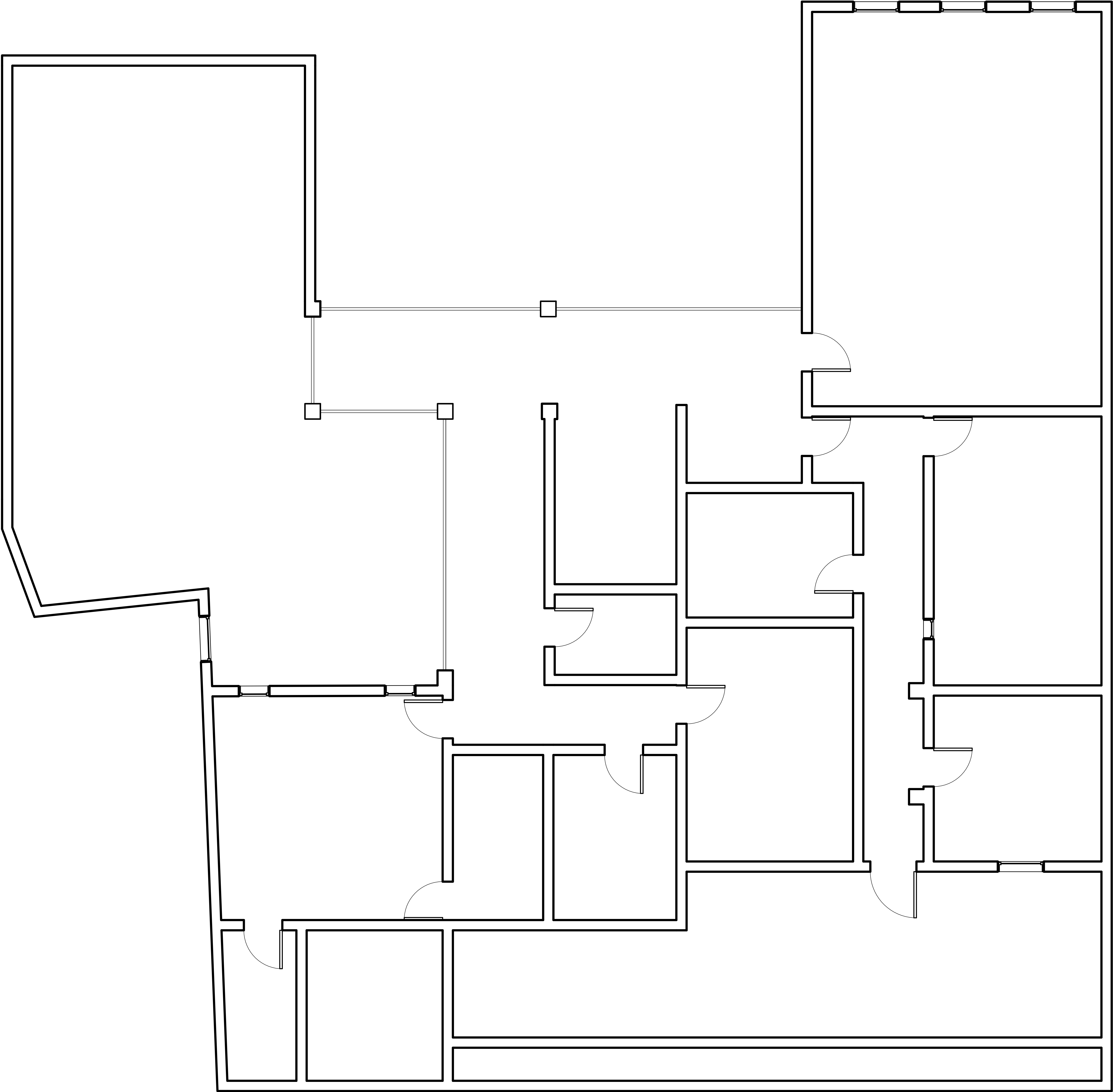


*SR.max



*SR.min