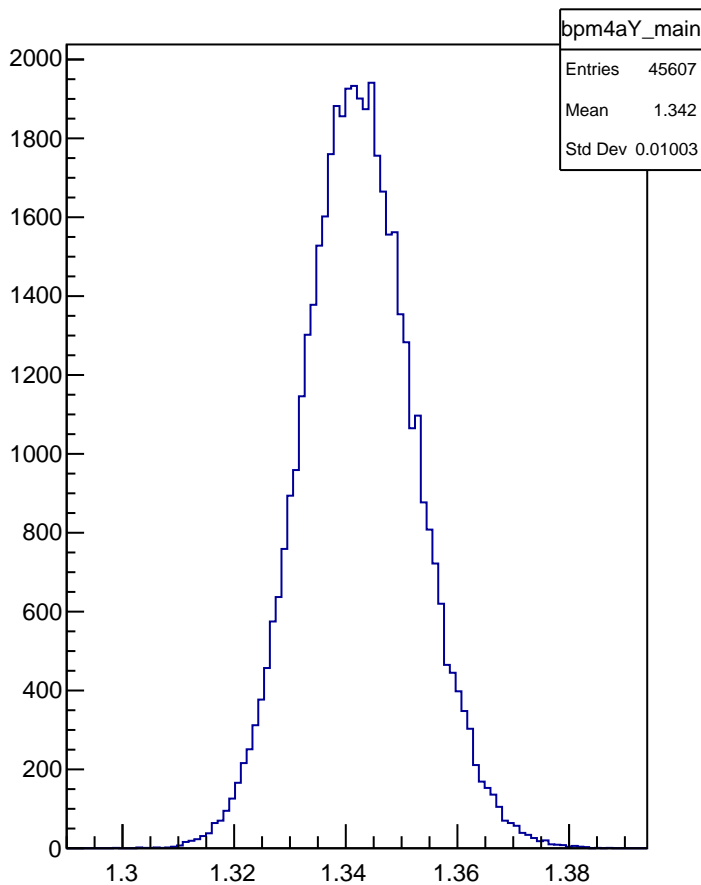


new.yield_bpm4aY {new.ErrorFlag==0}



new.yield_bpm4aY {ErrorFlag!=0 && new.ErrorFlag==0}

