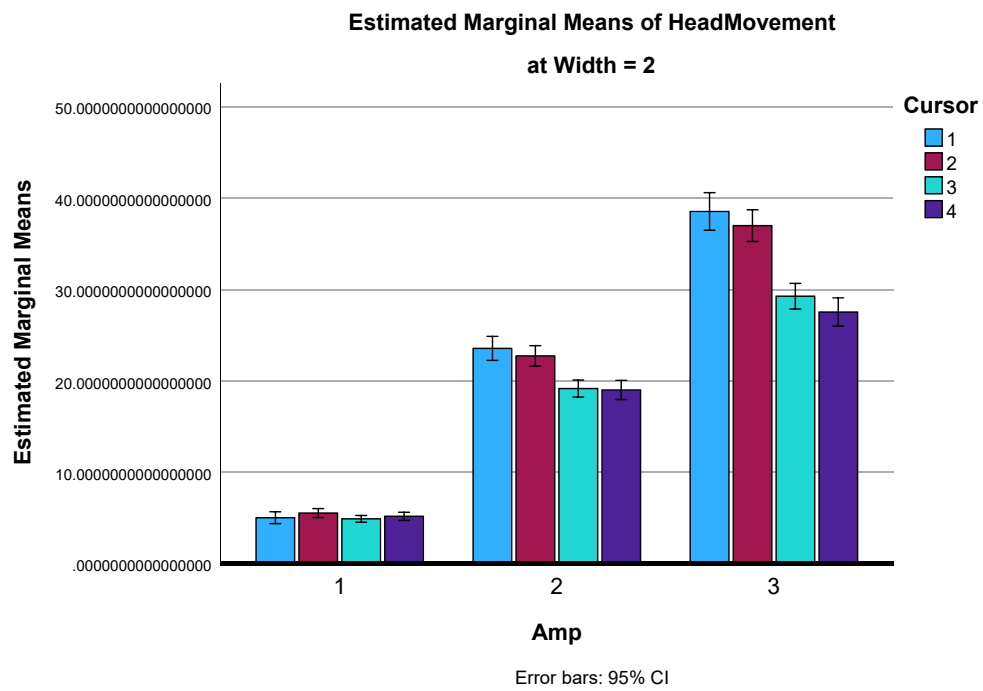
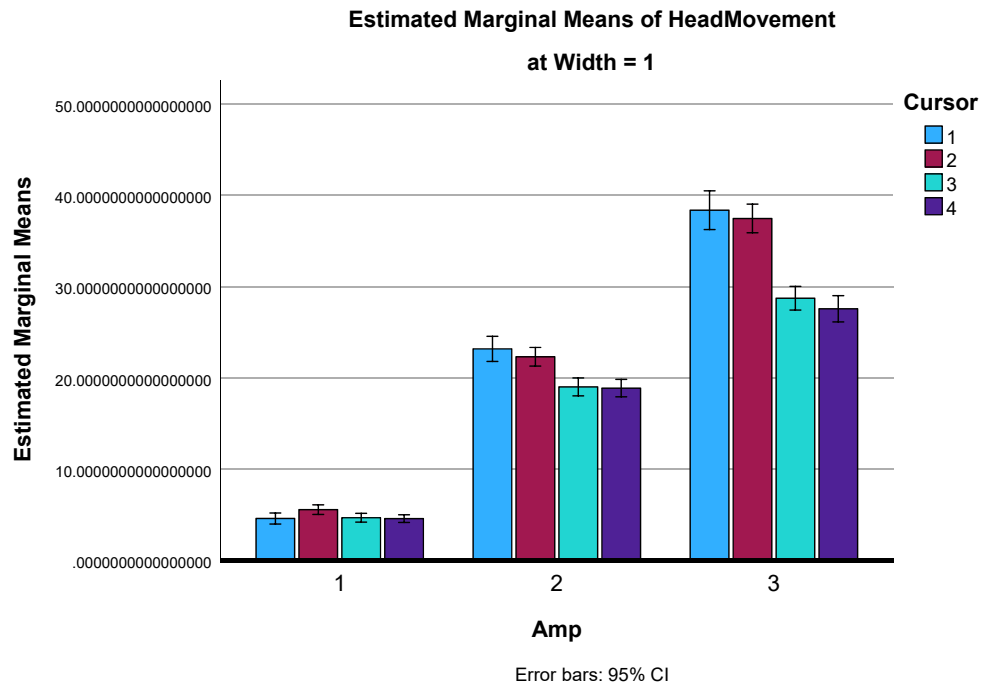
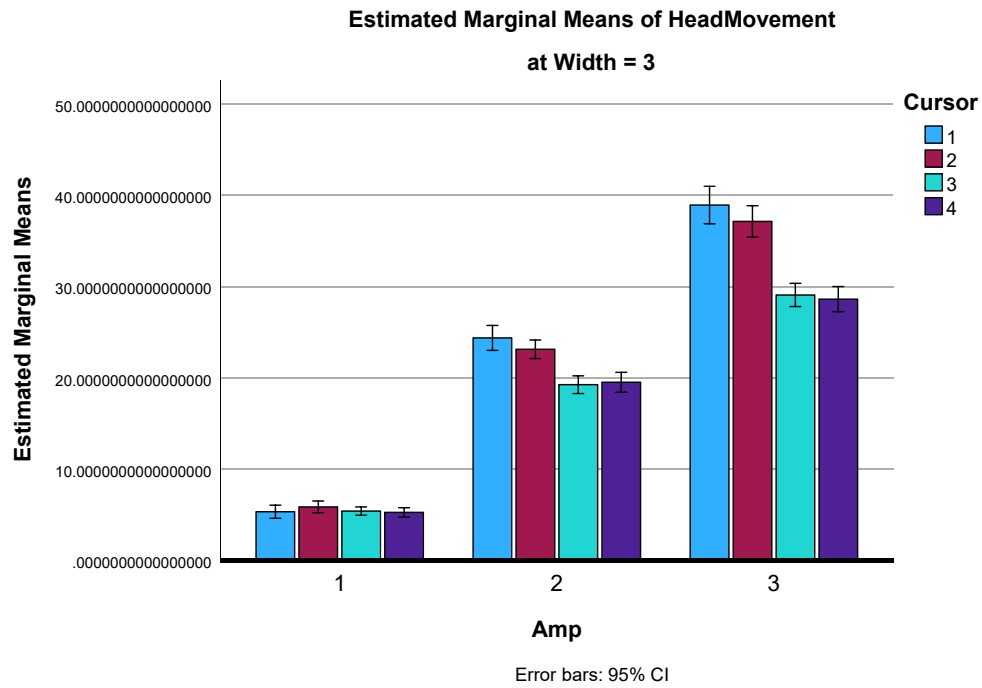


Amp * Cursor * Width





Width * Cursor * Amp

