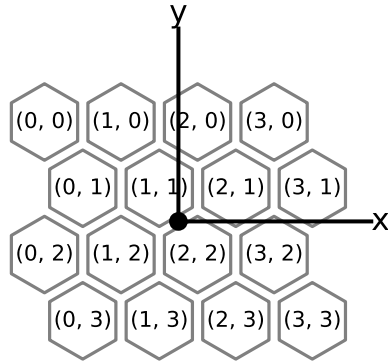
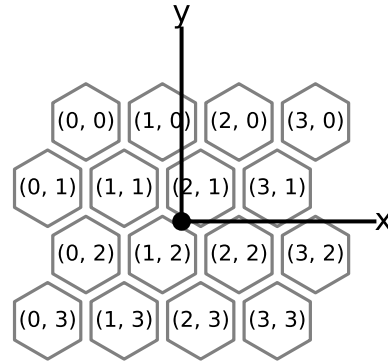


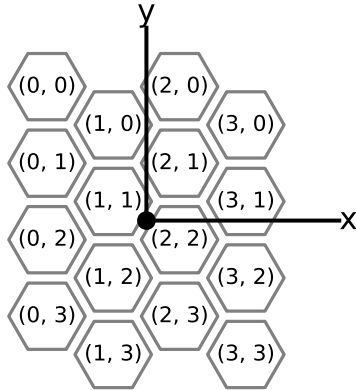
HexagonalLayout.ODD_R



HexagonalLayout.EVEN_R



HexagonalLayout.ODD_Q



HexagonalLayout.EVEN_Q

