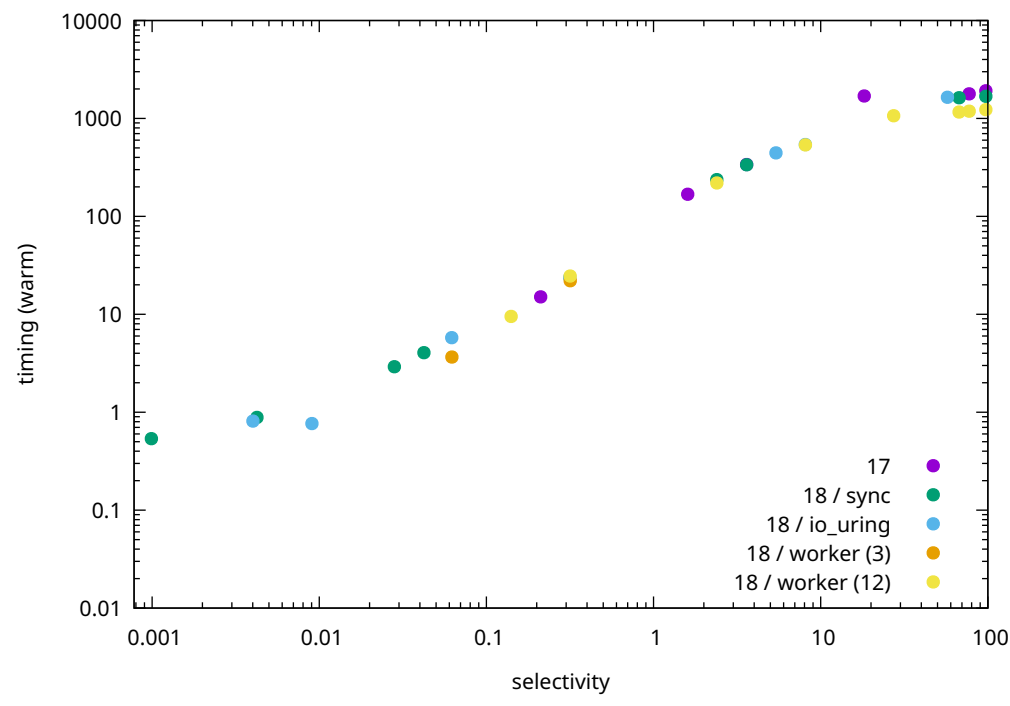
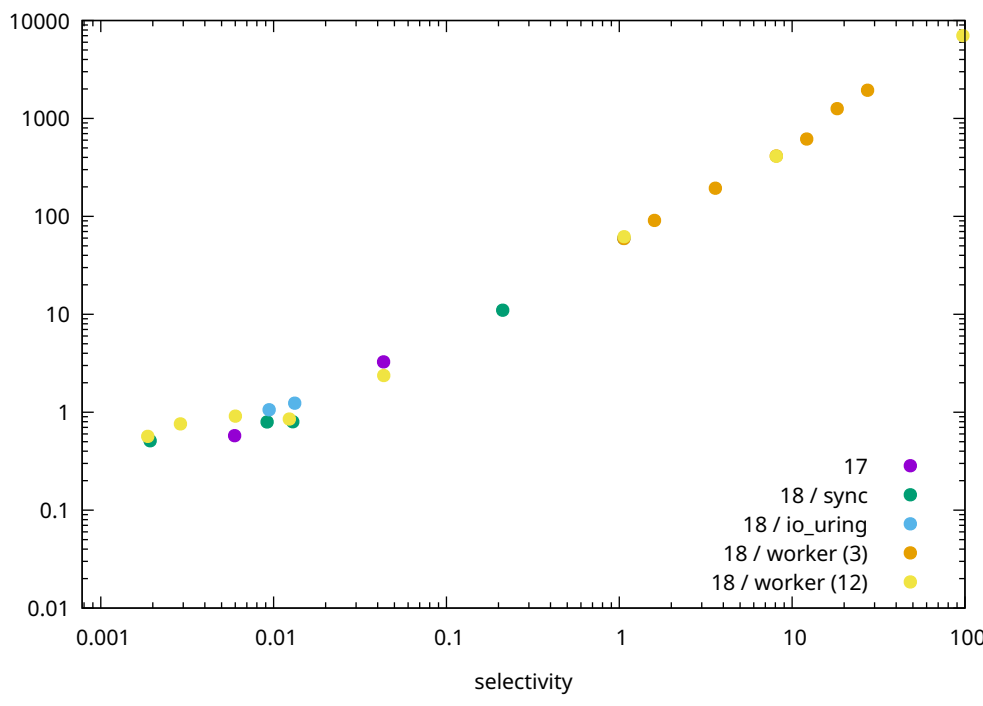


uniform / 1 / bitmapsca



uniform / indexscan / eic=1



uniform / seqscan / eic=1

