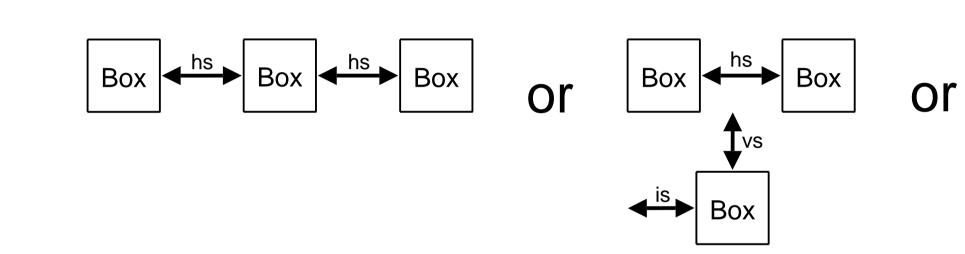
## HV hs=x,vs=y,is=z [ Box Box Box ] =



Box