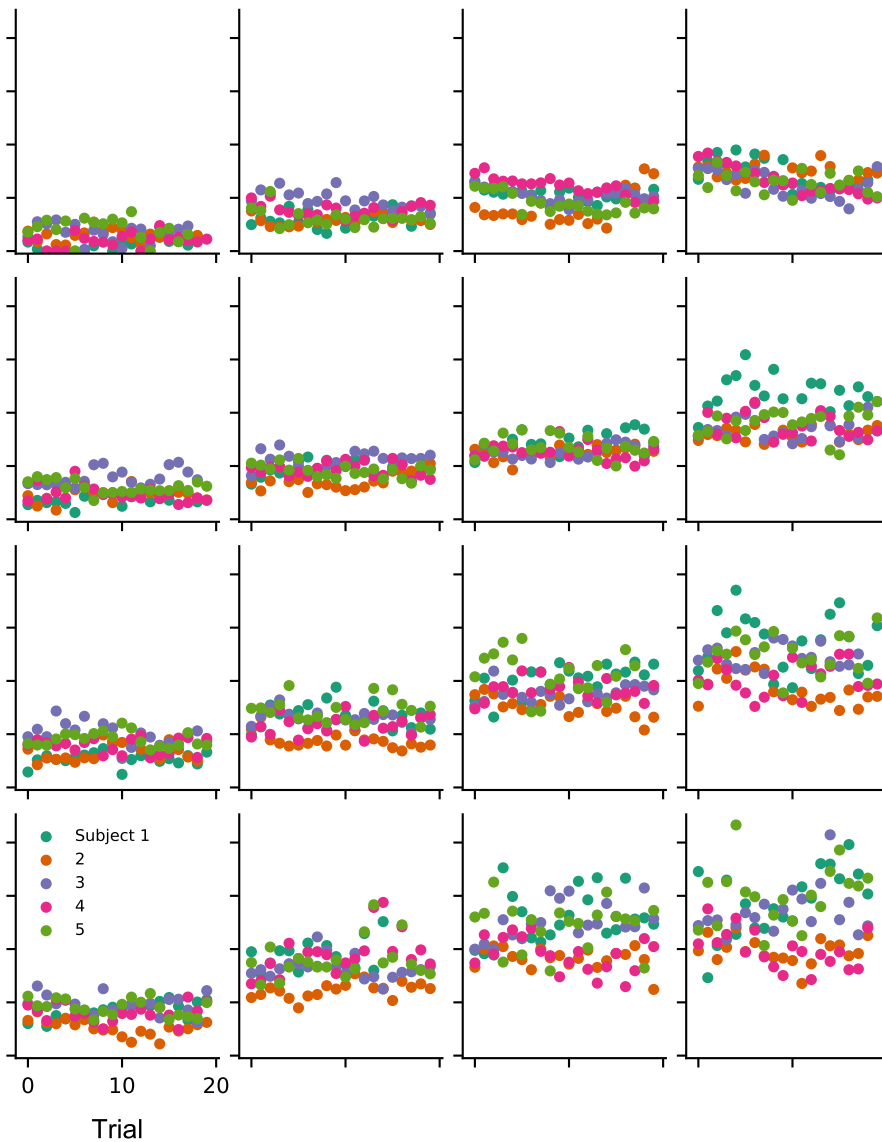


Lowest Threshold

Highest Threshold

Farthest Target



Closest Target