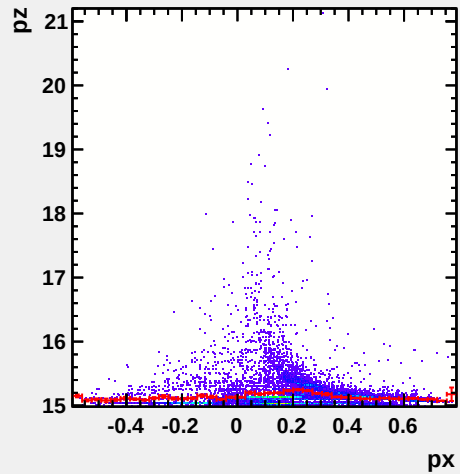


pz versus px (Background)_Id



pz versus py (Background)_Id

