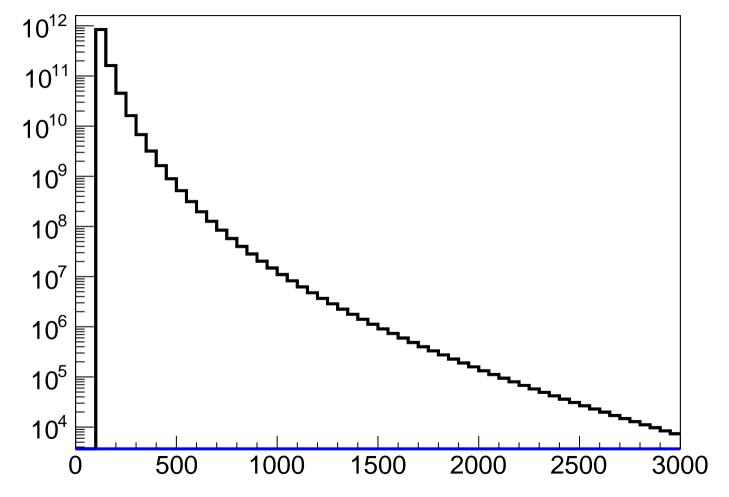
h_HT_UpperLimit



h_HT_LowerLimit

