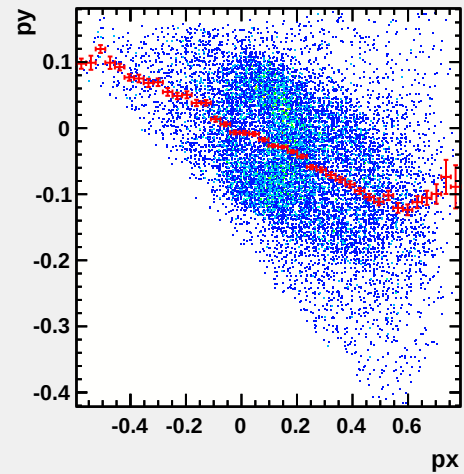


py versus px (Background)_Id



pz versus px (Background)_Id

