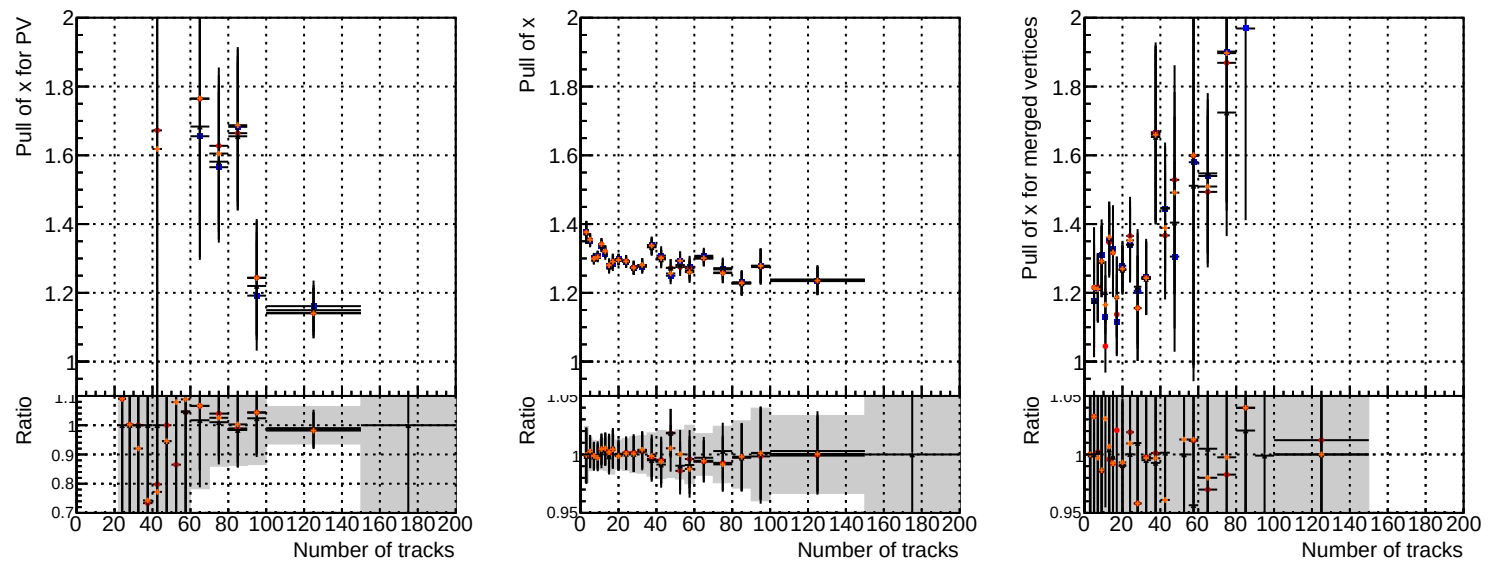




— original noPU
 — original MaxEffOnlyFWD_PU
 — original MinEffOnlyFWD_PU
 — original HitOnlyFWD_PU
 — original MaxHitOnlyFWD_PU

