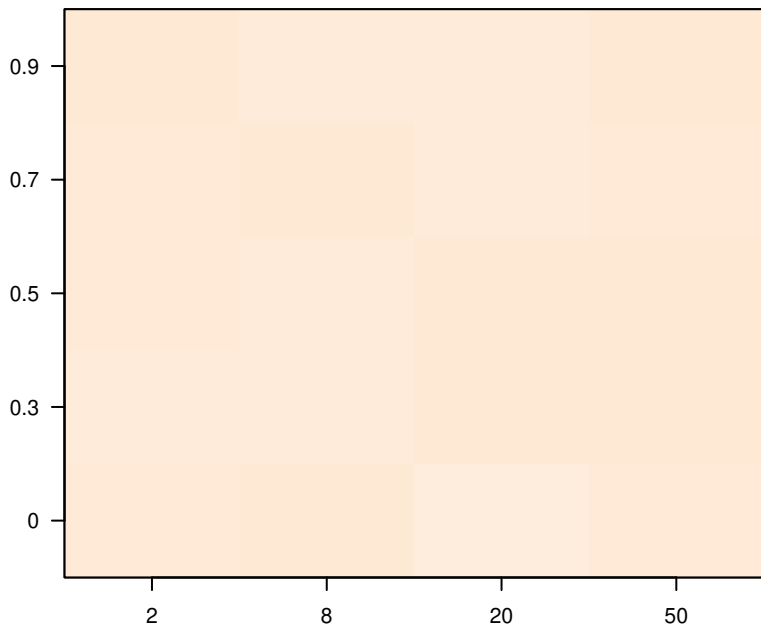
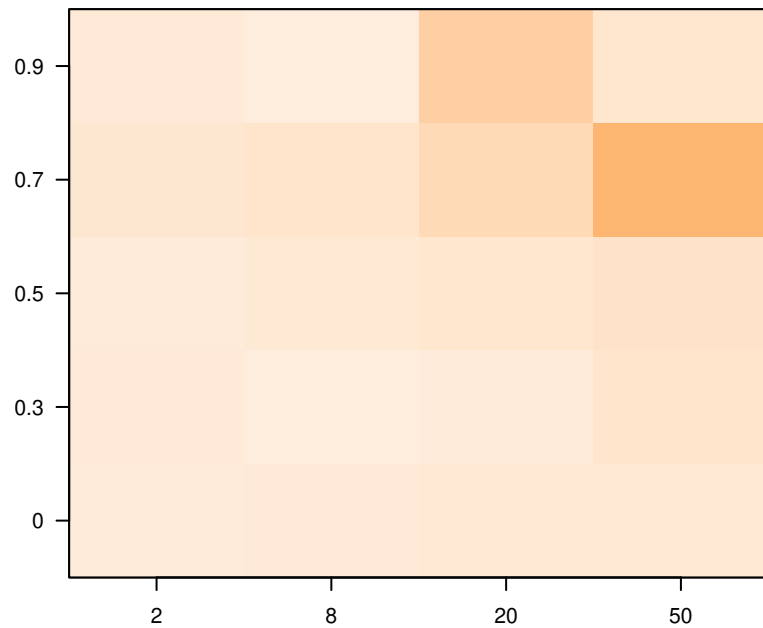


reg = ave



reg = ext



shift = 100

reg = fit

