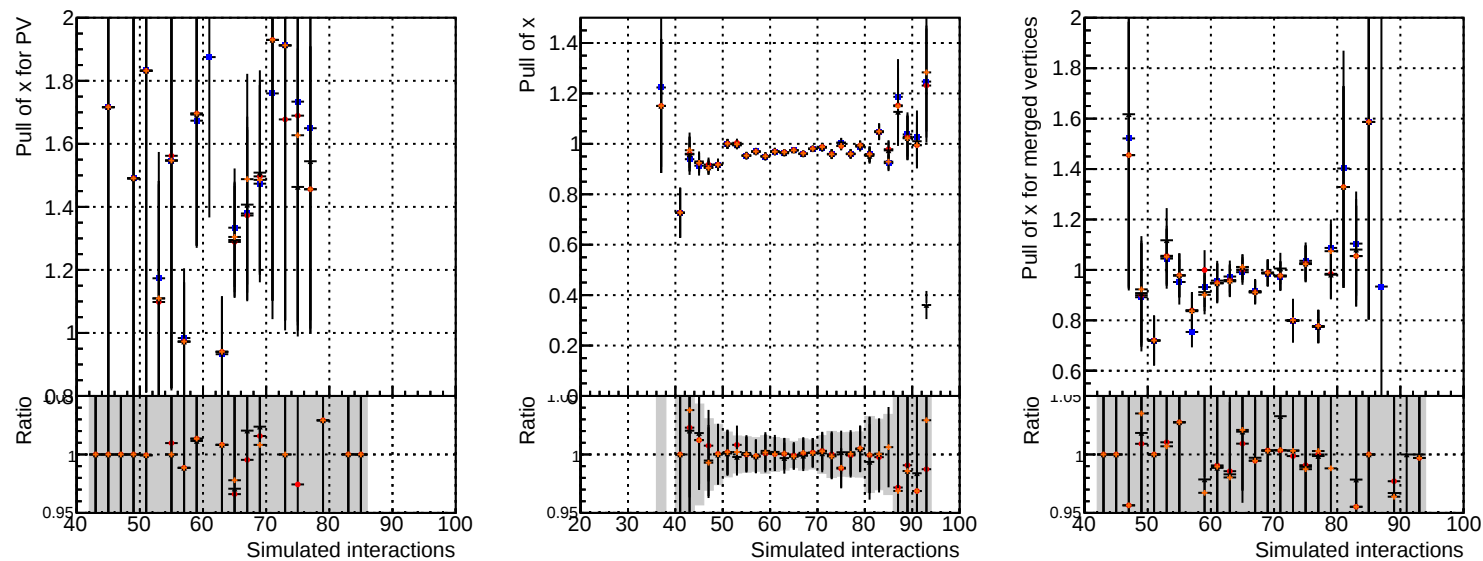




— original
 — noPU
 — paretofront
 — MaxEffOnlyFWD2
 — MinEffOnlyFWD2
 — MaxHitOnlyFWD2

