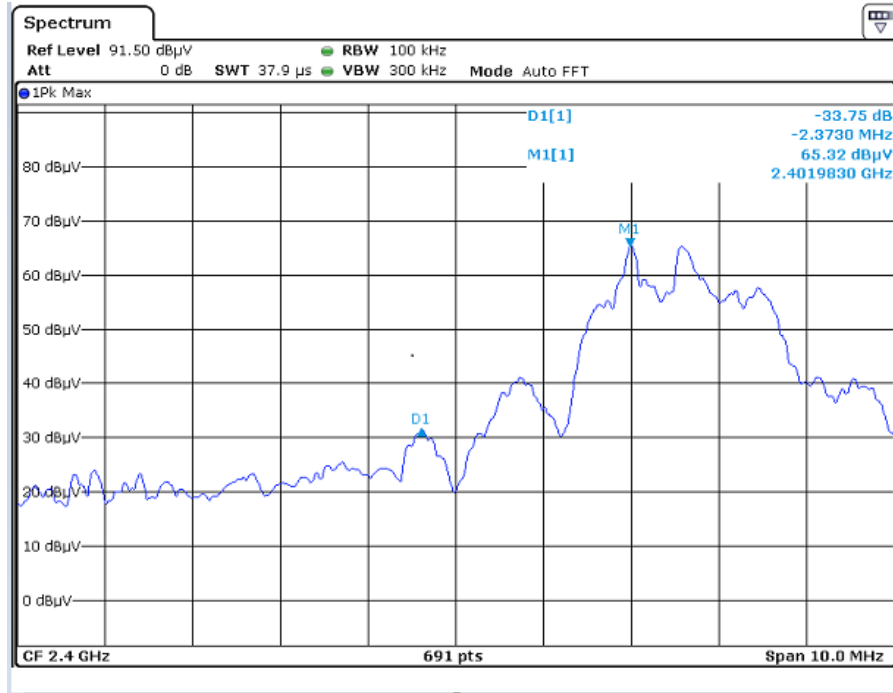


# Bandedge

Low CH



High CH

