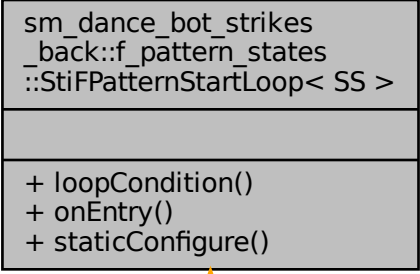




< StiFPatternStartLoop
< SS >, SS >



< SsFPattern1 >

