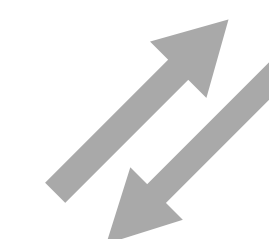
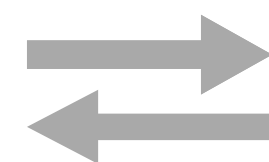
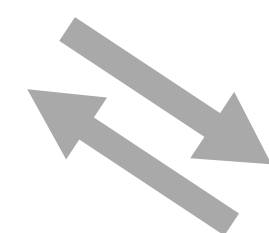


Wasted Capacity



Final  
BWMap

