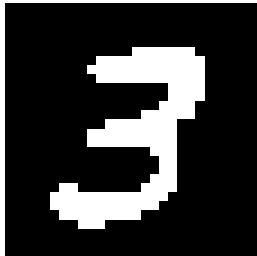
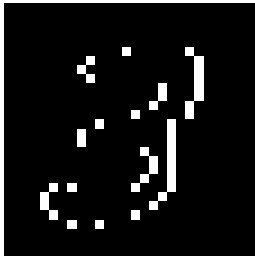


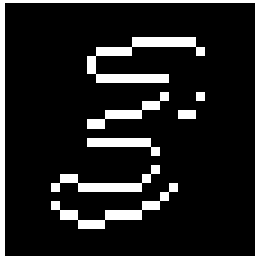
Original



Diff x



Diff y



Original
+ Diff x
+ Diff y

