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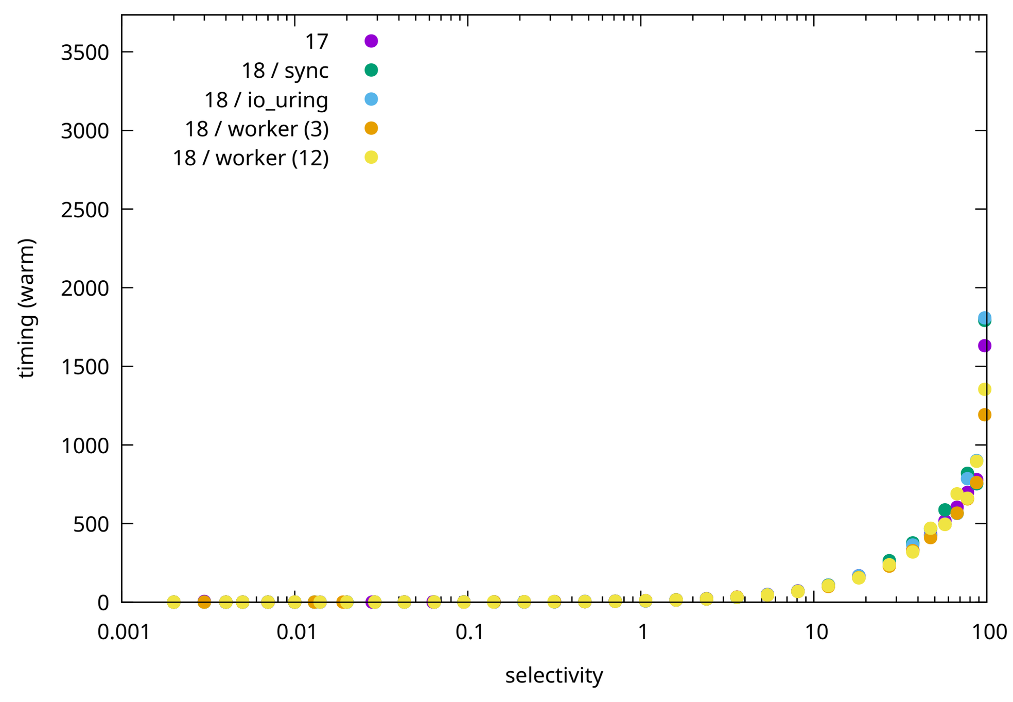

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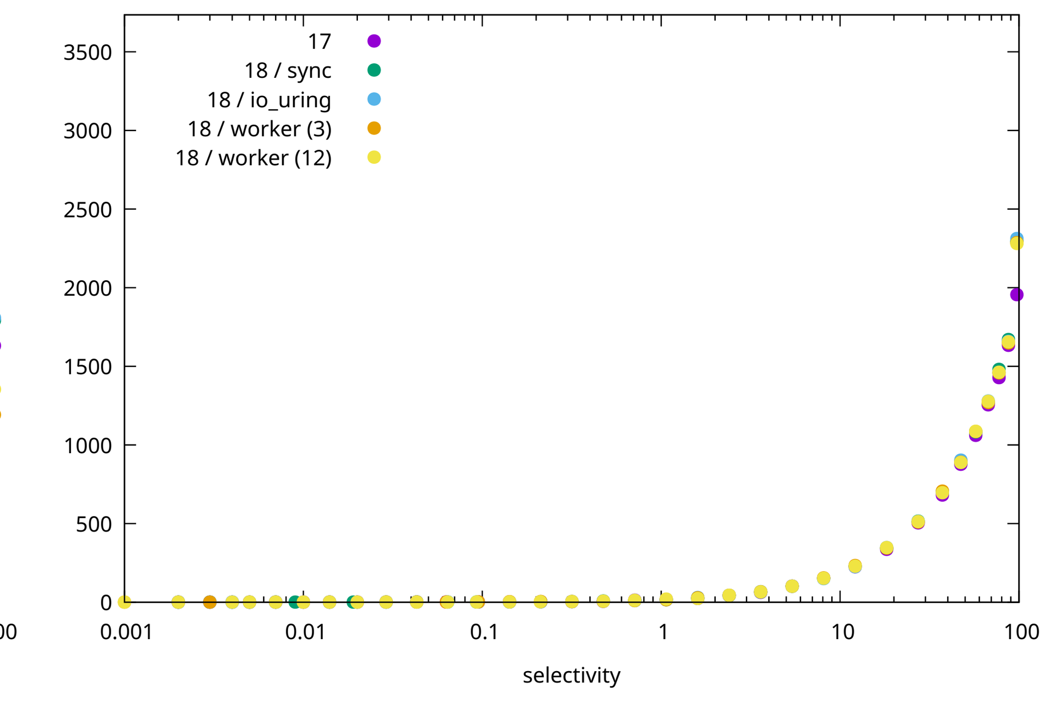

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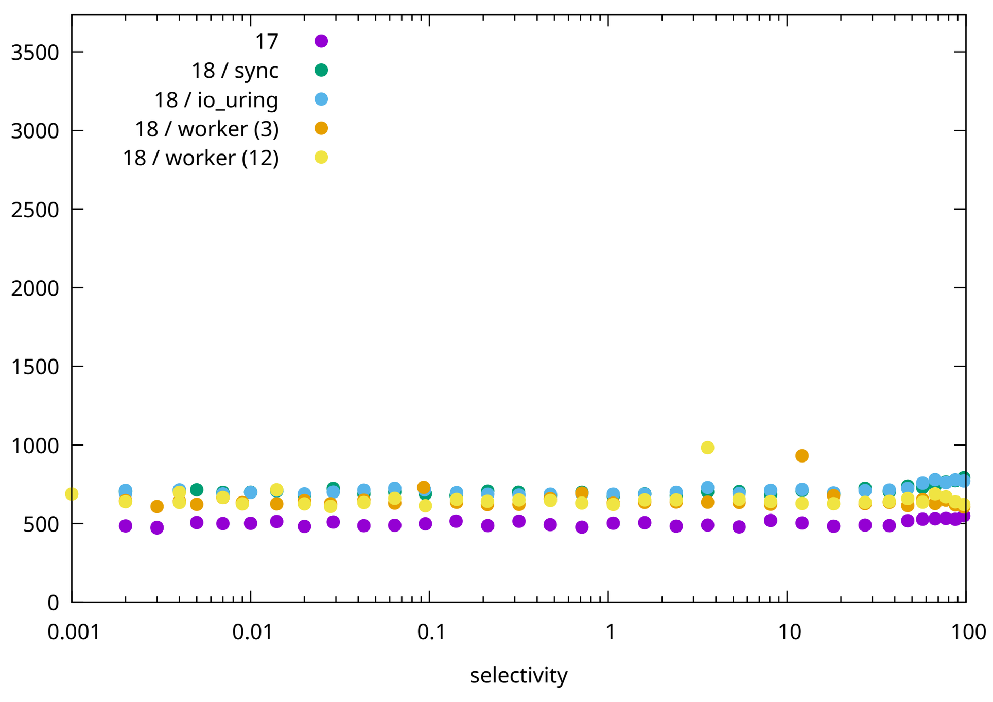

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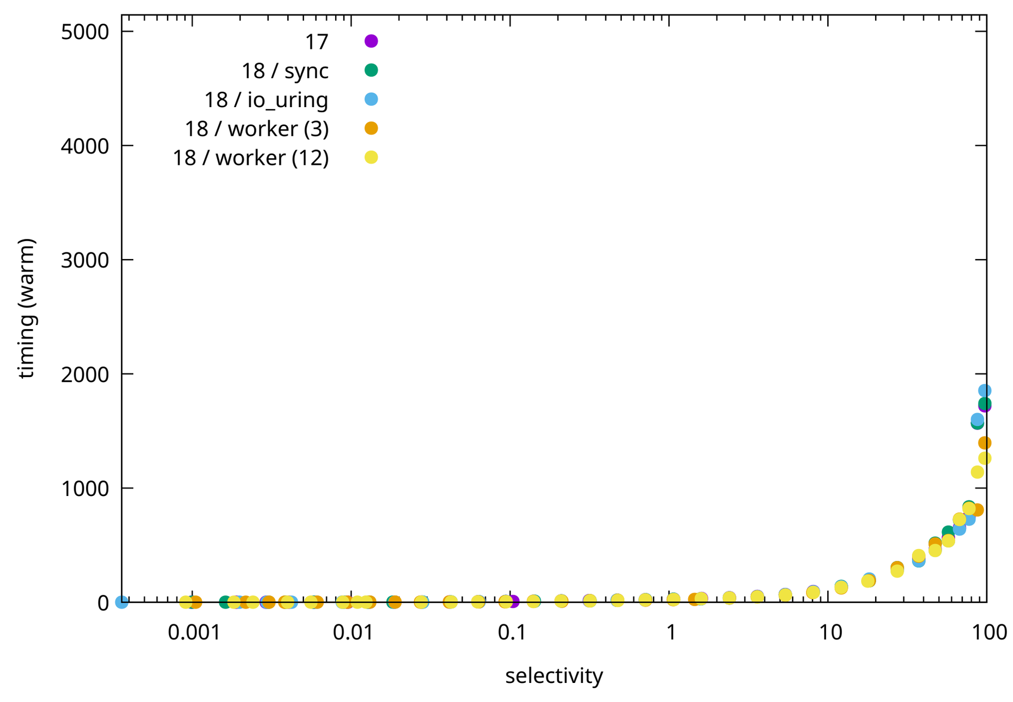

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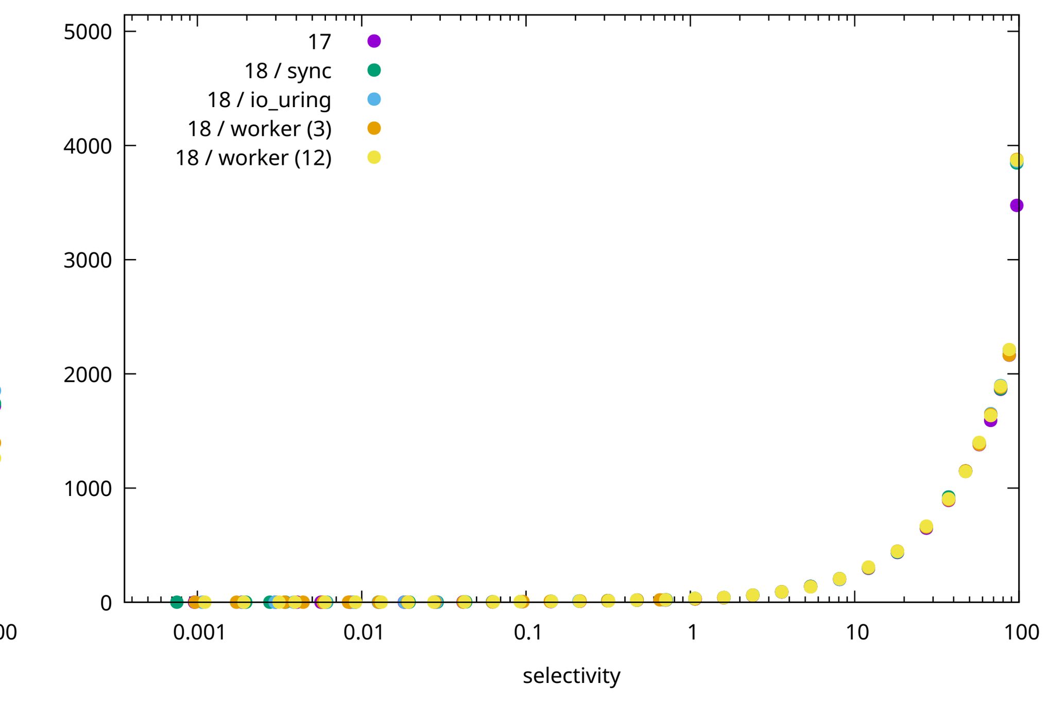

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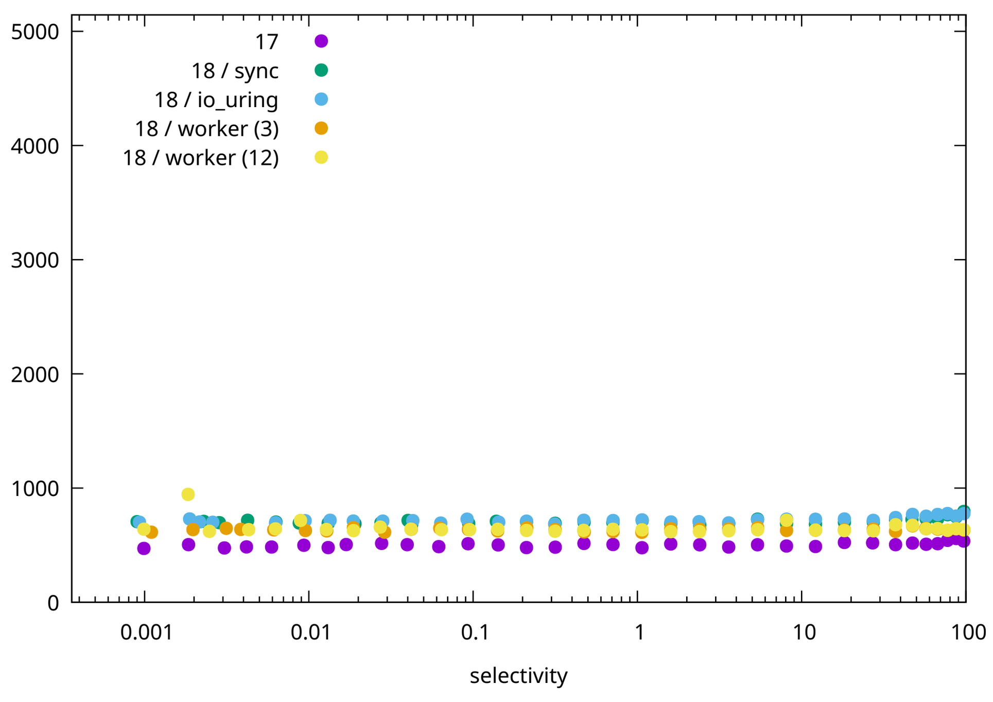

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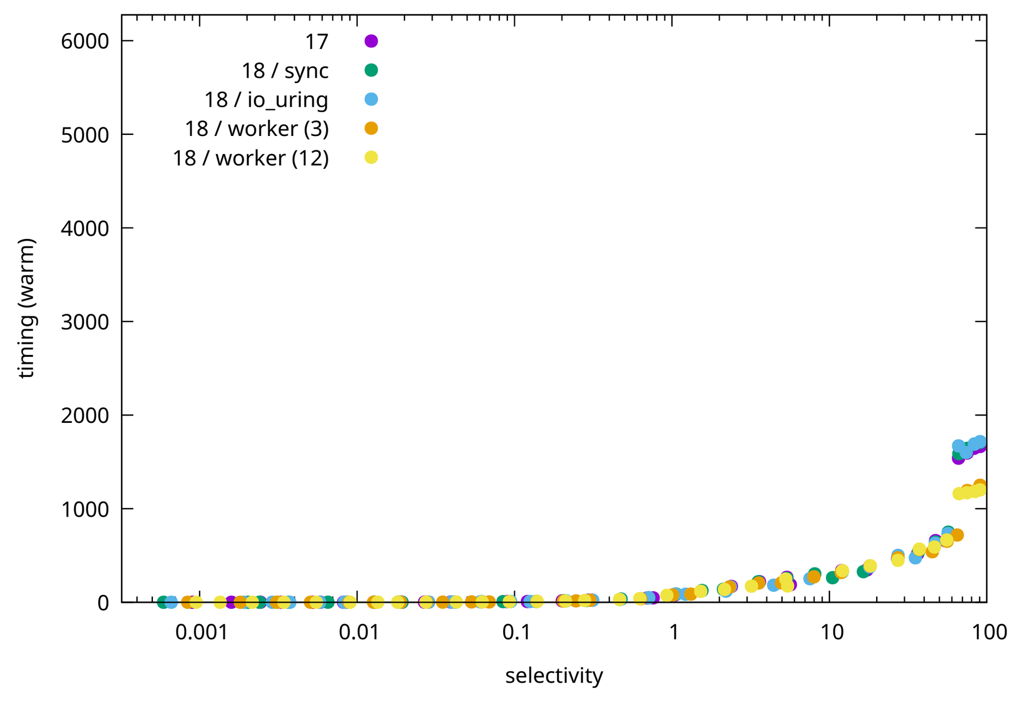

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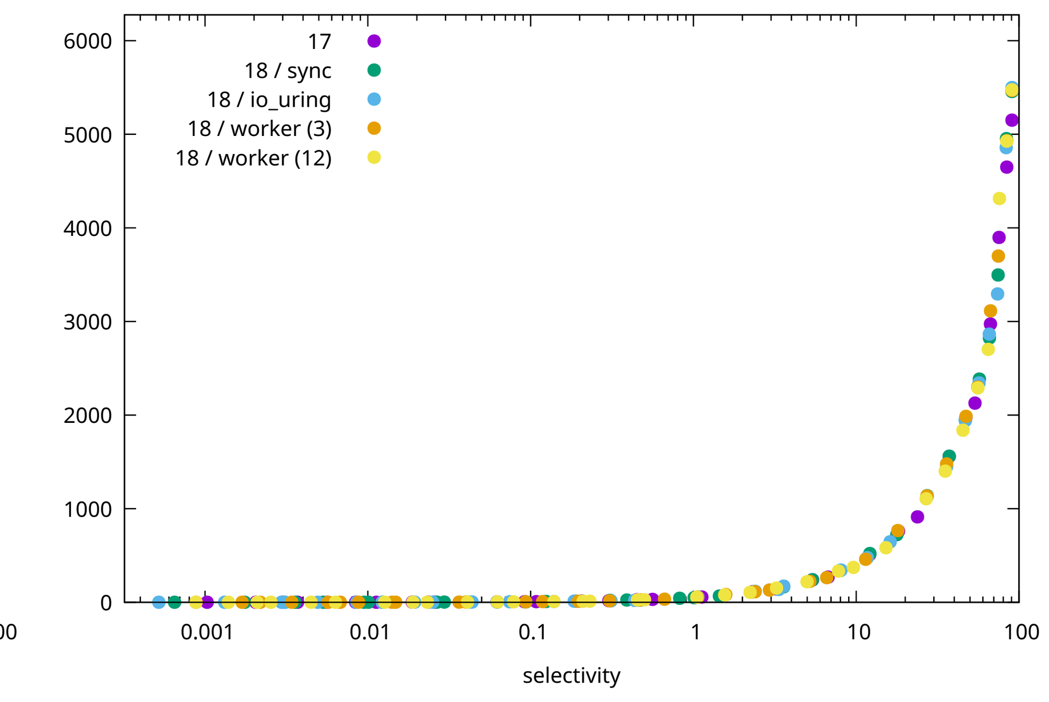

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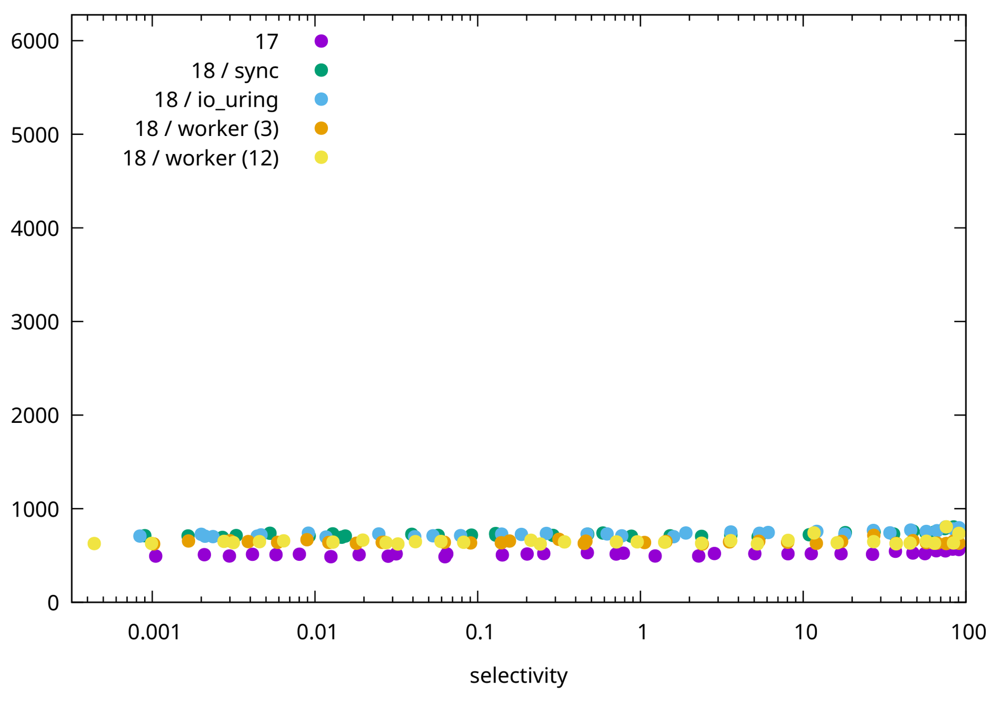

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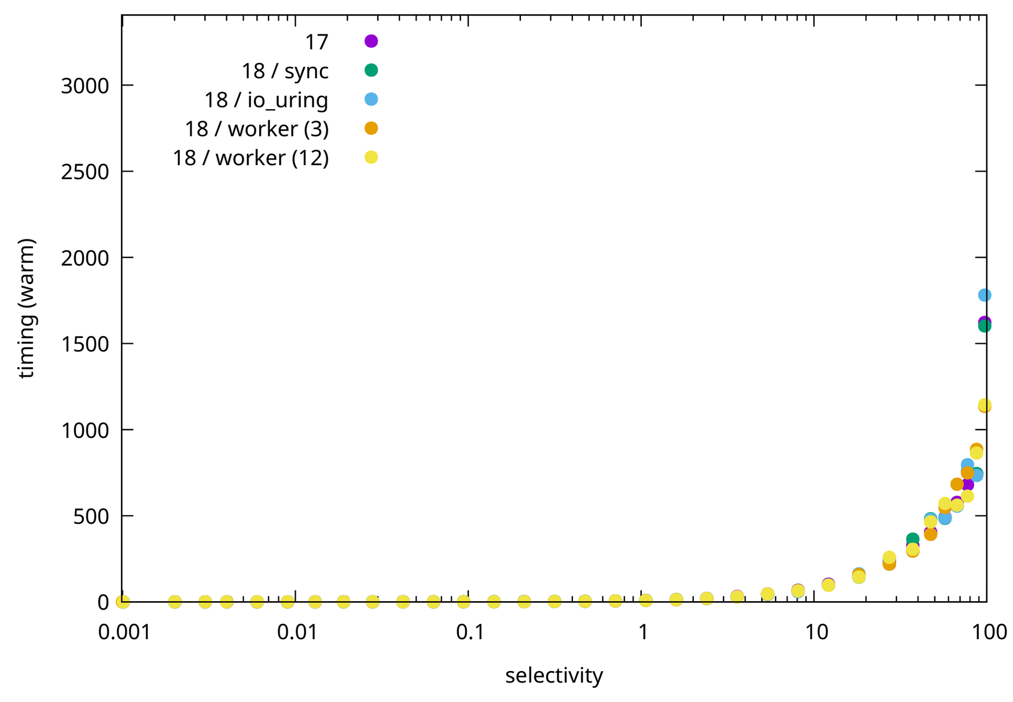

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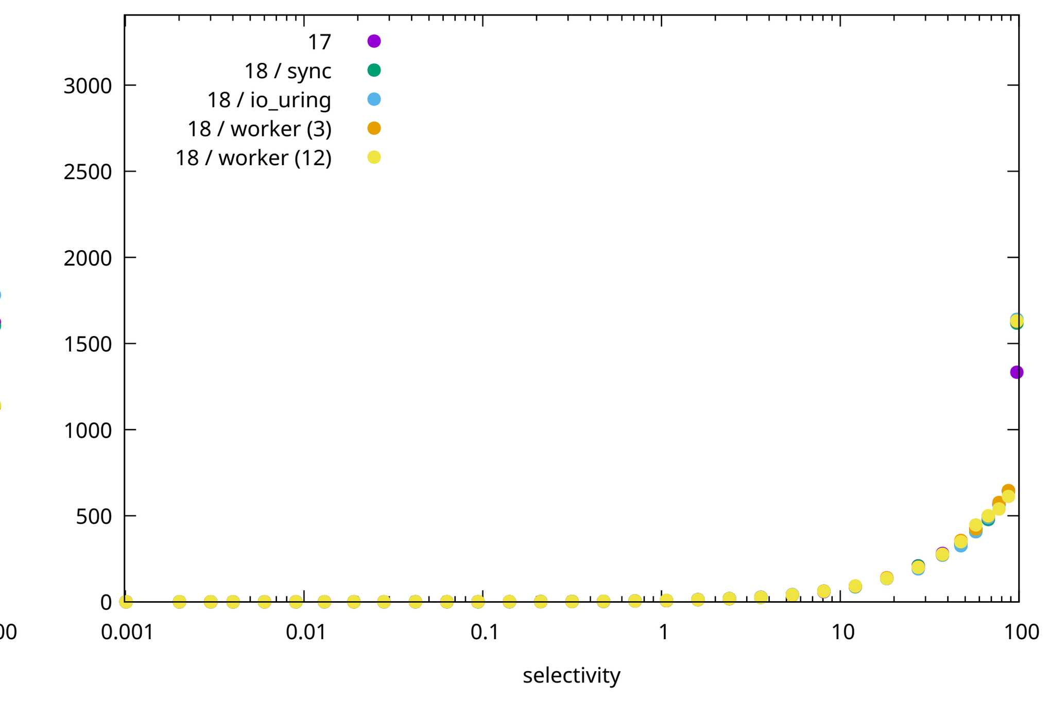

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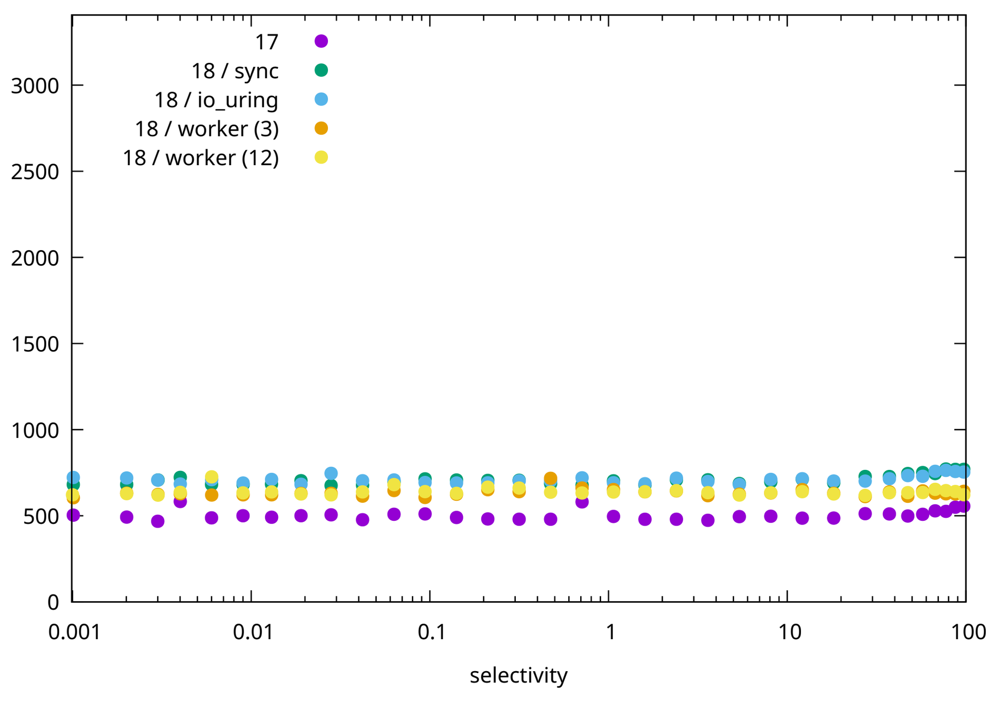

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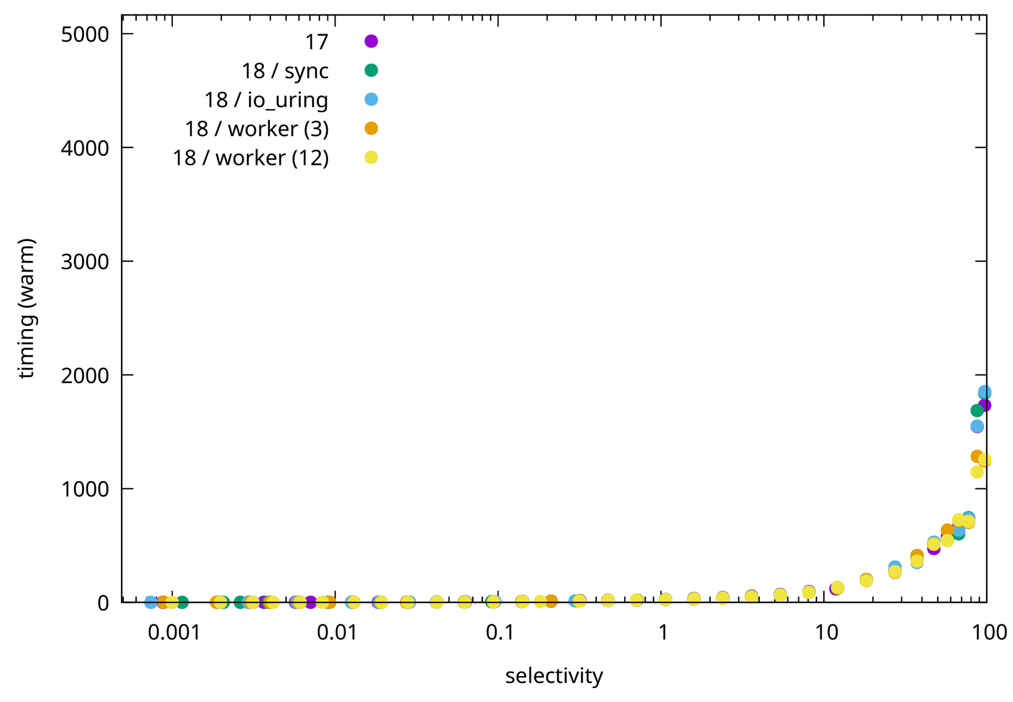

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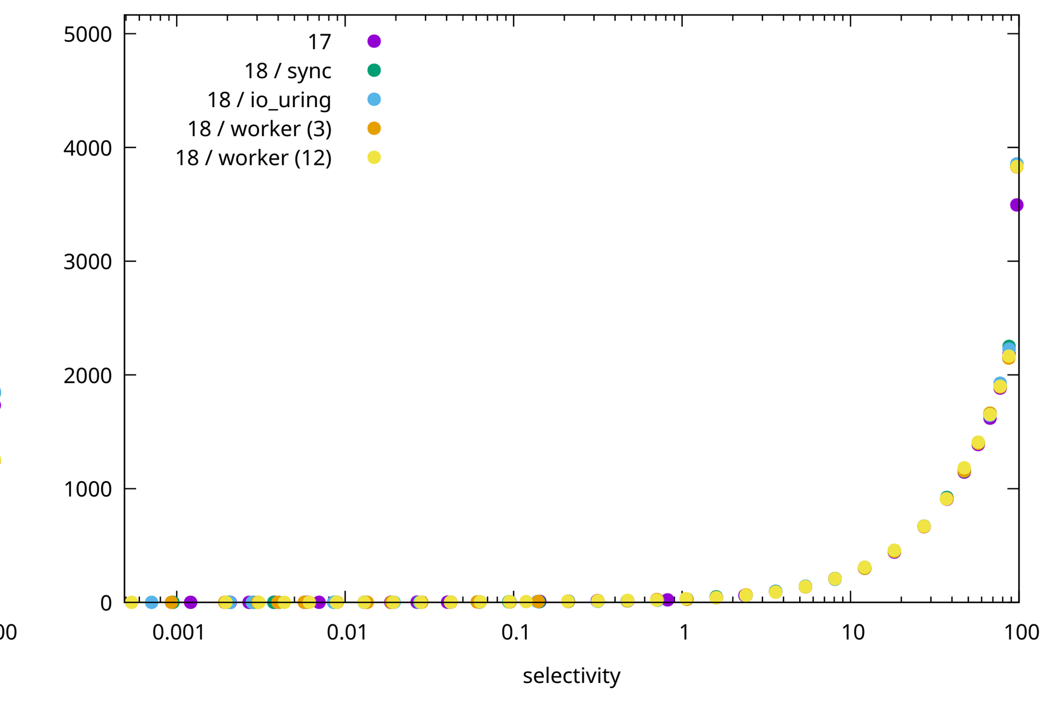

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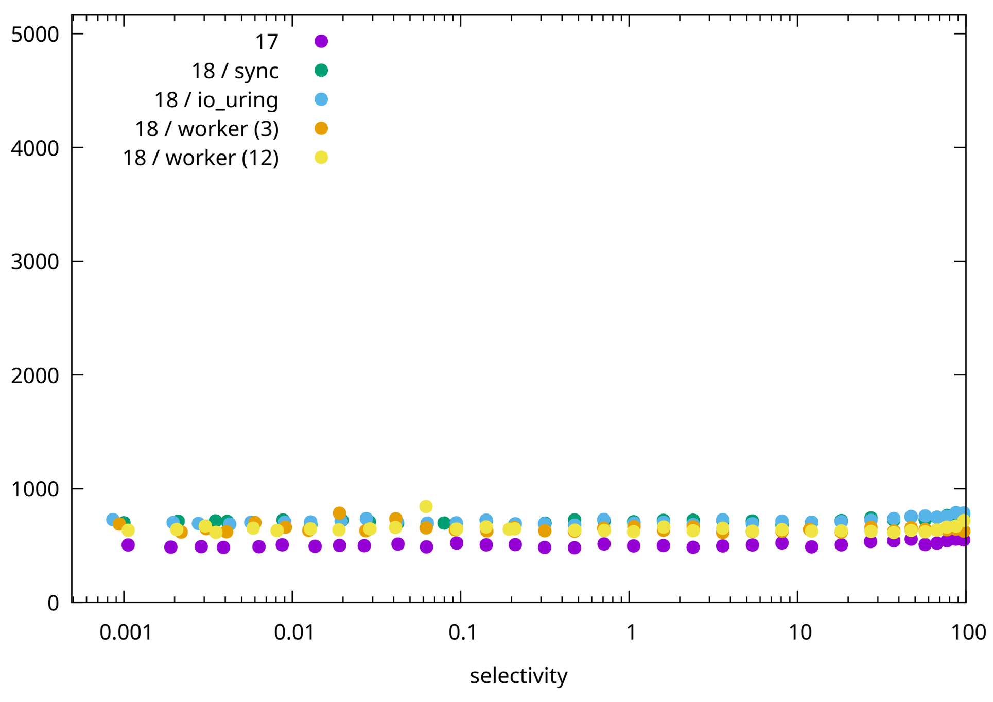

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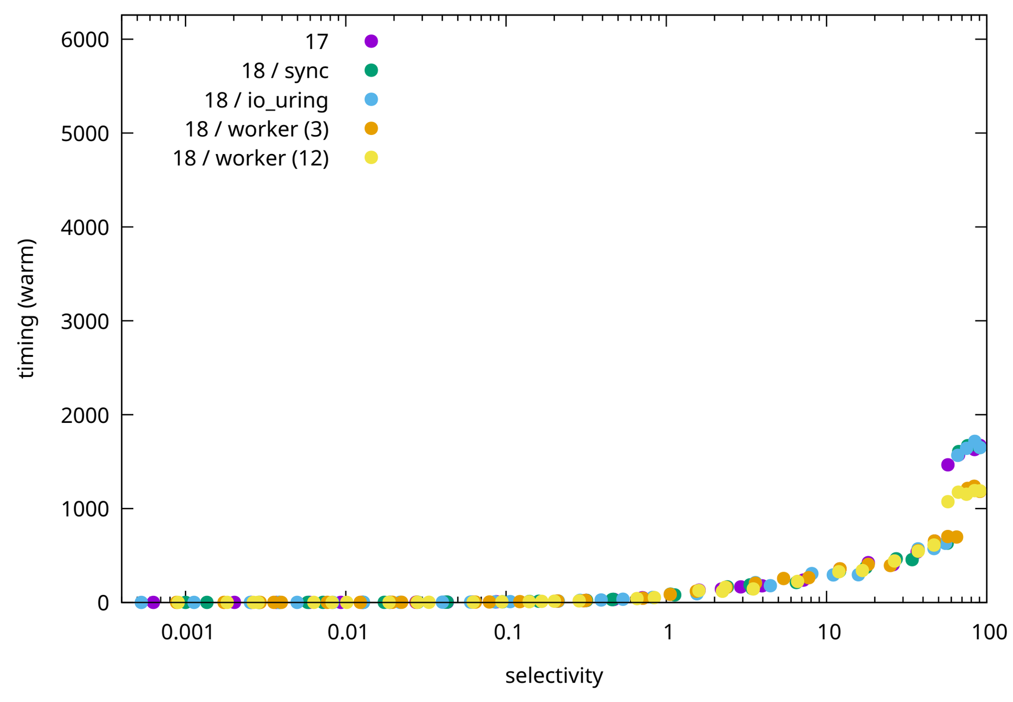

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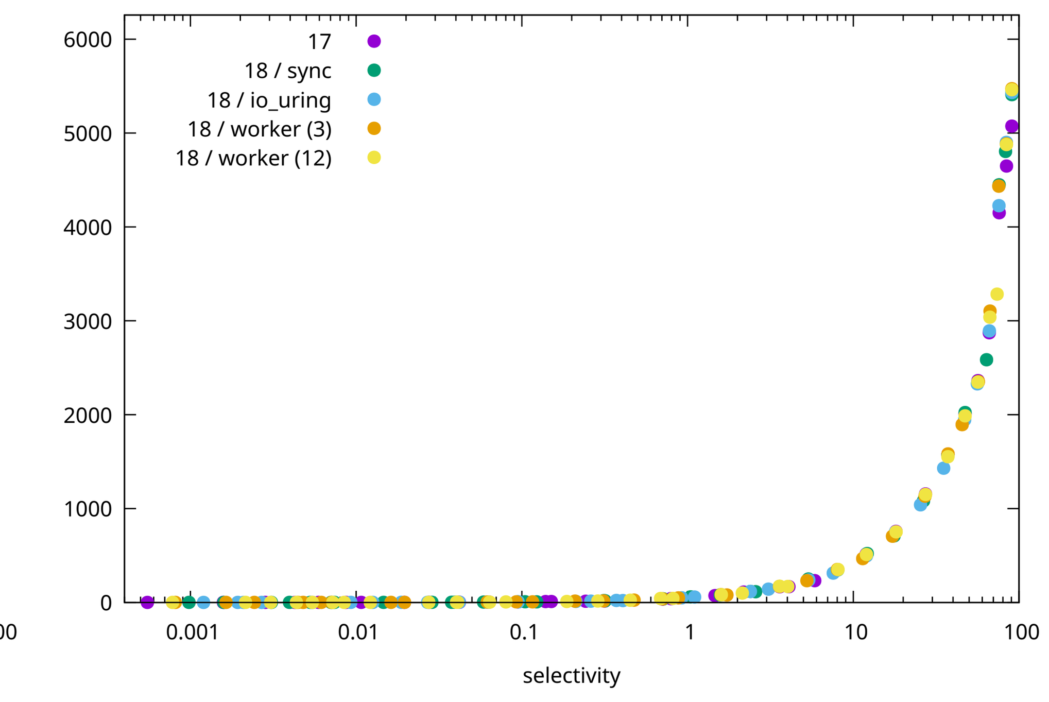

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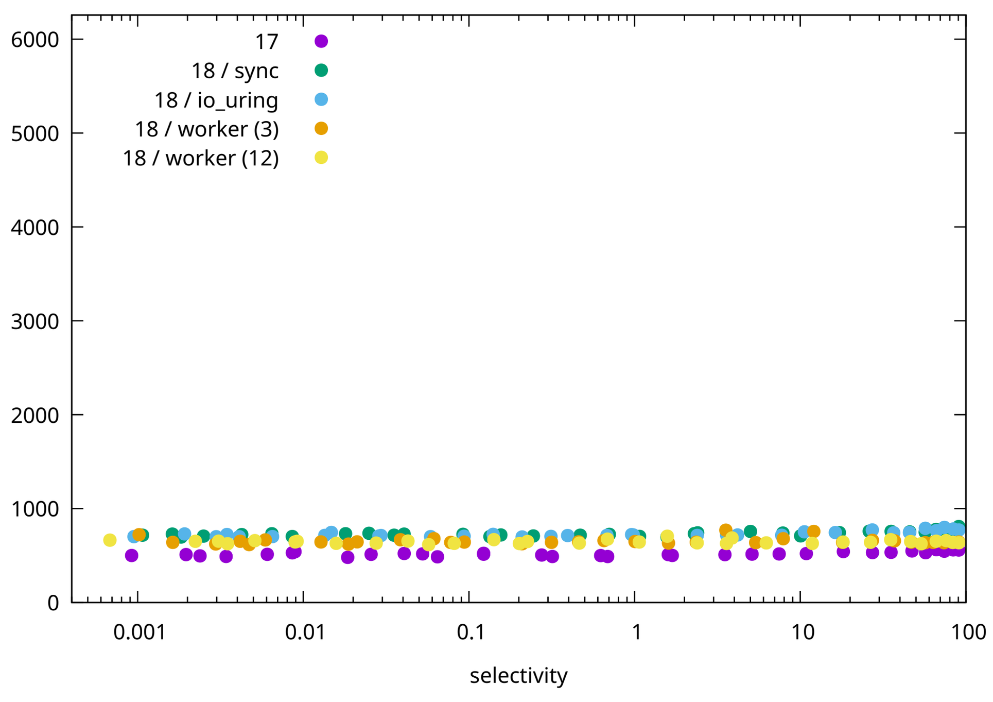
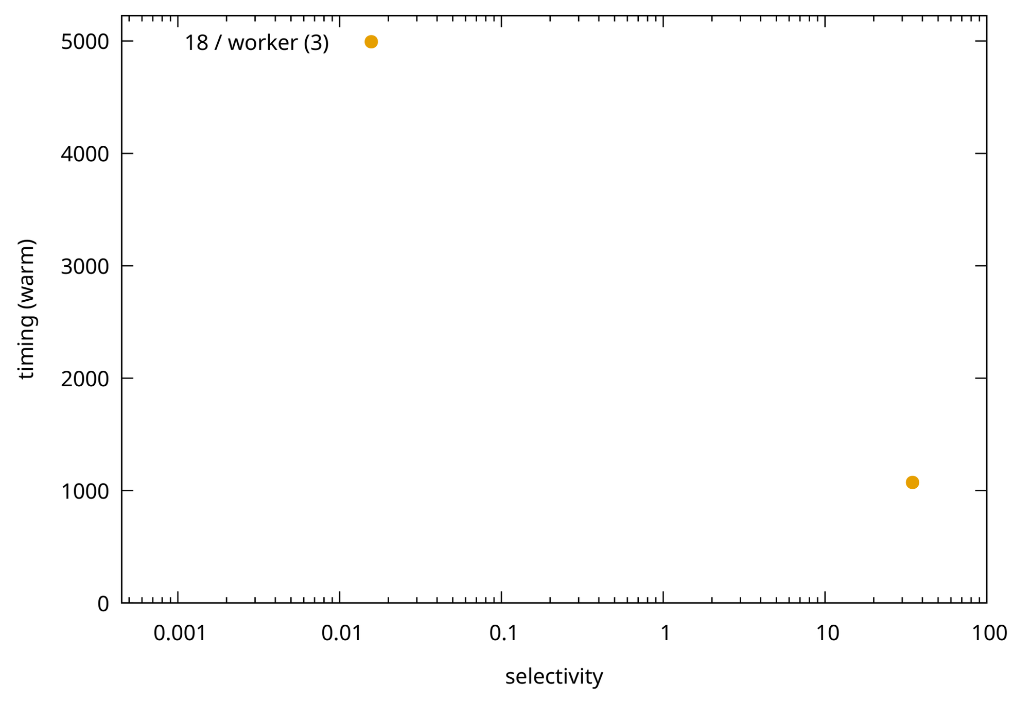


linear_25 / 1 / bitmapscan



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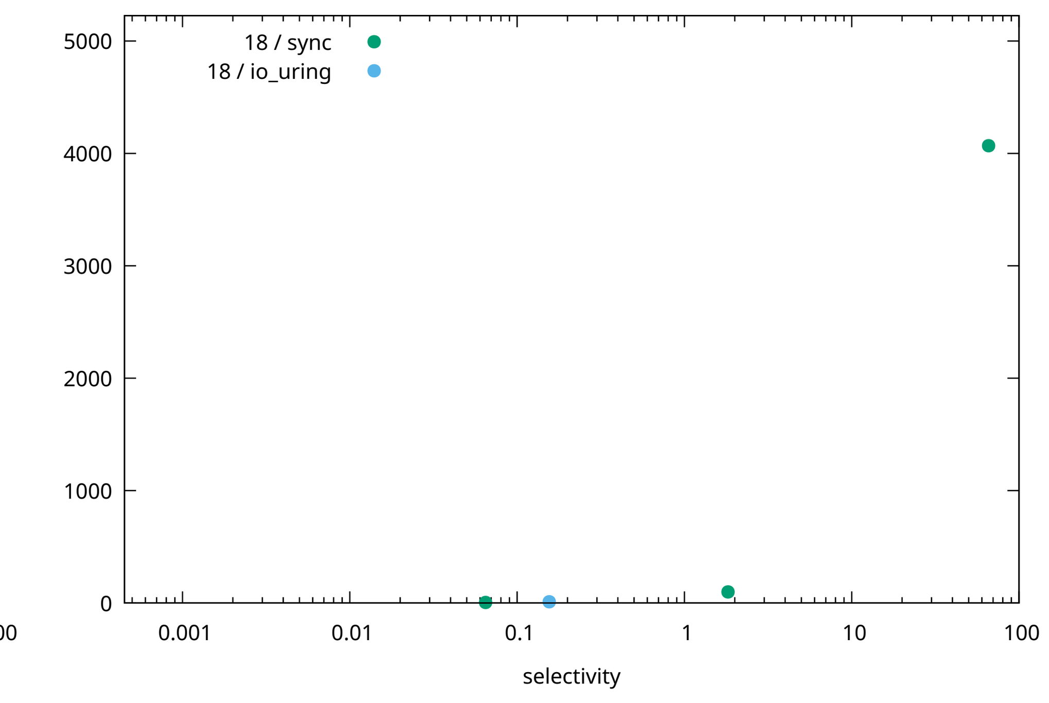

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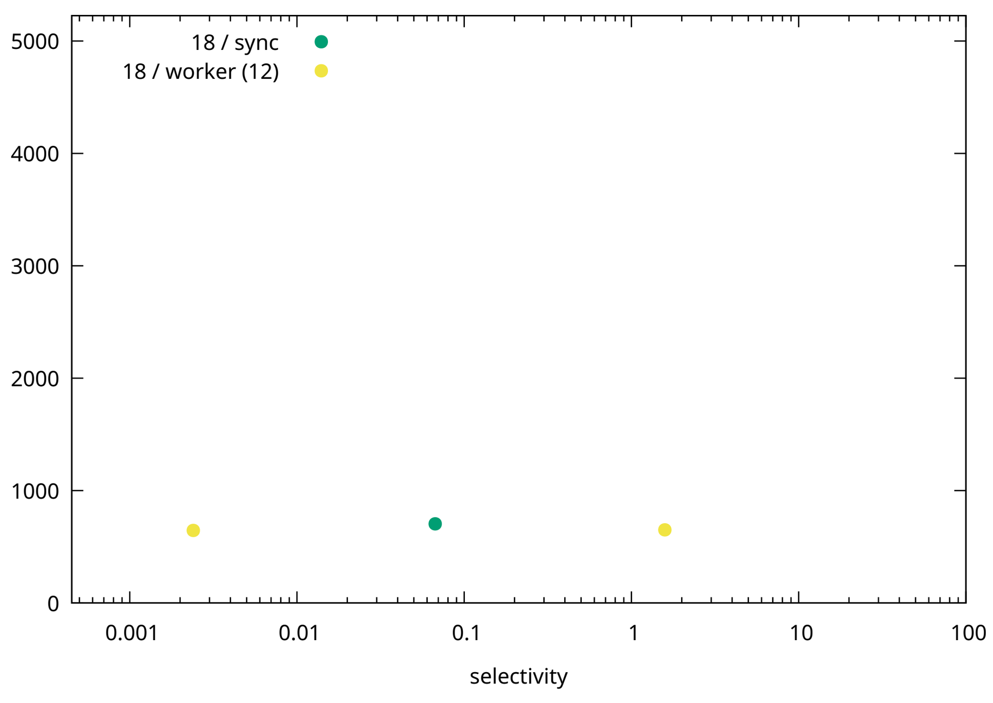
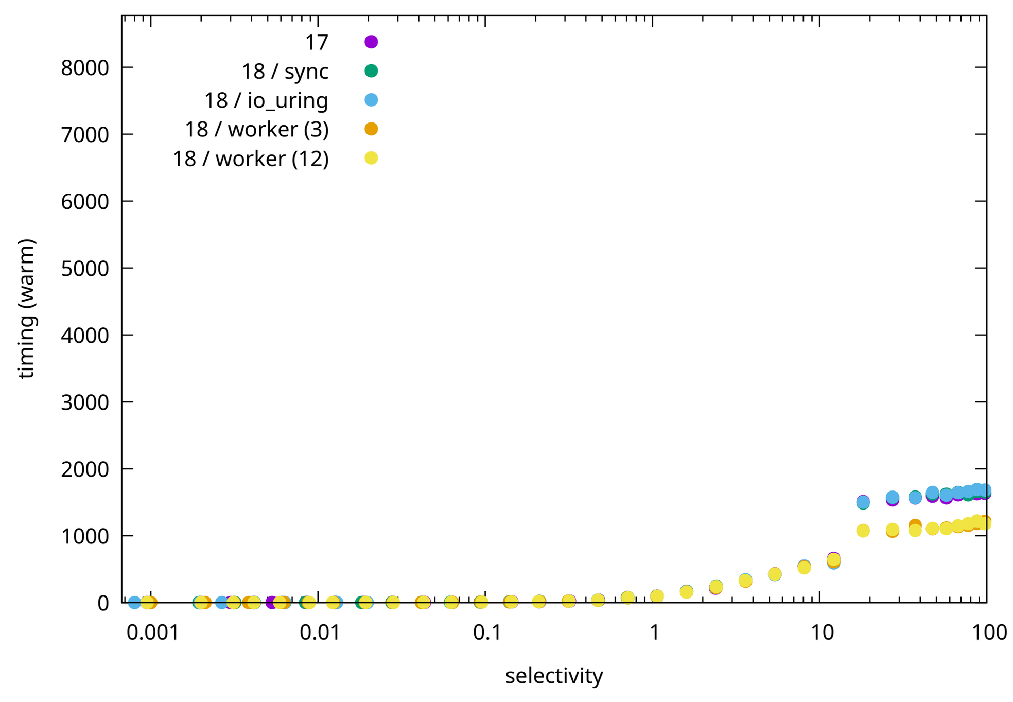


uniform / 1 / bitmapscan



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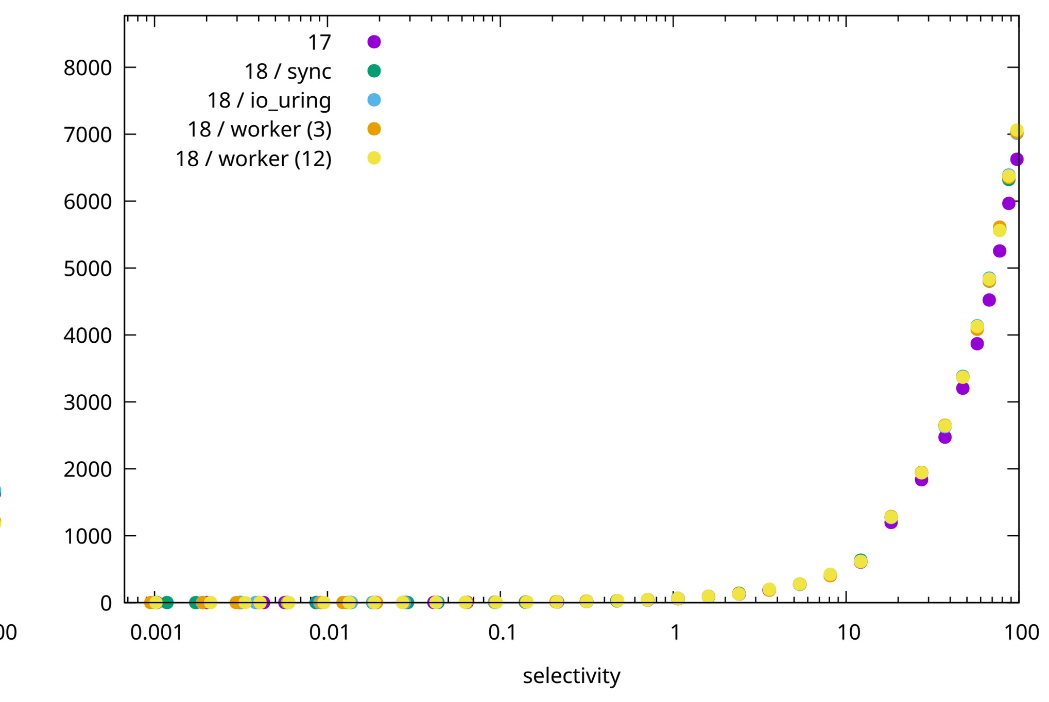

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