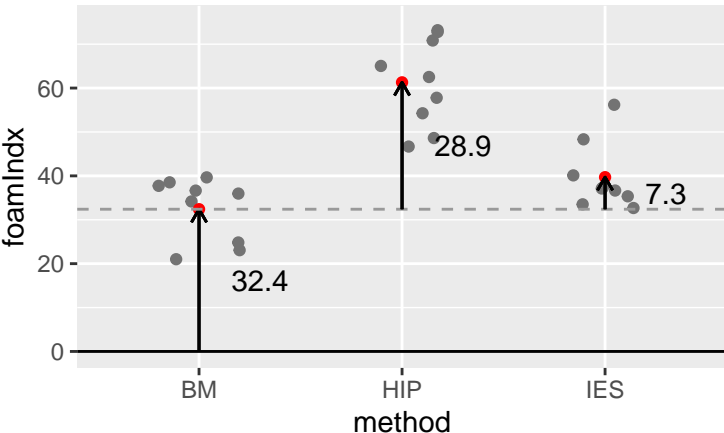


A – default,  
BM reference



B – releveled,  
HIP reference

