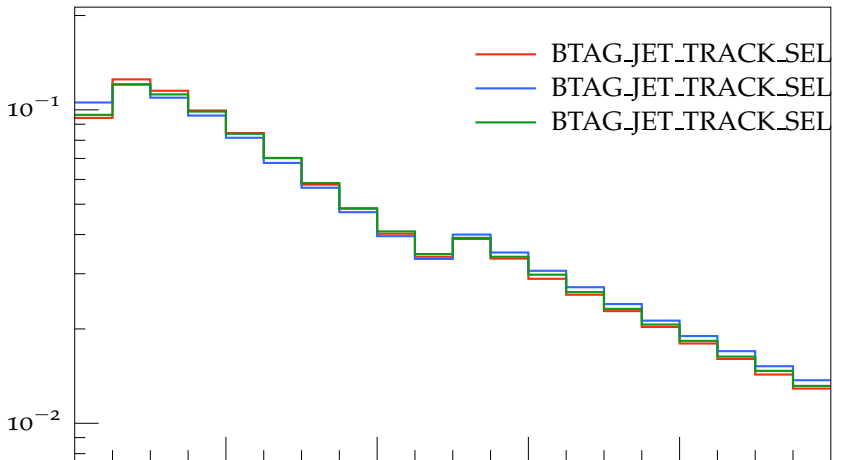


Normalized to Unity



MC/Data

