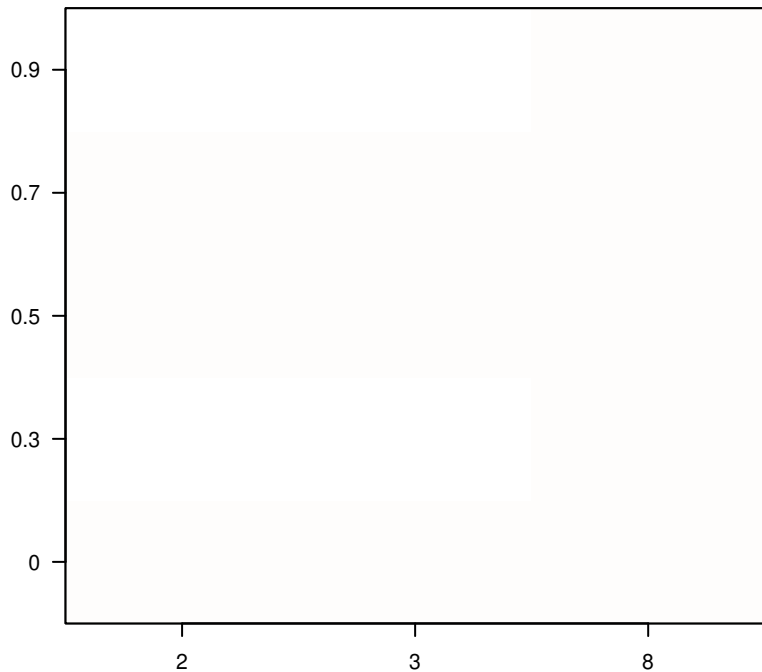
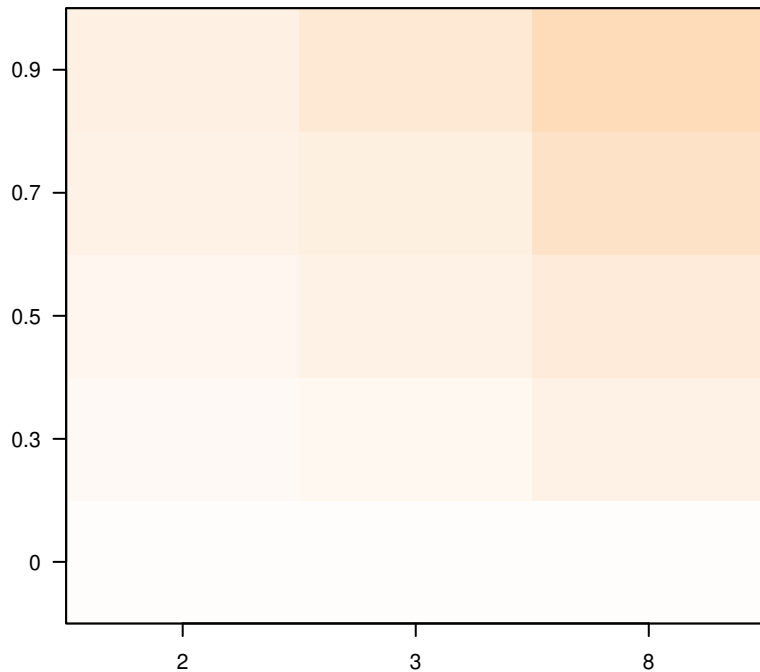


reg = ave



reg = fit



shift = 100

