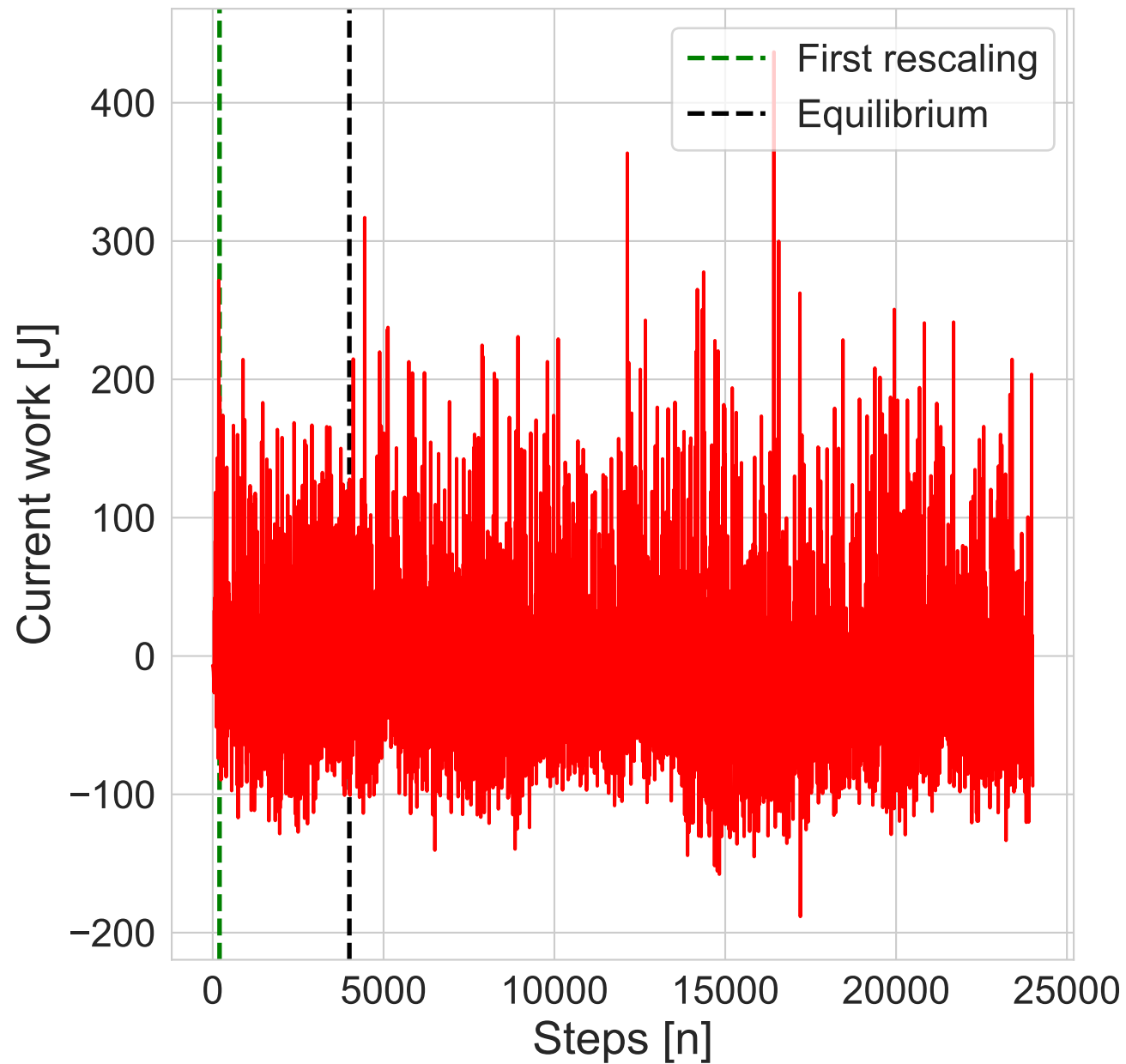
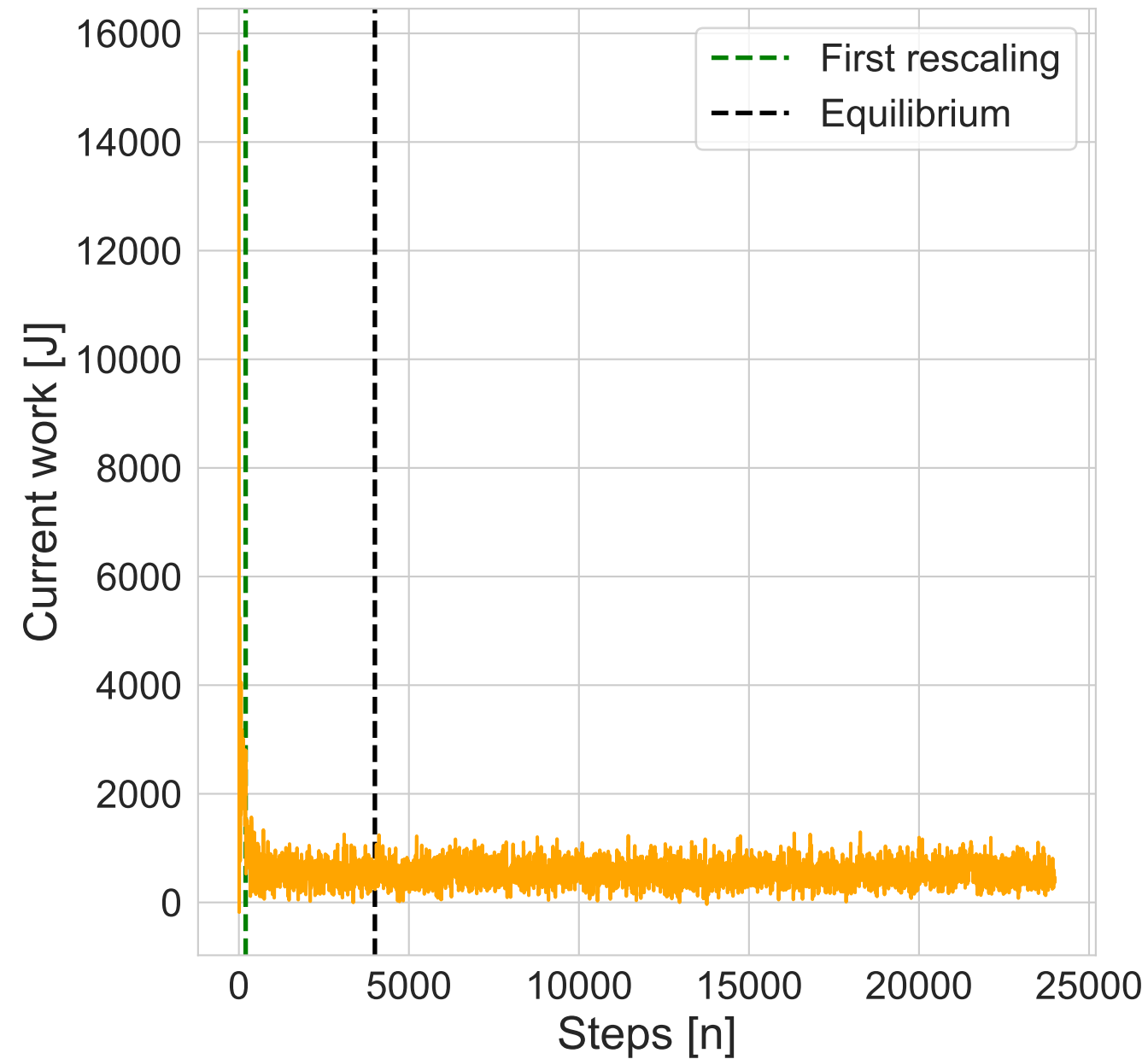


Simulation's index: md1



Simulation's index: md2



Simulation's index: md3

