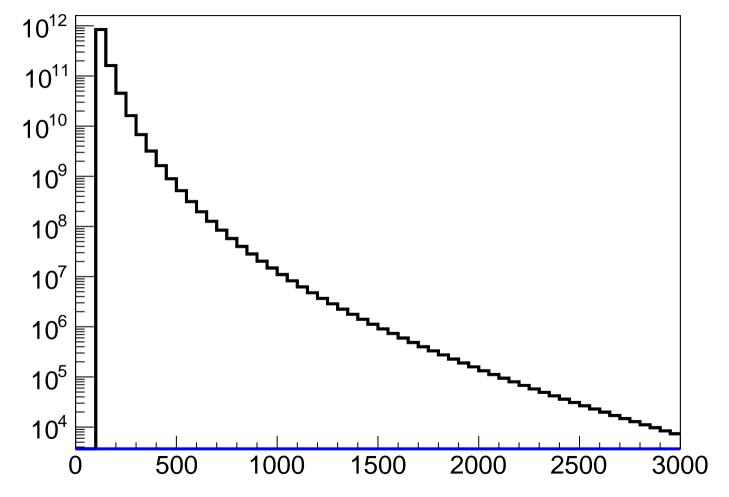
h\_HT\_UpperLimit



h\_HT\_LowerLimit

