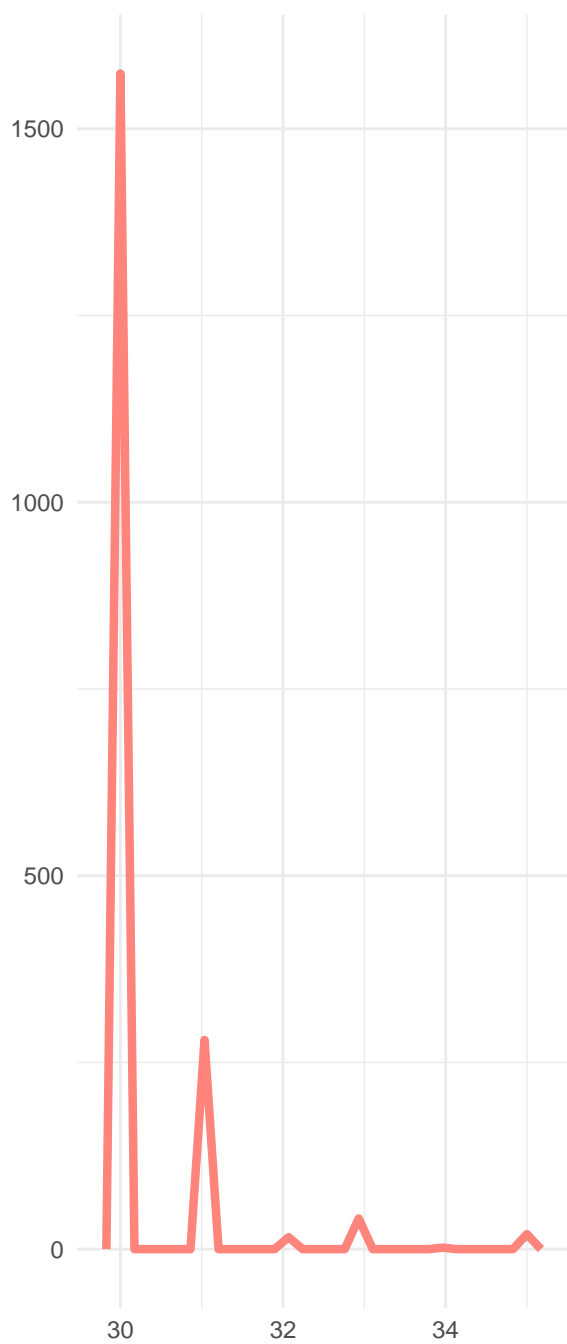
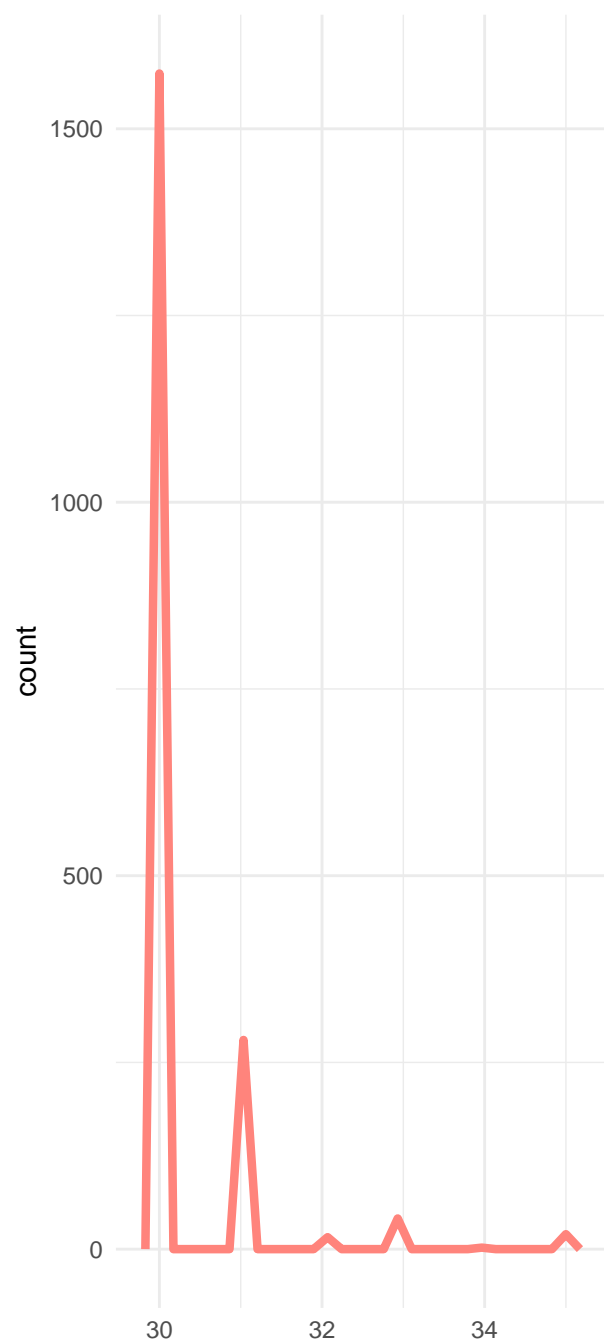


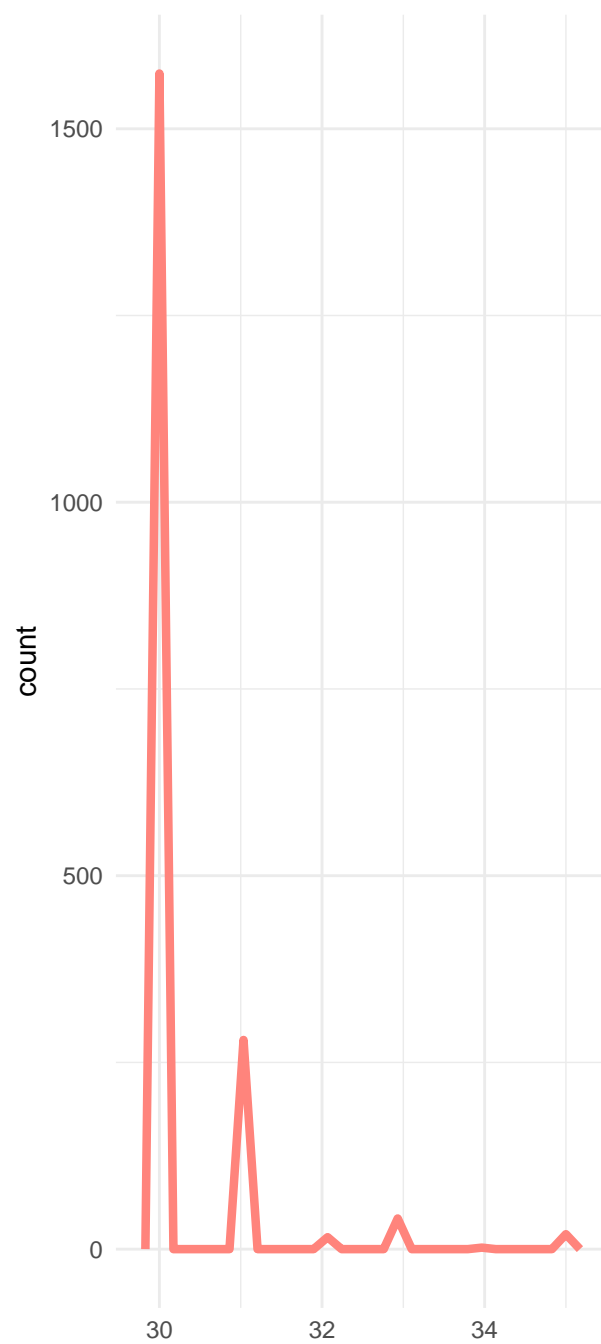
dominant_vector 0m buffer



dominant_vector 1000m buffer



dominant_vector 2000m buffer



dominant_vector 3000m buffer

