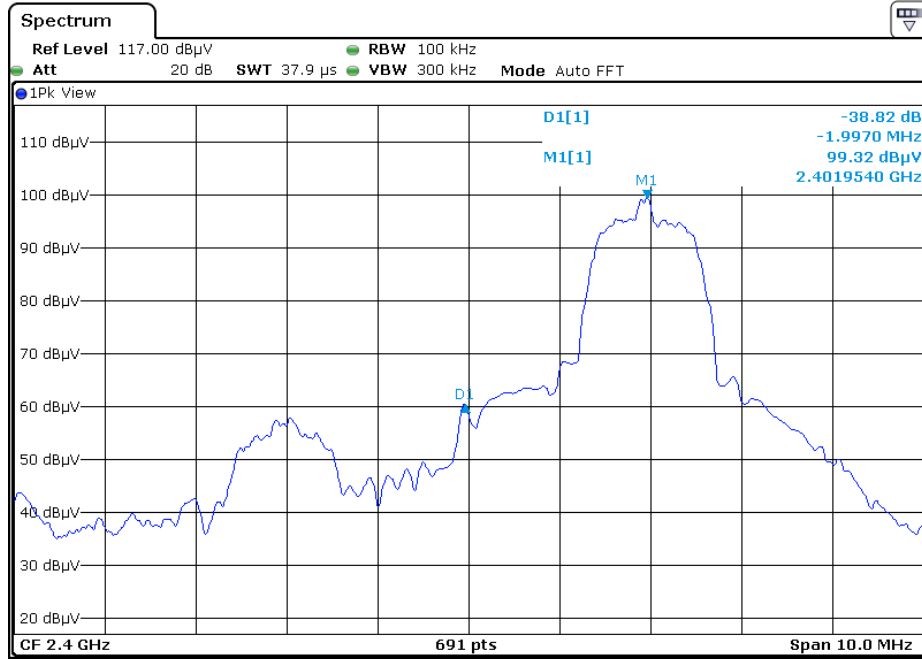


# Bandedge

## Low CH



## High CH

