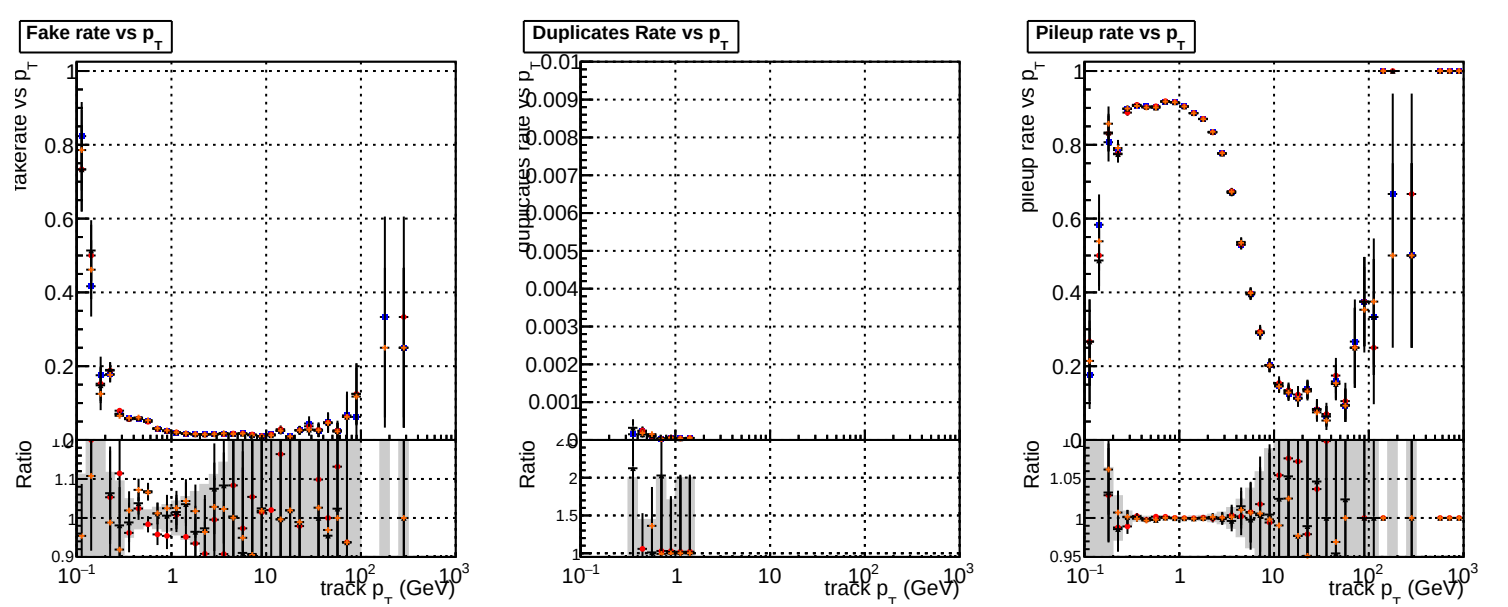




—●— ORIGINAL layer Procv2
 —●— MODIFIED layer Procv2
 —●— MODIFIED windows hits

