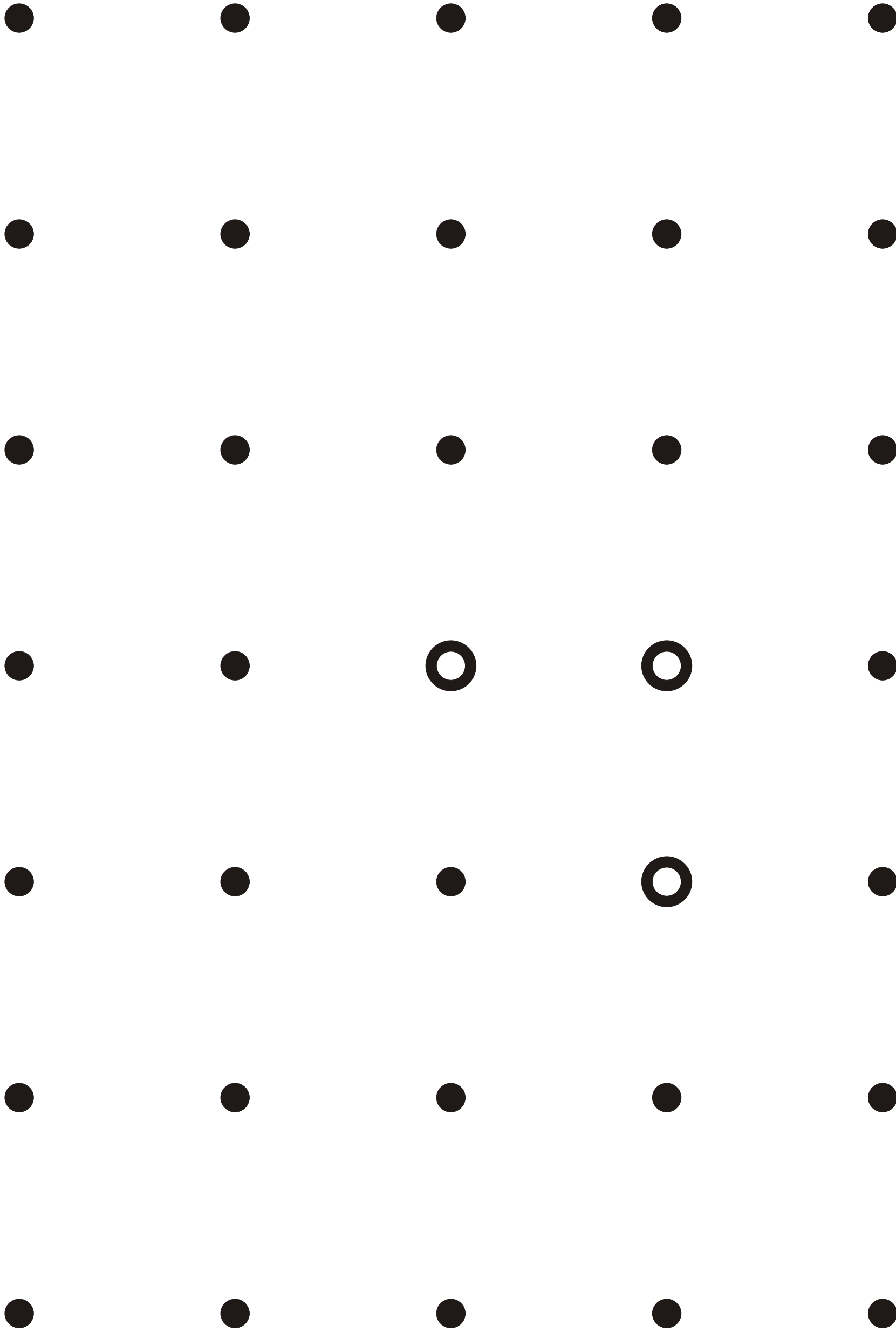


scale



y
z

