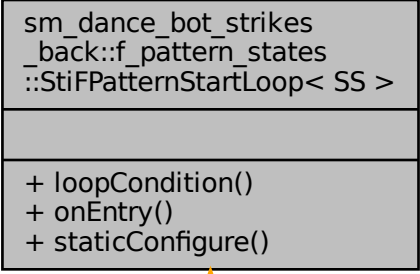




< StiFPatternStartLoop  
< SS >, SS >



< SsFPattern1 >

