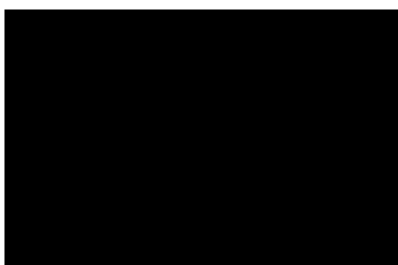


TIL = 400 %  
vector



TIL = 400 %  
rastr