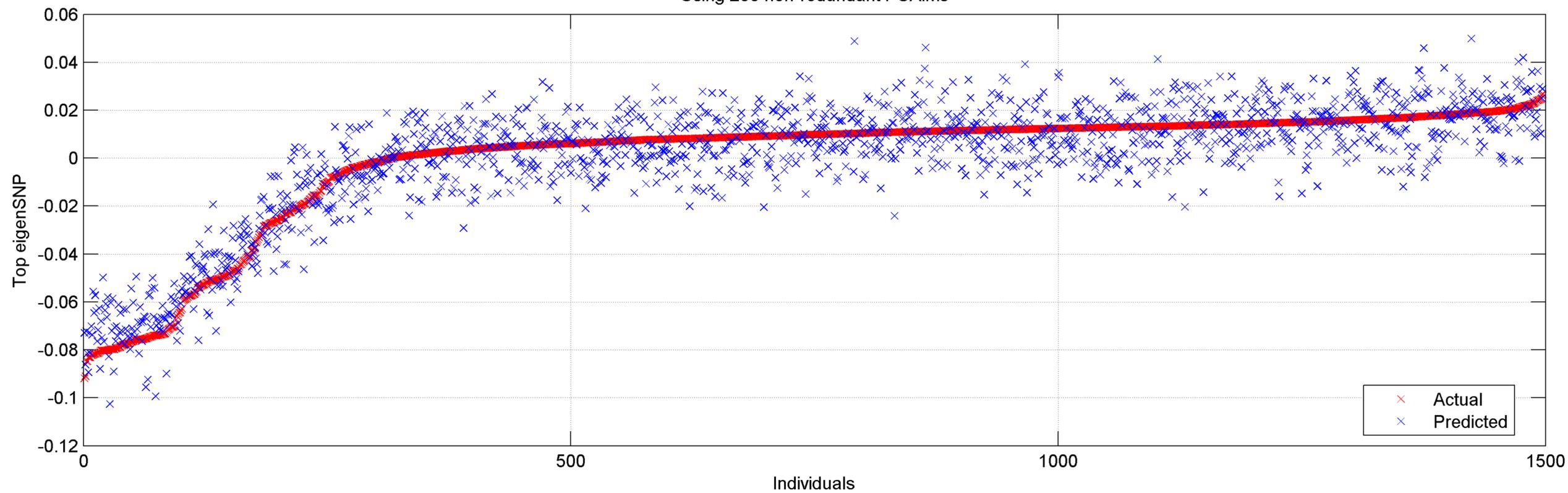


Using 200 non-redundant PCAIMs



Using 300 non-redundant PCAIMs

