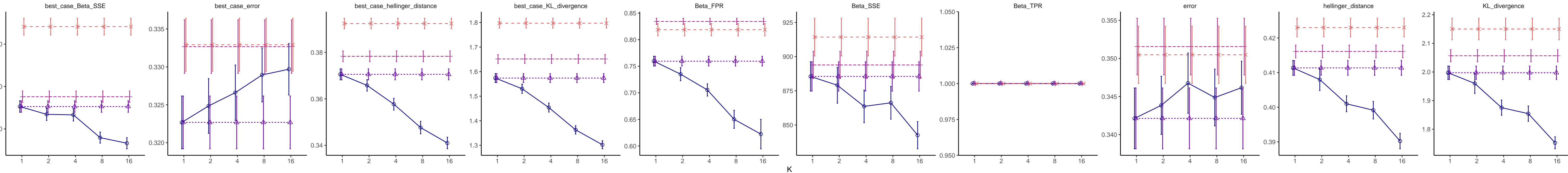


fine_clean_simulations



fine_clean_simulations

