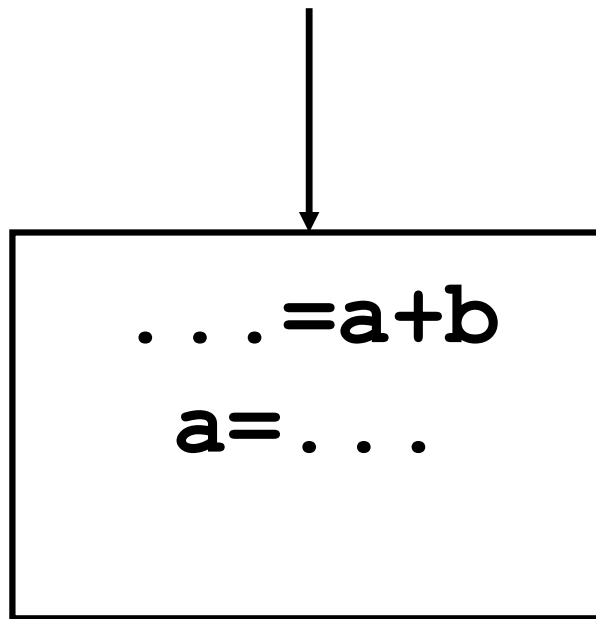
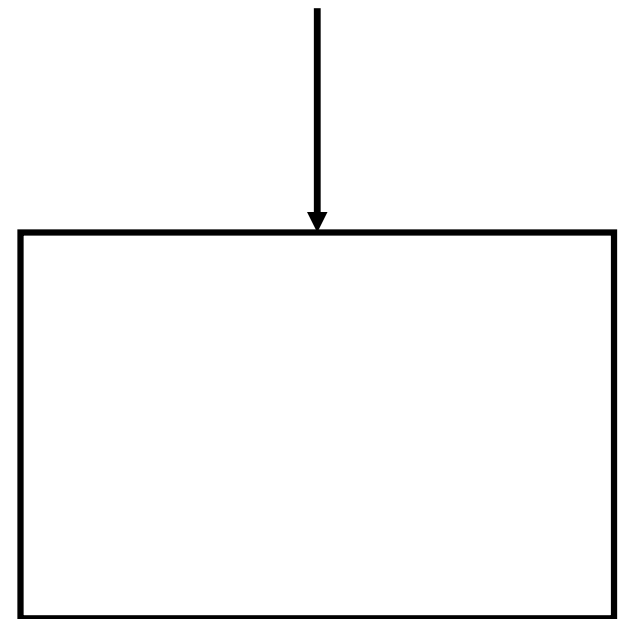


KILL = 1  
ANTLOC = 0



KILL = 1  
ANTLOC = 1



KILL = 0  
ANTLOC = 0