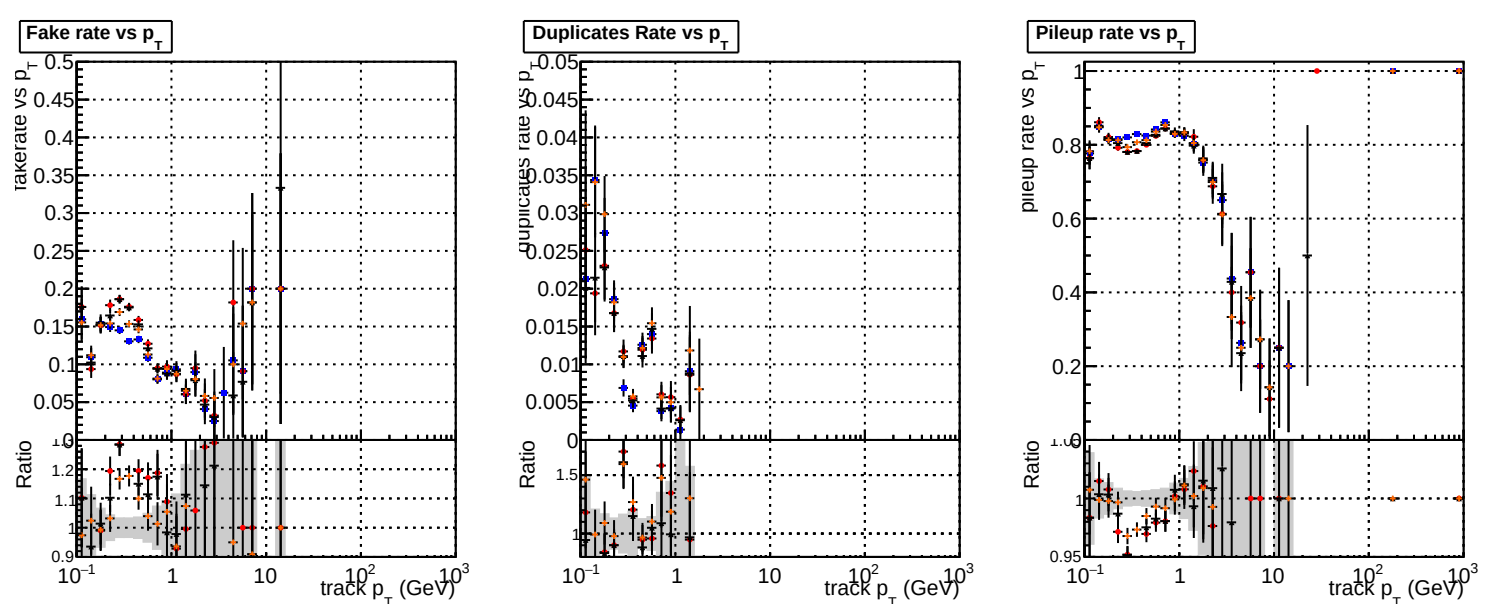




—•— ORIGINAL layer Procv2
 —•— MODIFIED layer Procv2
 —•— MODIFIED windows hits

