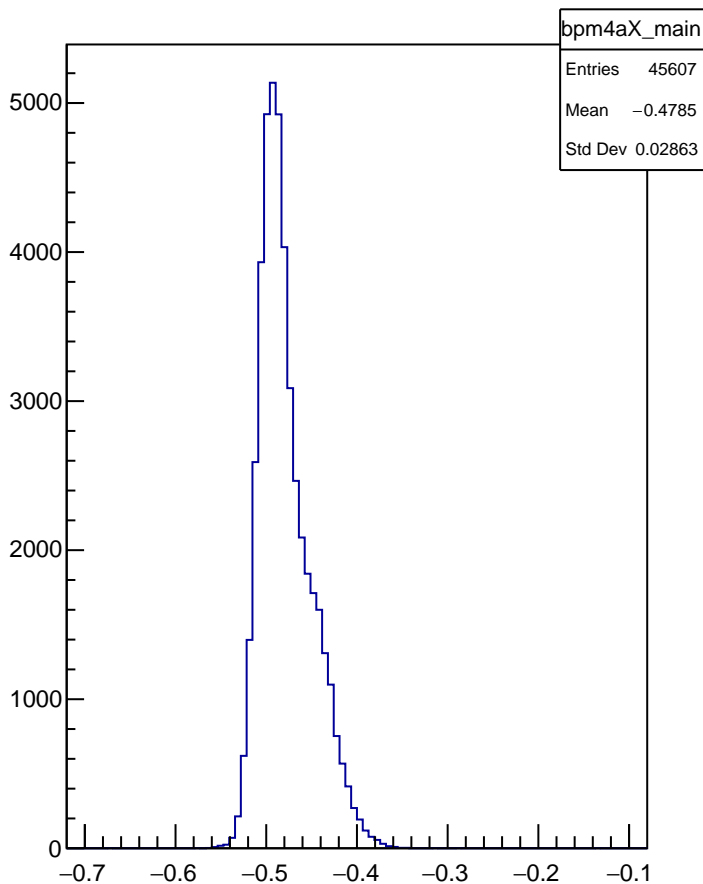


new.yield_bpm4aX {new.ErrorFlag==0}



new.yield_bpm4aX {ErrorFlag!=0 && new.ErrorFlag==0}

