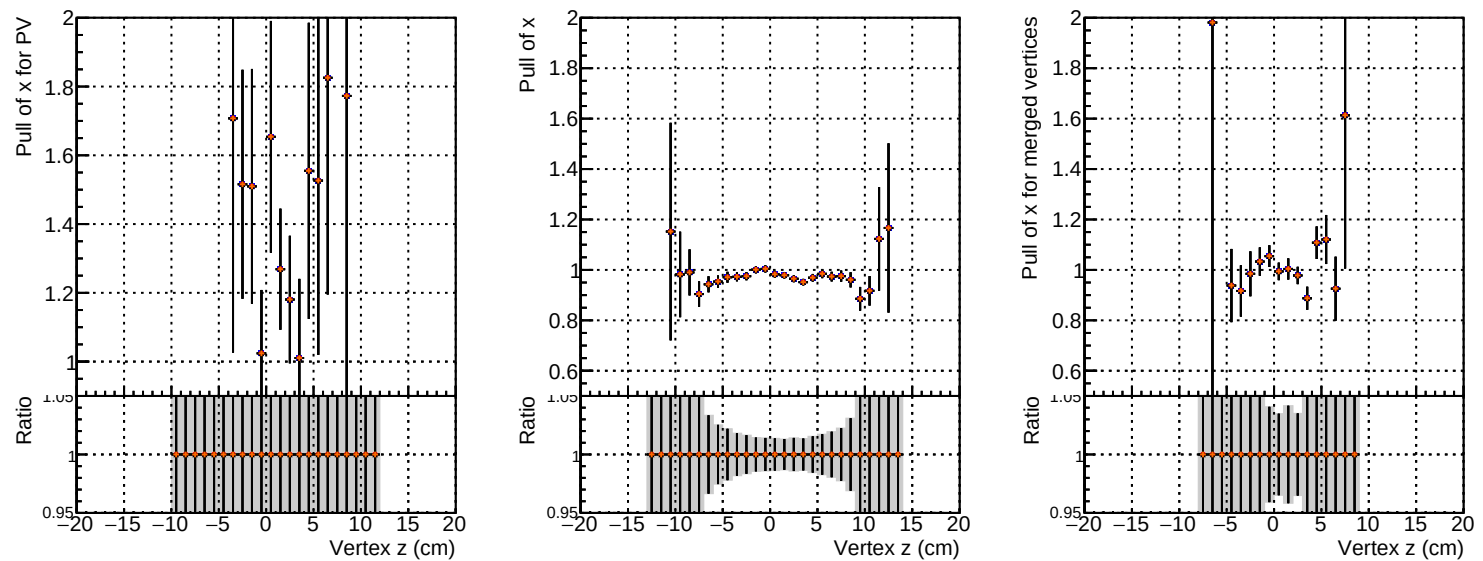




— original noPU
 — original MaxEffOnlyFB2_PU
 — original MinEffOnlyFB2_PU
 — original MaxHitOnlyFB2_PU

