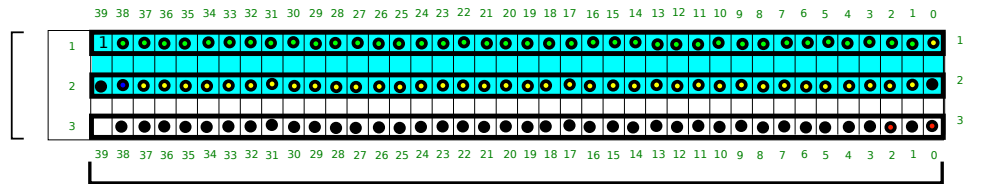


3

dots  
at

most

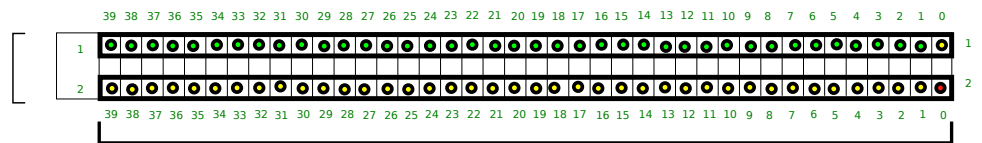


useful 40 bits

2

dots  
at

most



useful 40 bits