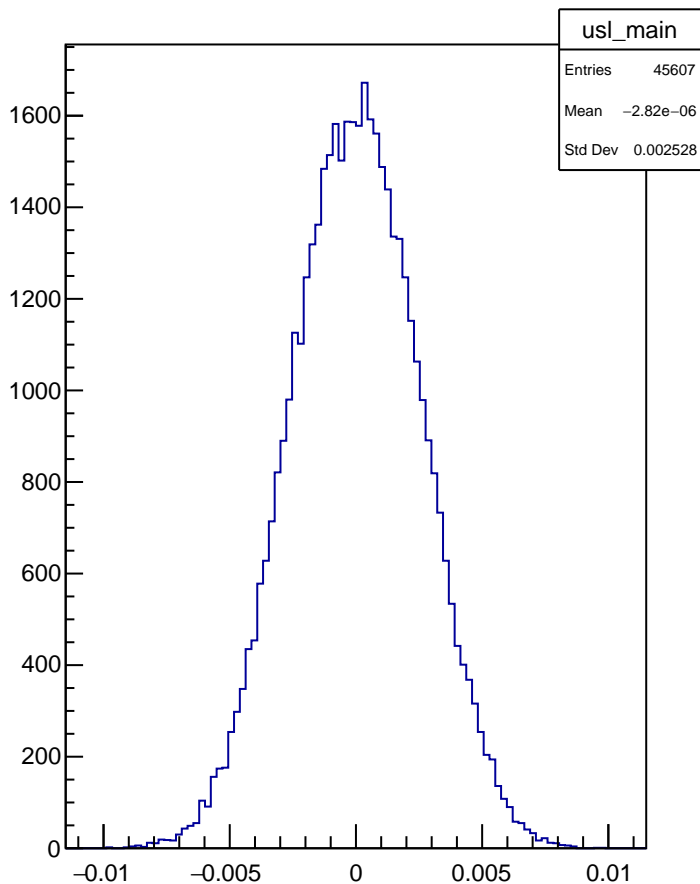


new.asym_usl {new.ErrorFlag==0}



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

