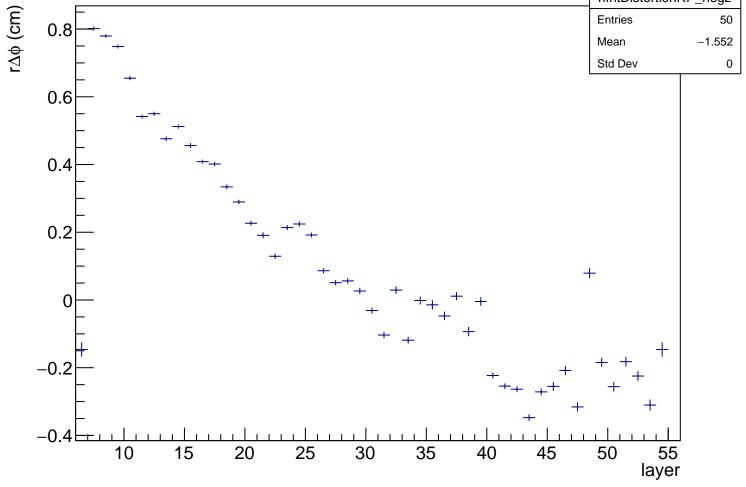
## hIntDistortionRP\_negz



hIntDistortionRP\_negz