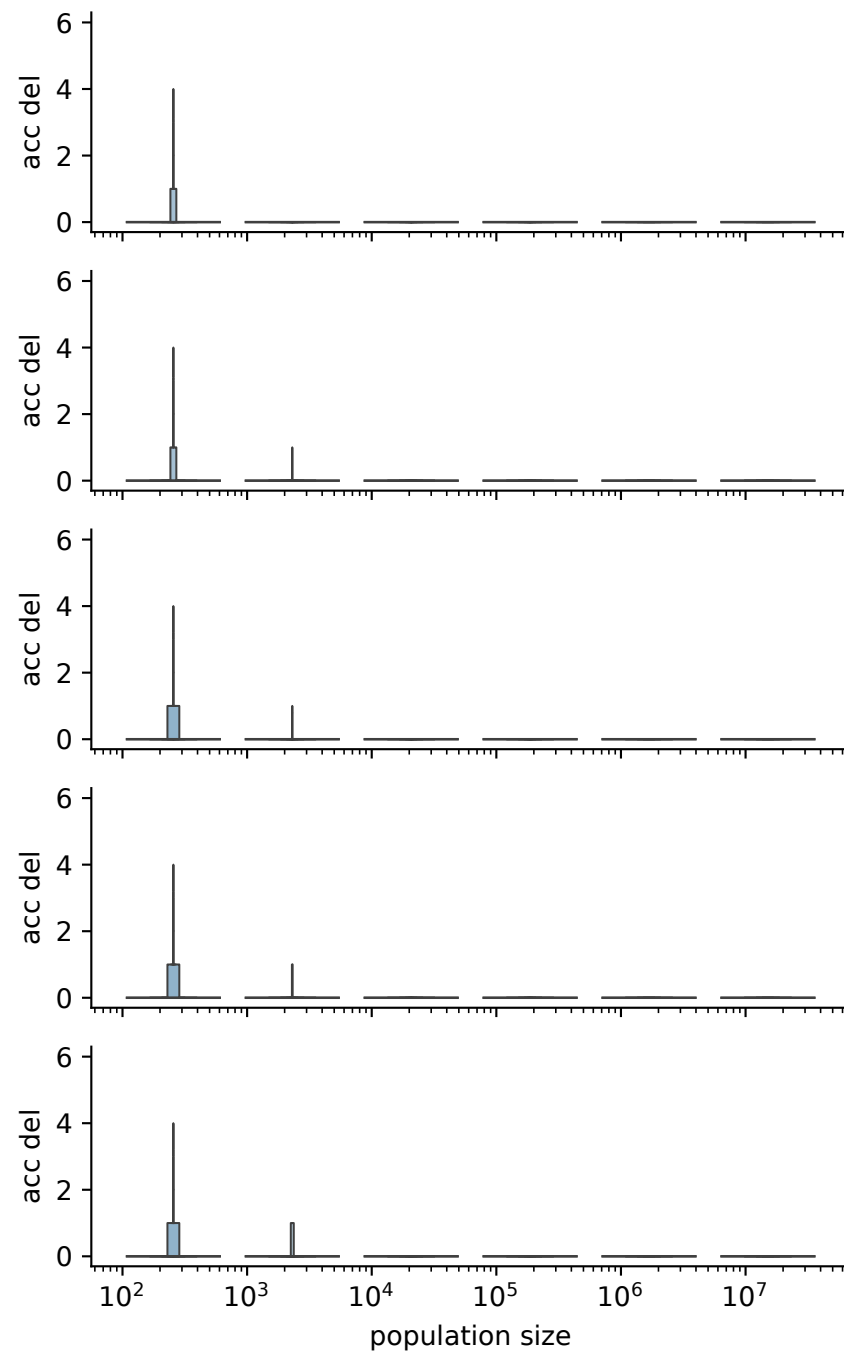


extrema = min accrued deleterious

extrema = max accrued deleterious



avlbm = 1

avlbm = 2

avlbm = 3

avlbm = 4

avlbm = 8