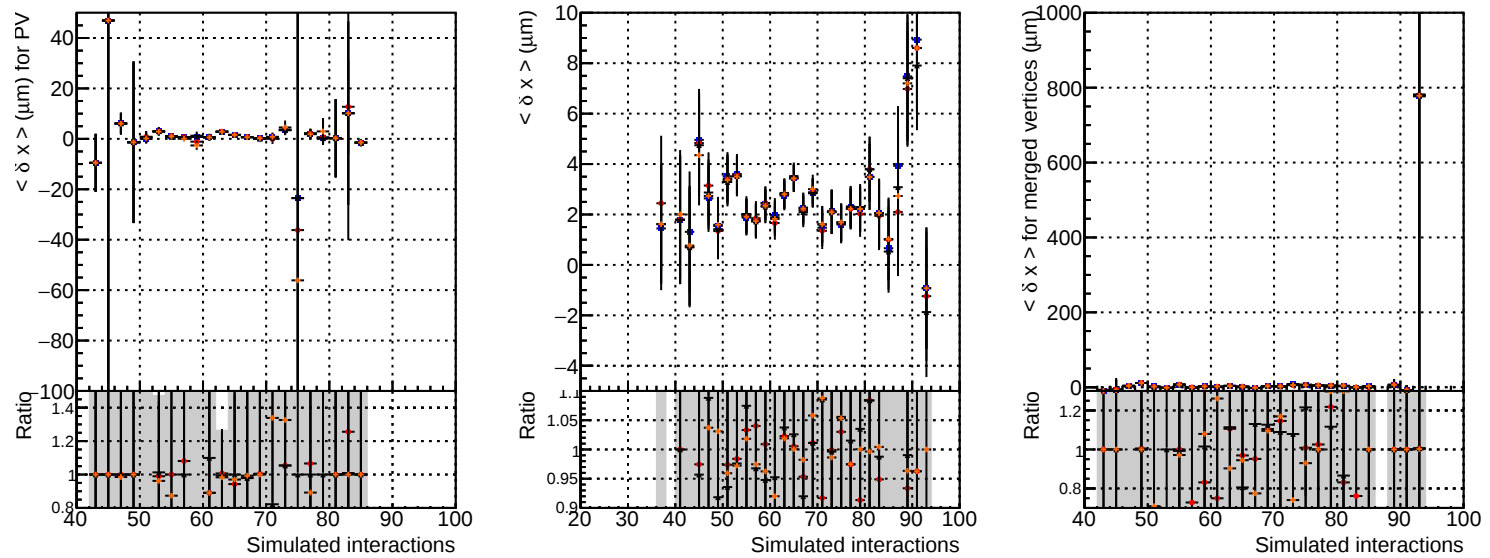




— original noPU
 — original MaxEffOnlyFB2_PU
 — original MinHitOnlyFB2_PU
 — original MaxHitOnlyFB2_PU

