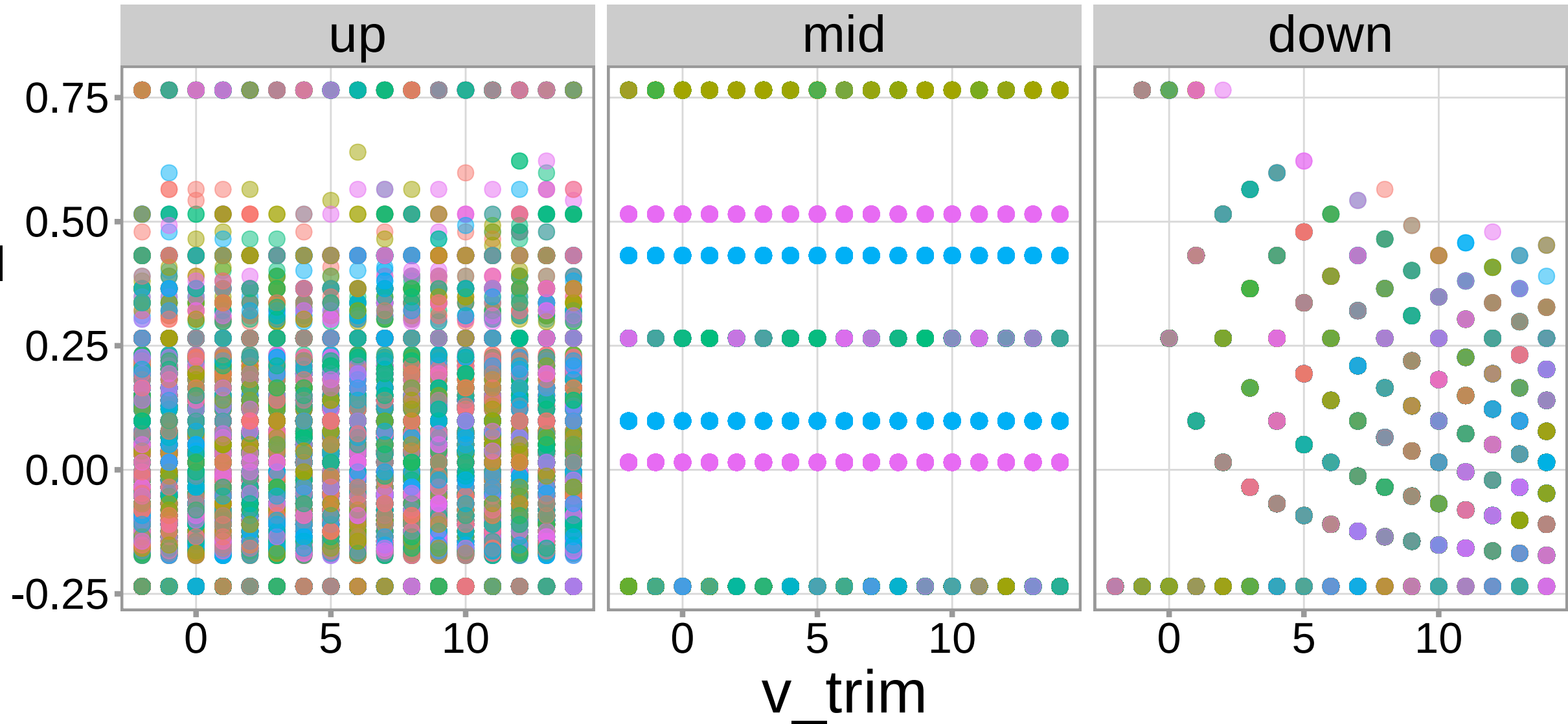


centered_mh



overlap

- 0
- 1
- 2
- 3
- 4