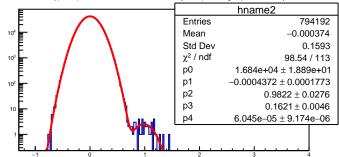
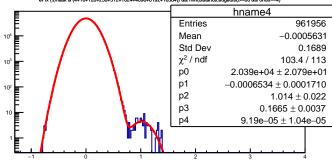
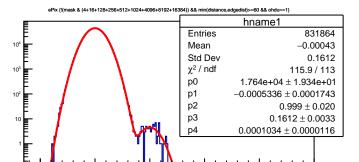


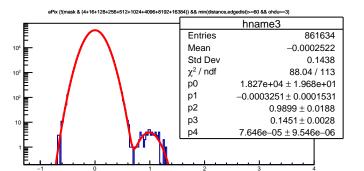
ePix {!(mask & (4+16+128+256+512+1024+4096+8192+16384)) && min(distance,edgedist)>=60 && ohdu==2]

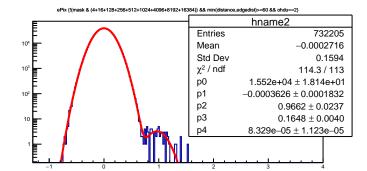


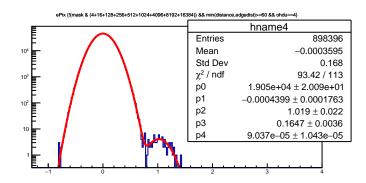
ePix {!(mask & (4+16+128+256+512+1024+4096+8192+16384)) && min(distance,edgedist)>=60 && ohdu==4}

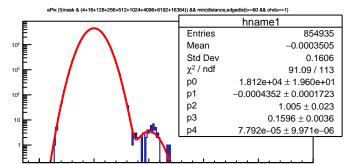


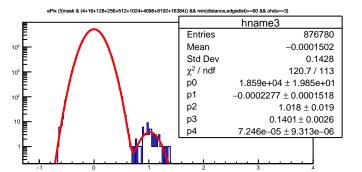


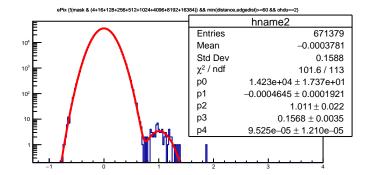


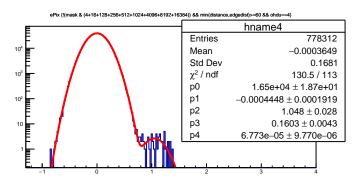


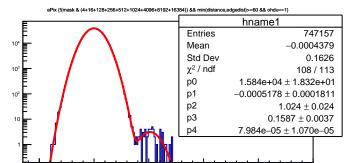


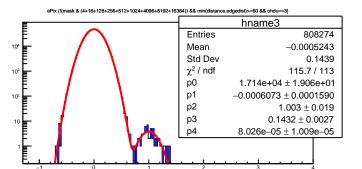


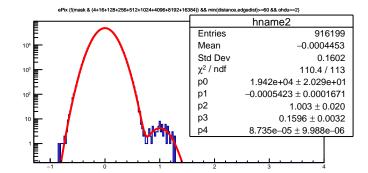


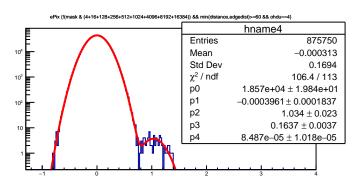


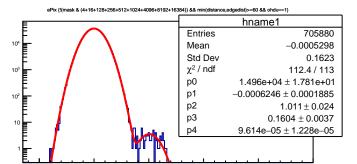


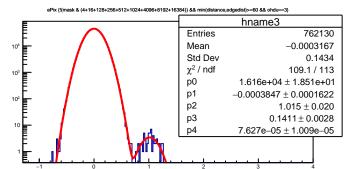


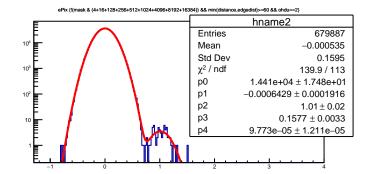


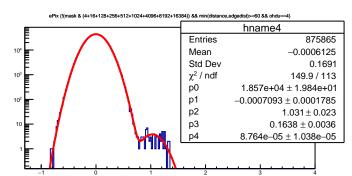




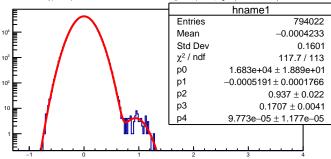




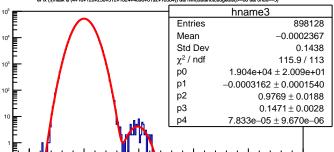




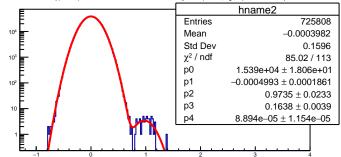




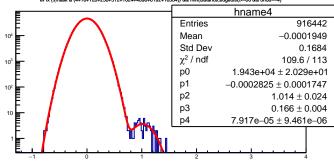


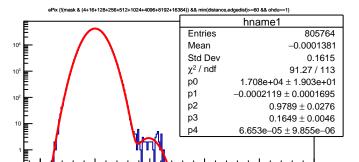


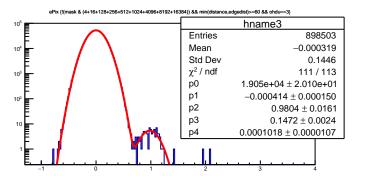
ePix {!(mask & (4+16+128+256+512+1024+4096+8192+16384)) && min(distance,edgedist)>=60 && ohdu==2]

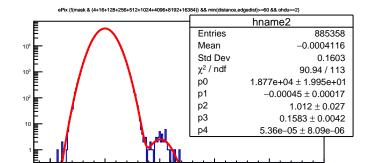


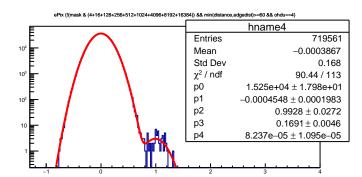
ePix {!(mask & (4+16+128+256+512+1024+4096+8192+16384)) && min(distance,edgedist)>=60 && ohdu==4}

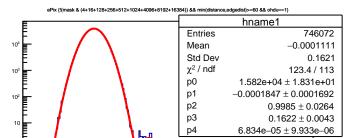


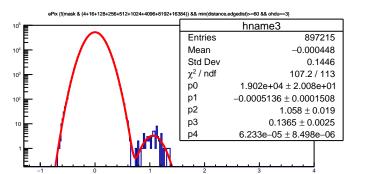


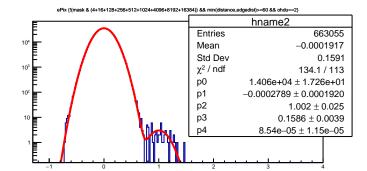


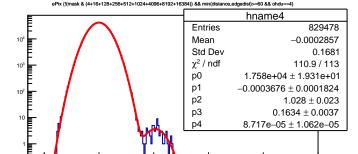




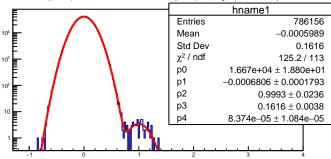


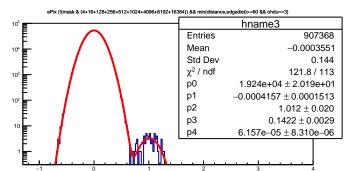


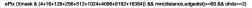


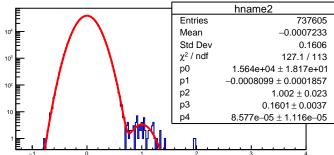












ePix {!(mask & (4+16+128+256+512+1024+4096+8192+16384)) && min(distance,edgedist)>=60 && ohdu==4}

