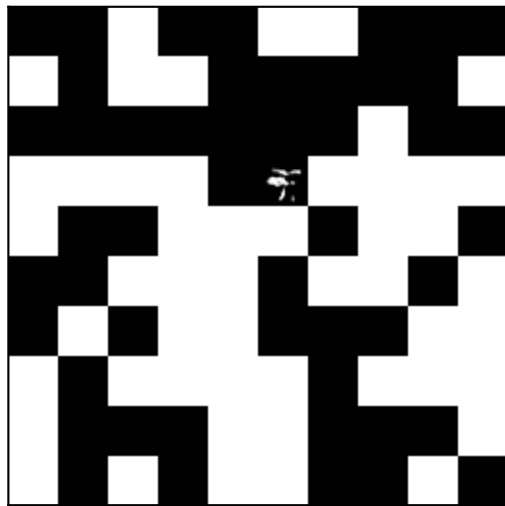
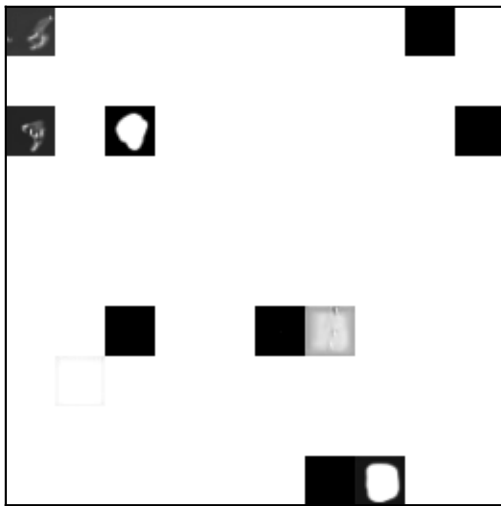


weight type = data



weight type = default



weight type = noise

