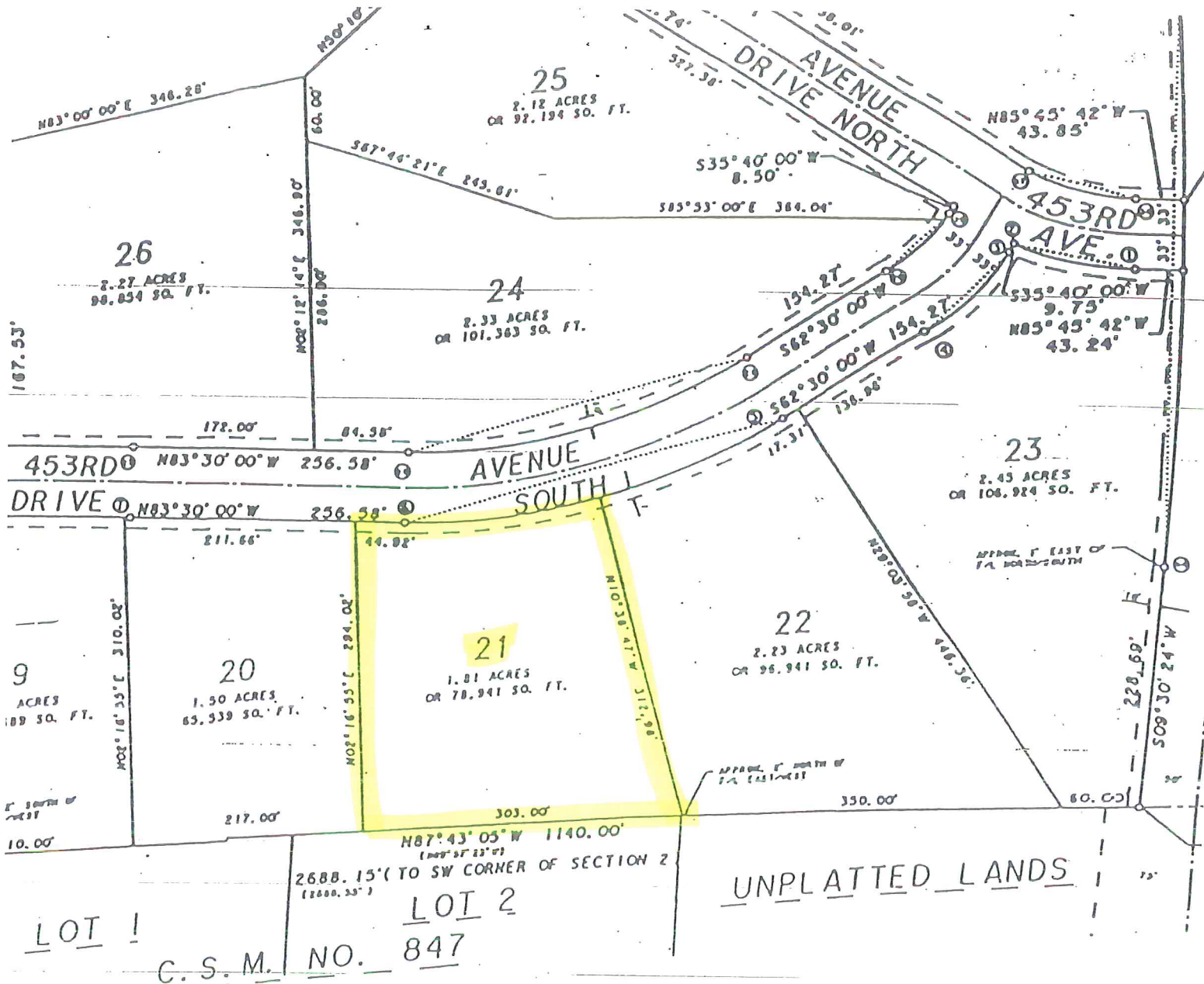




y Limits