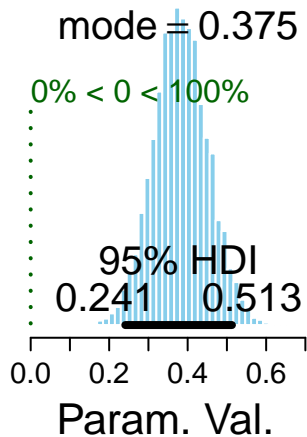
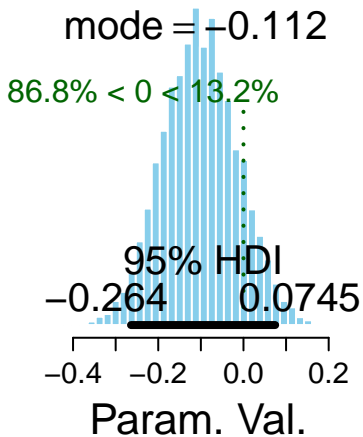


d0 main effect
(ref = f2-biased)



balanced:d0



f0-biased:d0

