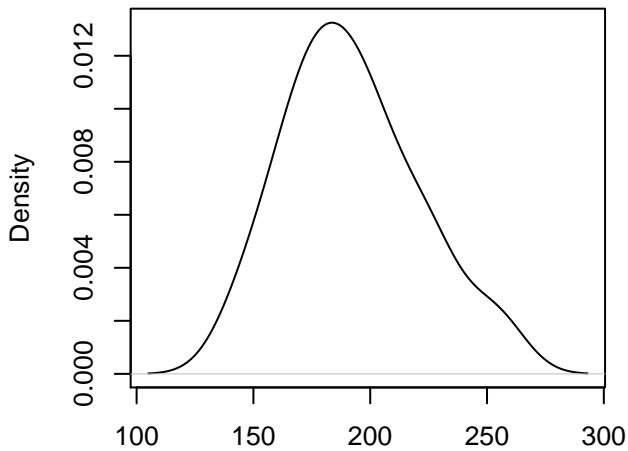
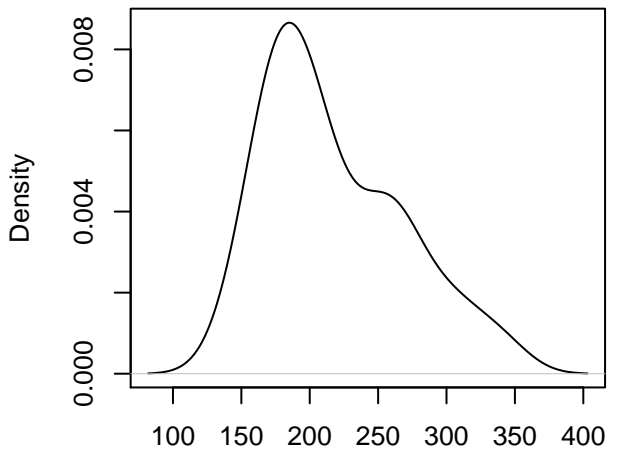


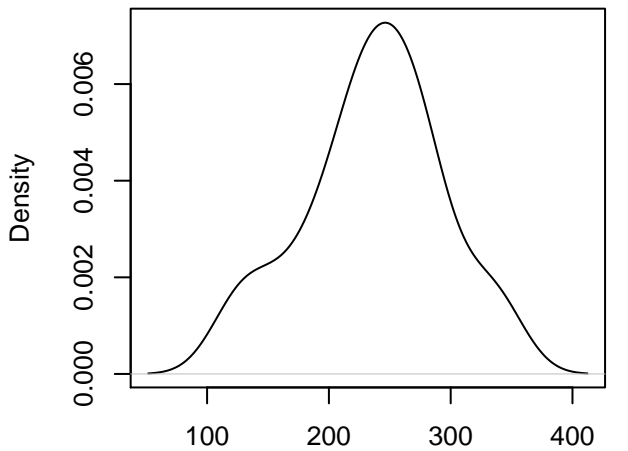
line = MAGIC.149 , Chr = 1



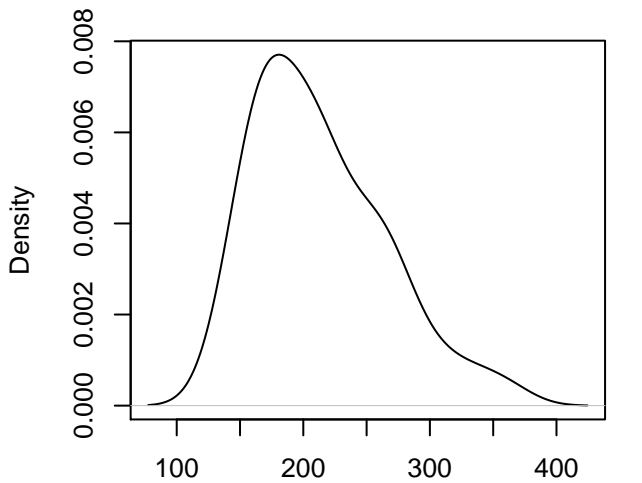
line = MAGIC.149 , Chr = 1



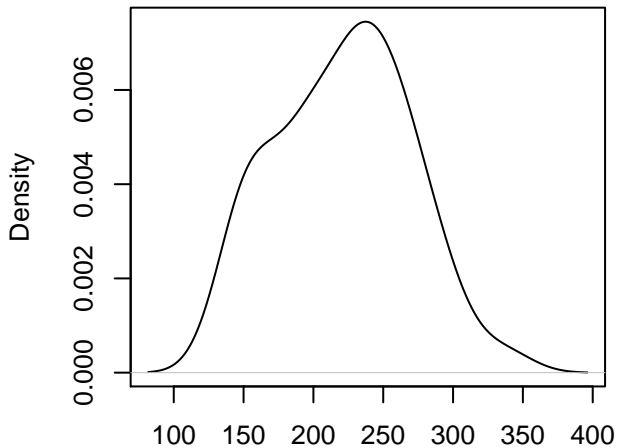
line = MAGIC.149 , Chr = 1



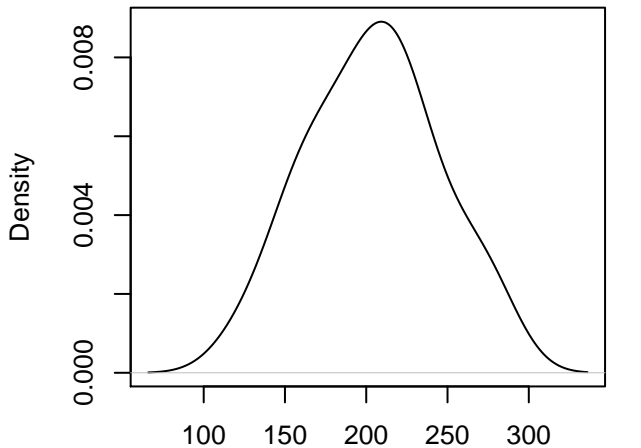
line = MAGIC.149 , Chr = 1



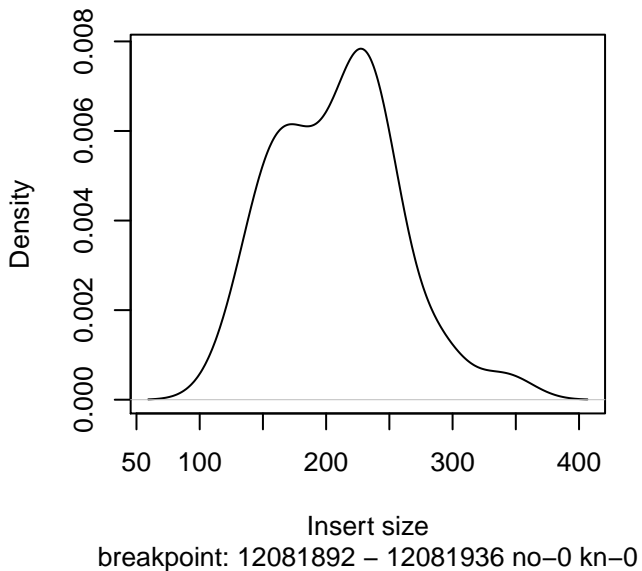
line = MAGIC.149 , Chr = 1



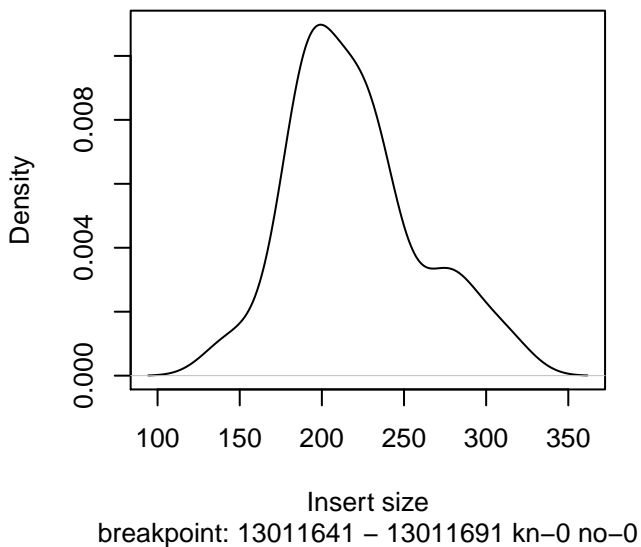
line = MAGIC.149 , Chr = 1



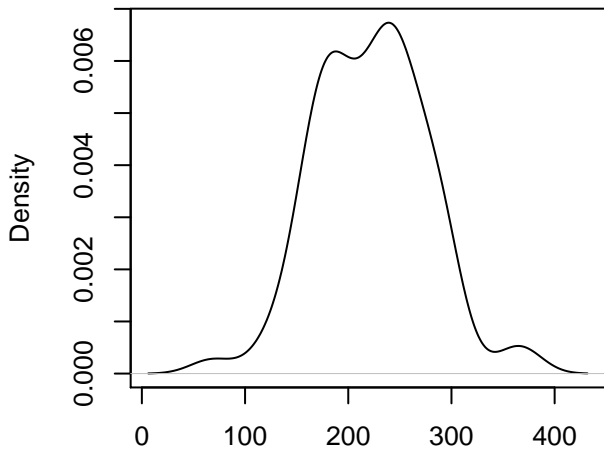
line = MAGIC.149 , Chr = 1



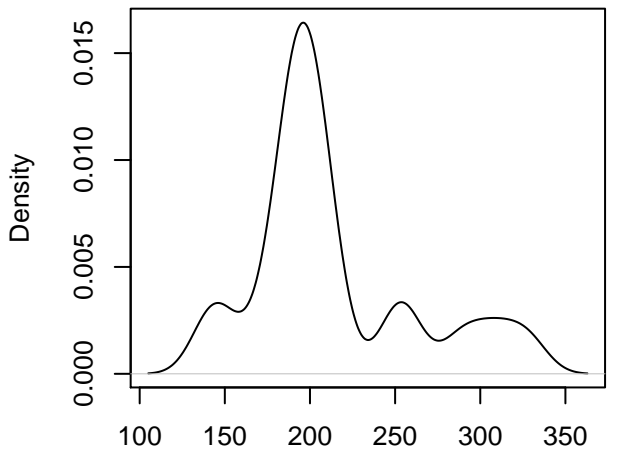
line = MAGIC.149 , Chr = 1



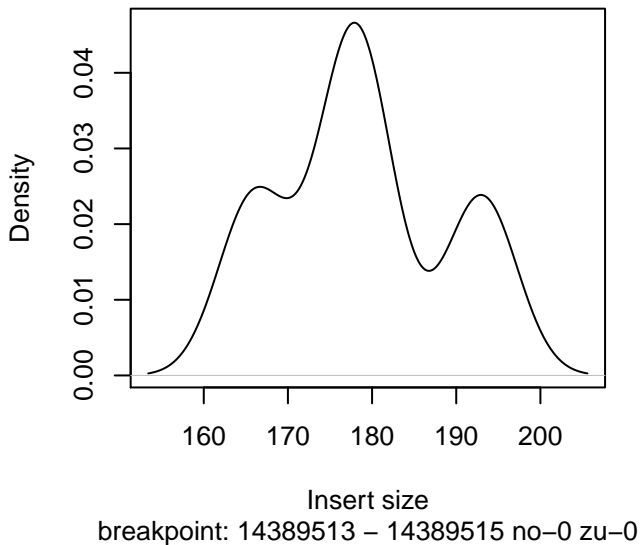
line = MAGIC.149 , Chr = 1



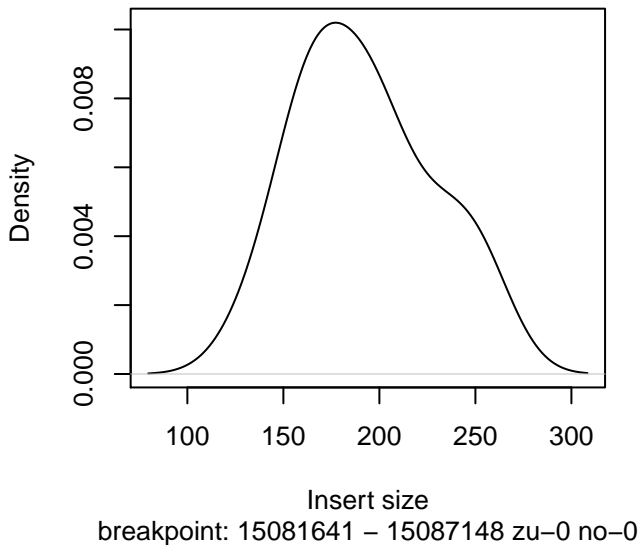
line = MAGIC.149 , Chr = 1



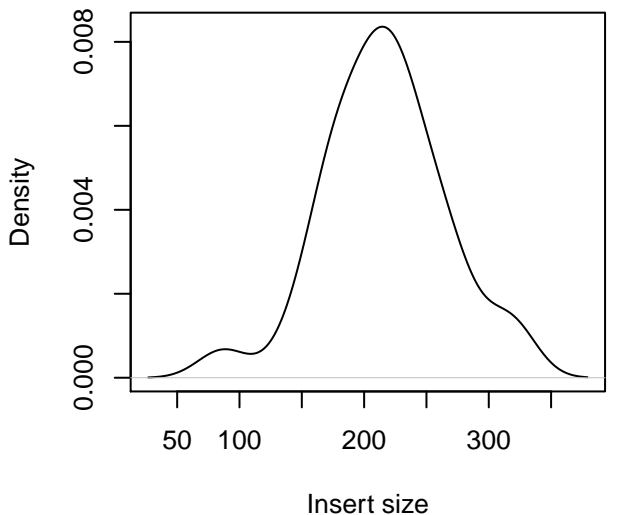
line = MAGIC.149 , Chr = 1



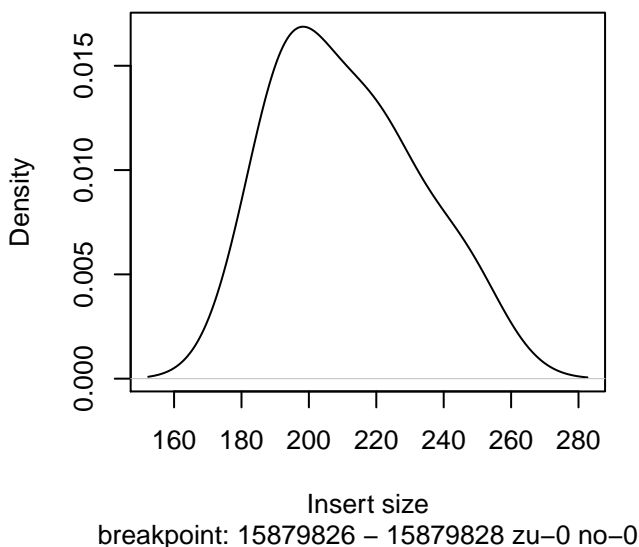
line = MAGIC.149 , Chr = 1



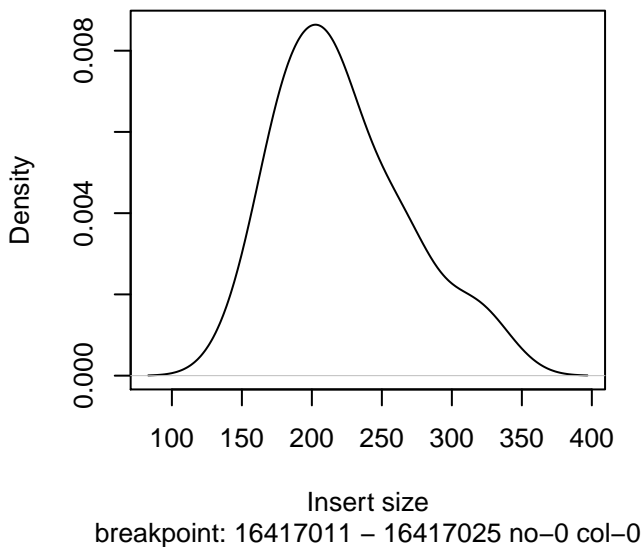
line = MAGIC.149 , Chr = 1



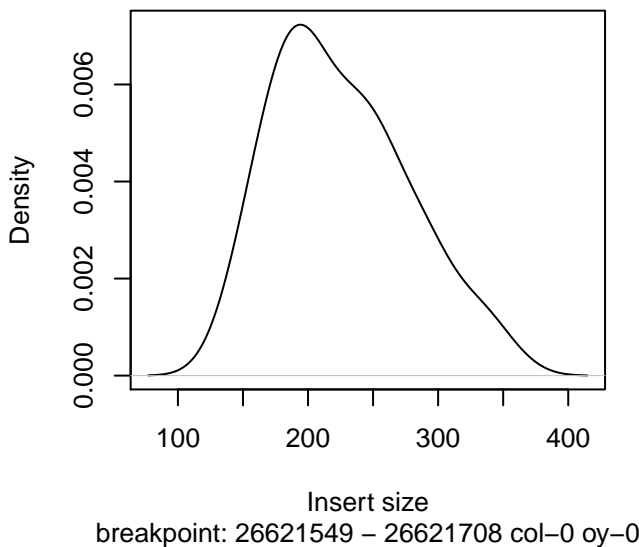
line = MAGIC.149 , Chr = 1



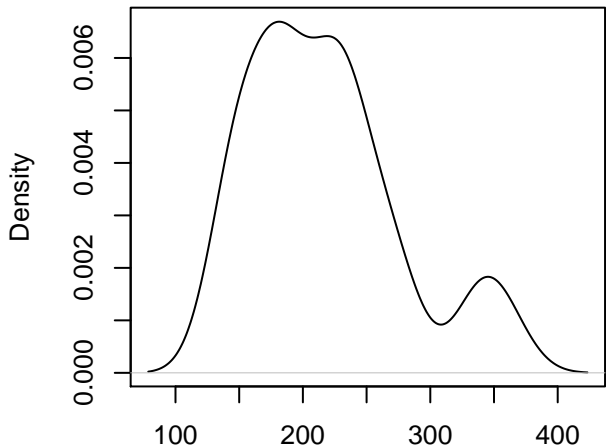
line = MAGIC.149 , Chr = 1



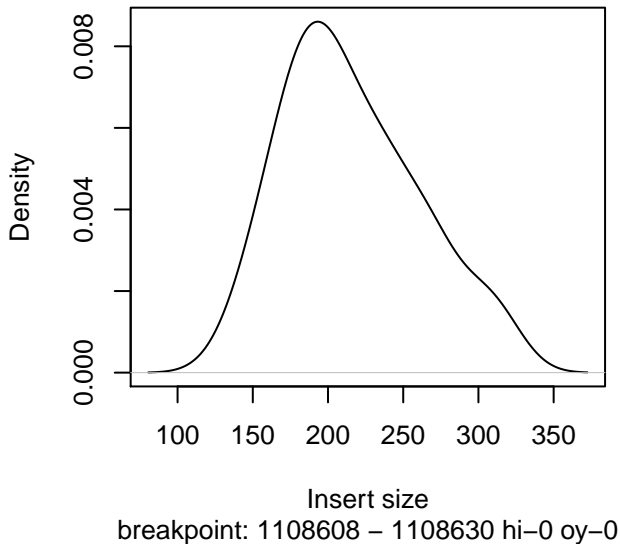
line = MAGIC.149 , Chr = 1



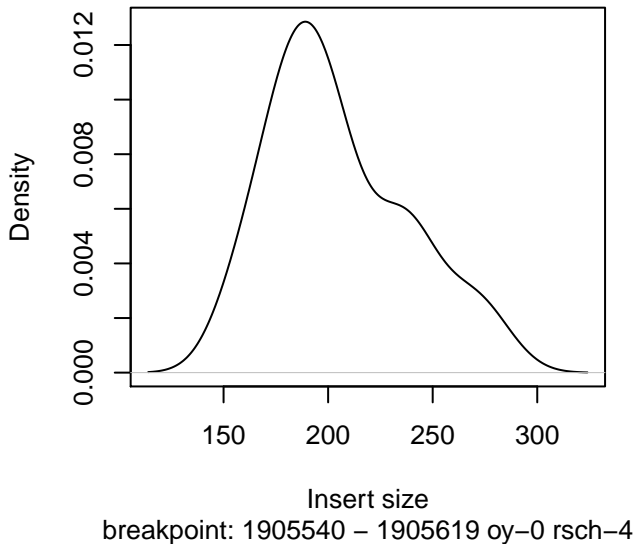
line = MAGIC.149 , Chr = 2



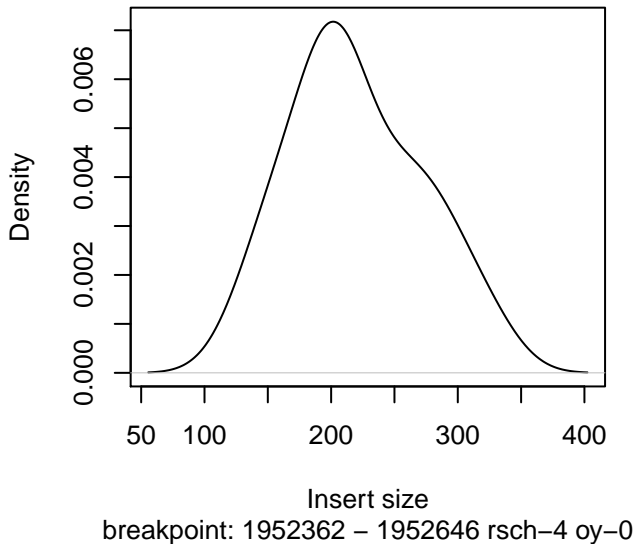
line = MAGIC.149 , Chr = 2



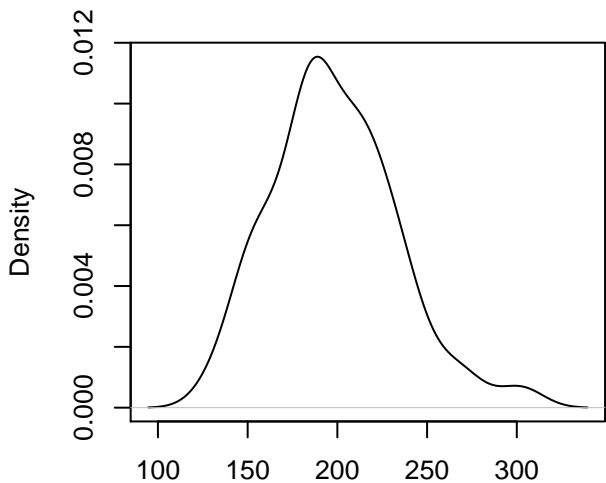
line = MAGIC.149 , Chr = 2



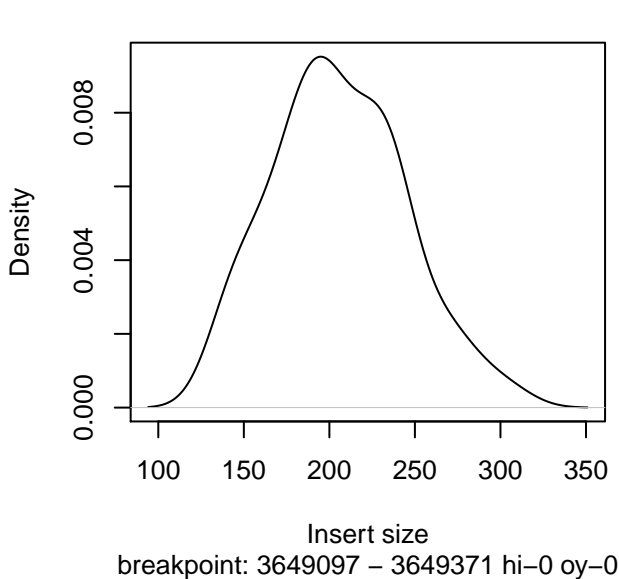
line = MAGIC.149 , Chr = 2



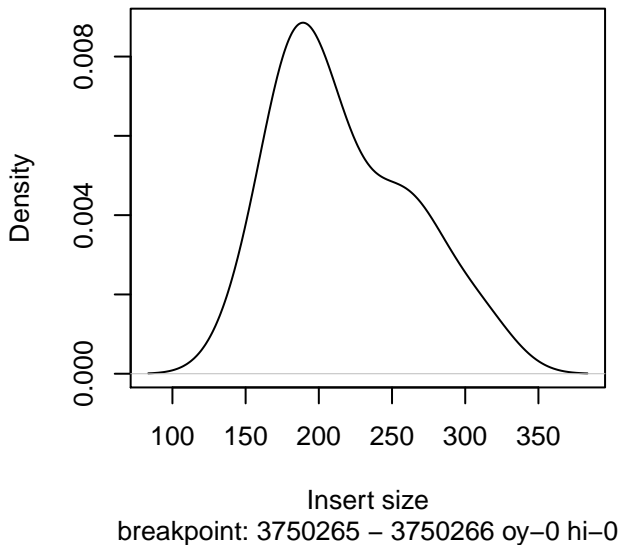
line = MAGIC.149 , Chr = 2



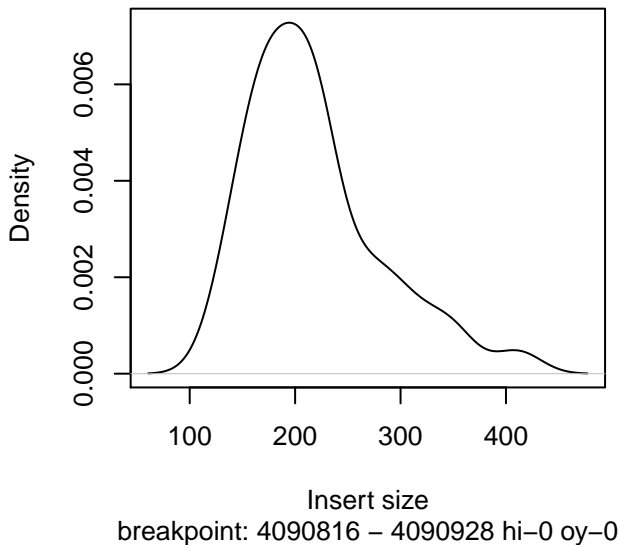
line = MAGIC.149 , Chr = 2



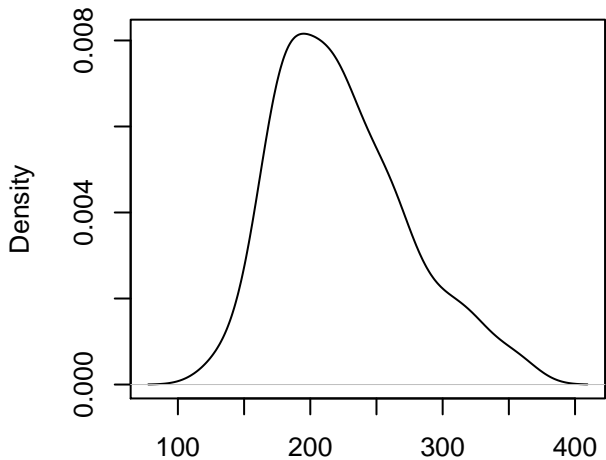
line = MAGIC.149 , Chr = 2



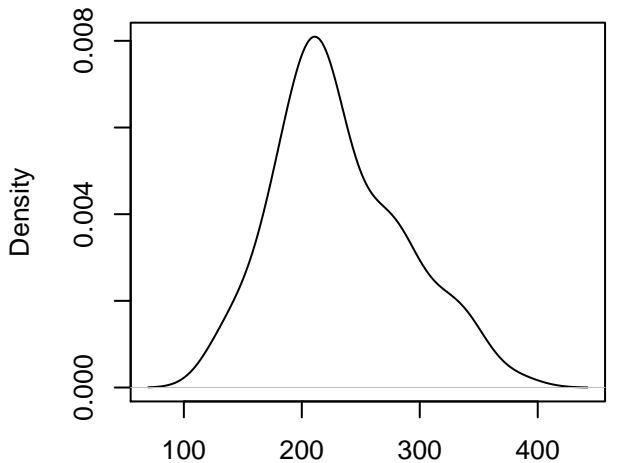
line = MAGIC.149 , Chr = 2



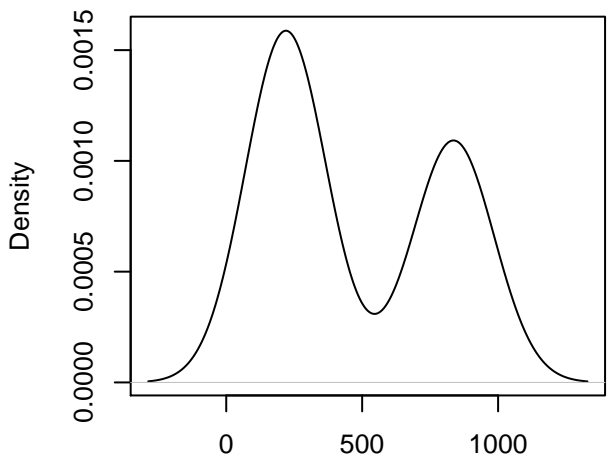
line = MAGIC.149 , Chr = 2



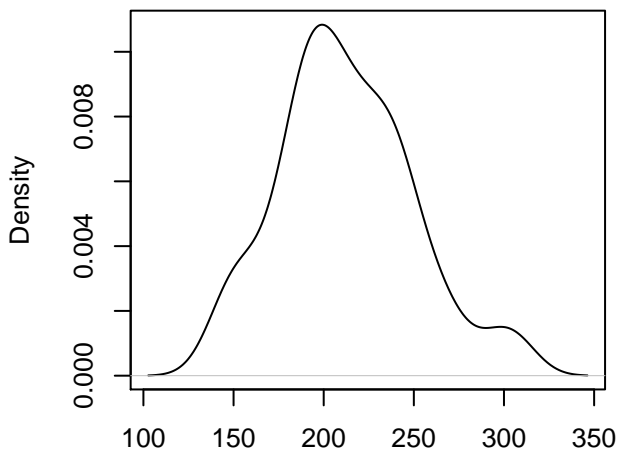
line = MAGIC.149 , Chr = 2



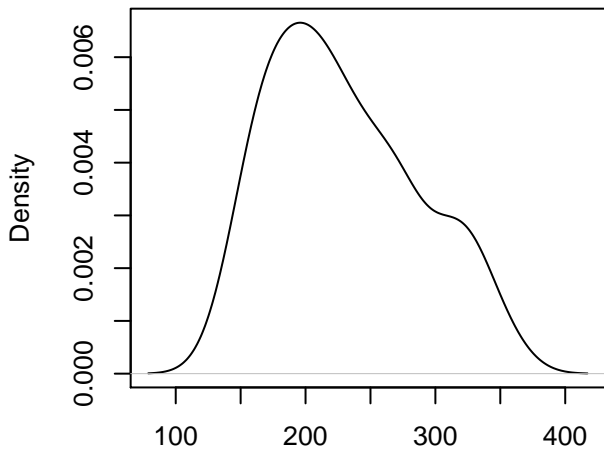
line = MAGIC.149 , Chr = 2



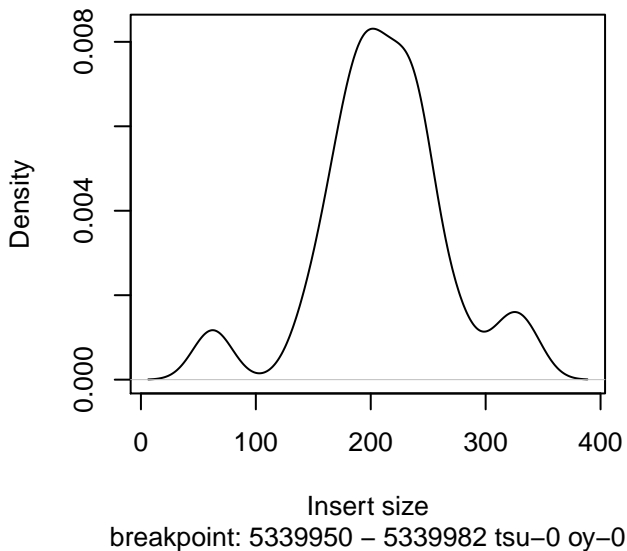
line = MAGIC.149 , Chr = 2



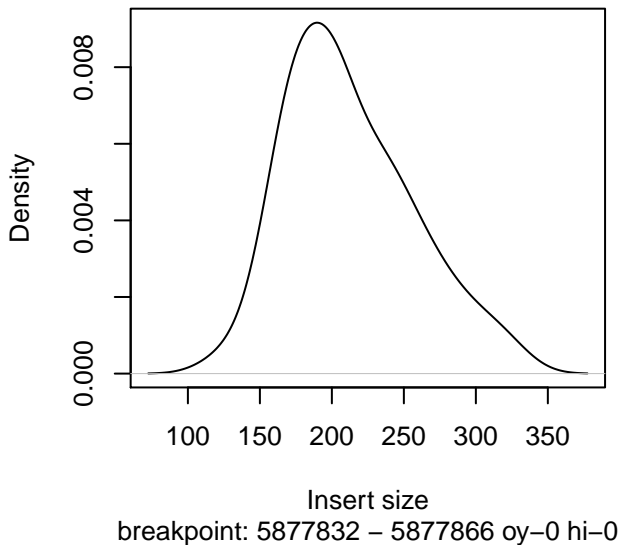
line = MAGIC.149 , Chr = 2



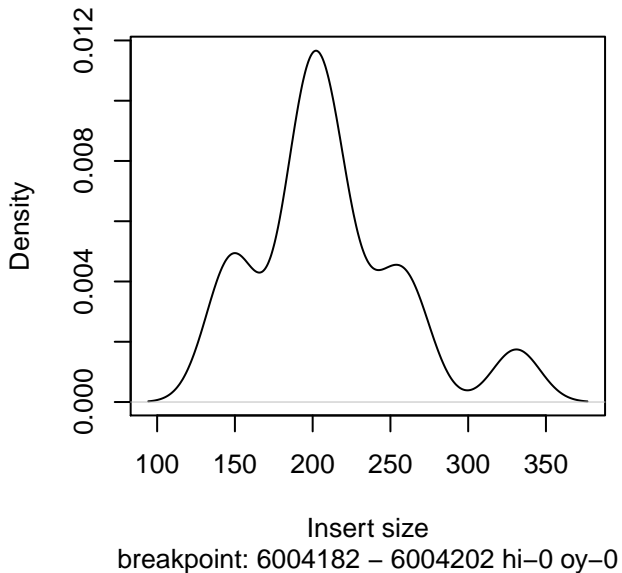
line = MAGIC.149 , Chr = 2



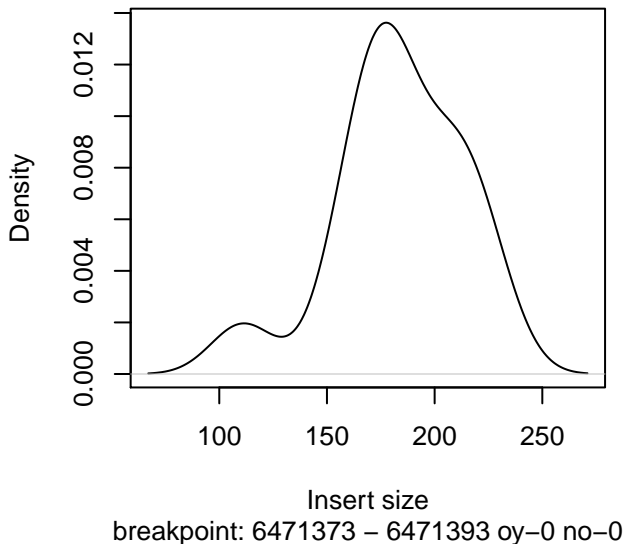
line = MAGIC.149 , Chr = 2



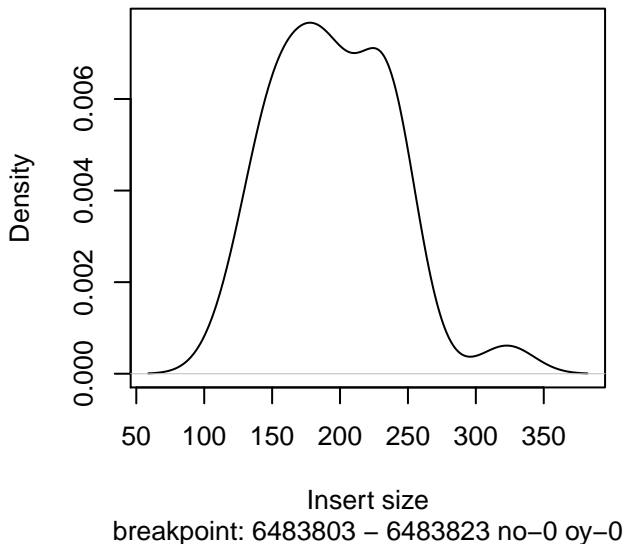
line = MAGIC.149 , Chr = 2



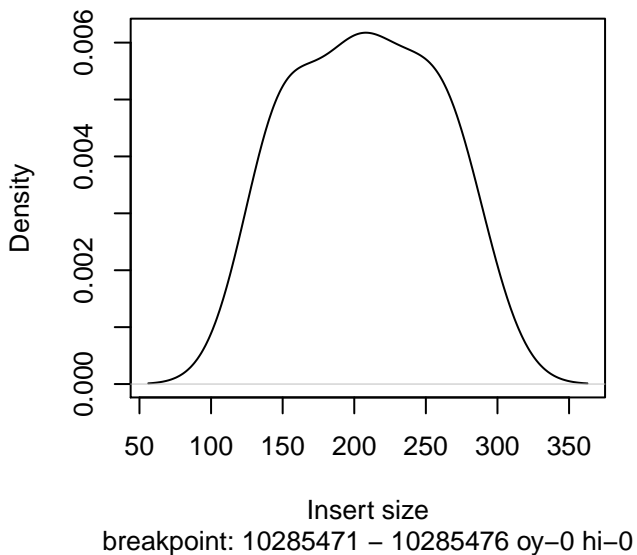
line = MAGIC.149 , Chr = 2



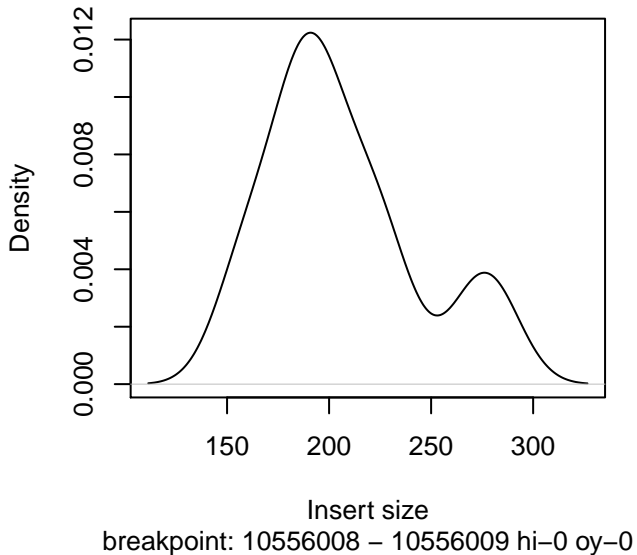
line = MAGIC.149 , Chr = 2



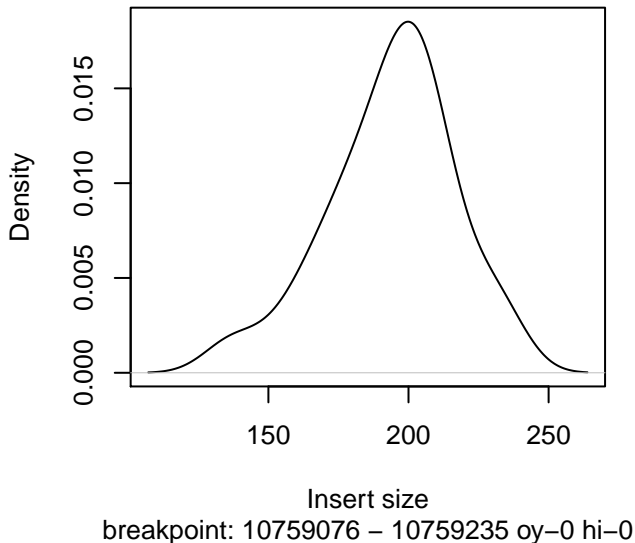
line = MAGIC.149 , Chr = 2



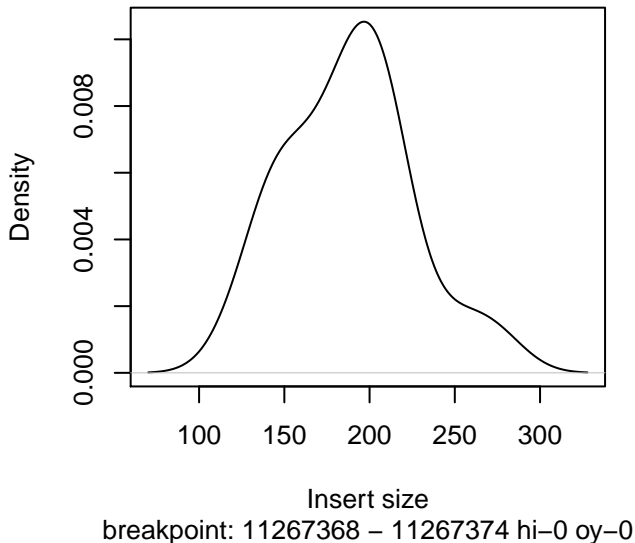
line = MAGIC.149 , Chr = 2



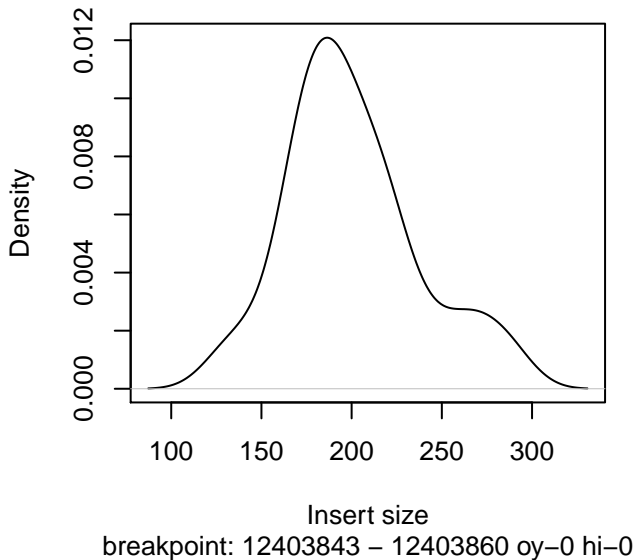
line = MAGIC.149 , Chr = 2



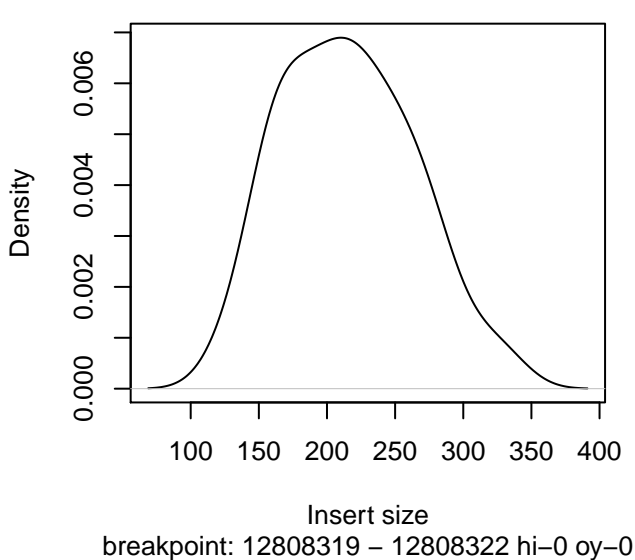
line = MAGIC.149 , Chr = 2



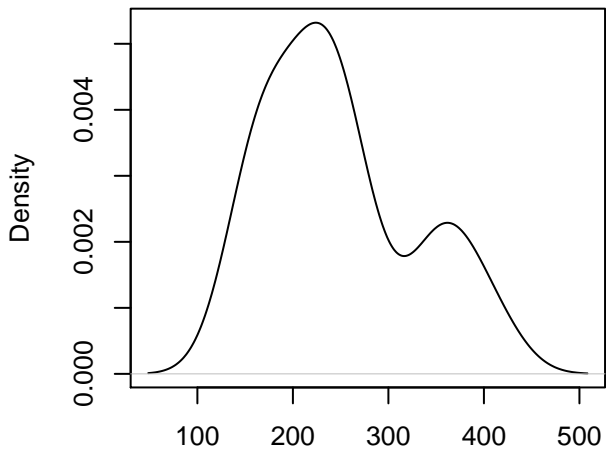
line = MAGIC.149 , Chr = 2



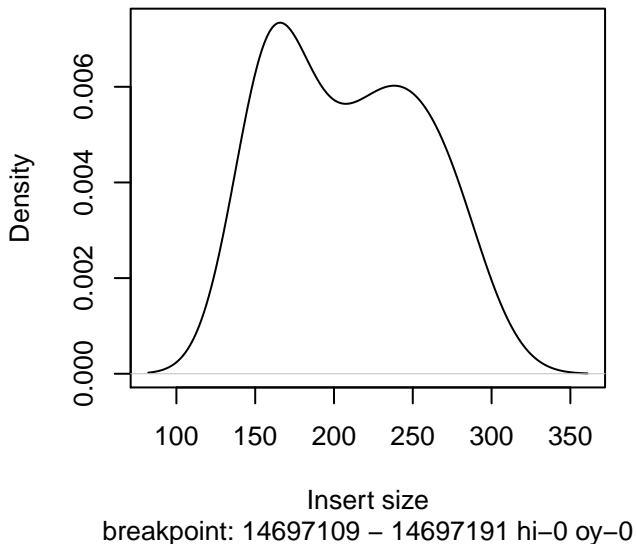
line = MAGIC.149 , Chr = 2



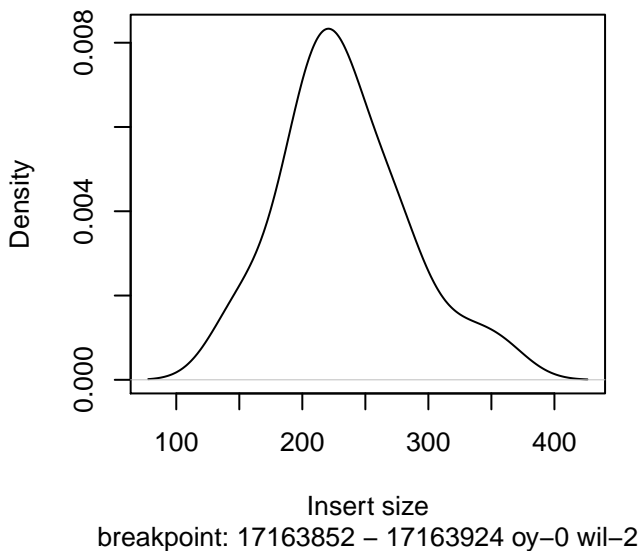
line = MAGIC.149 , Chr = 2



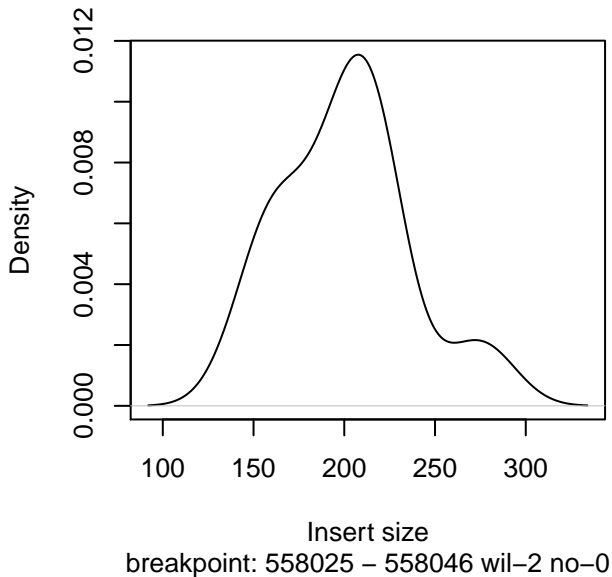
line = MAGIC.149 , Chr = 2



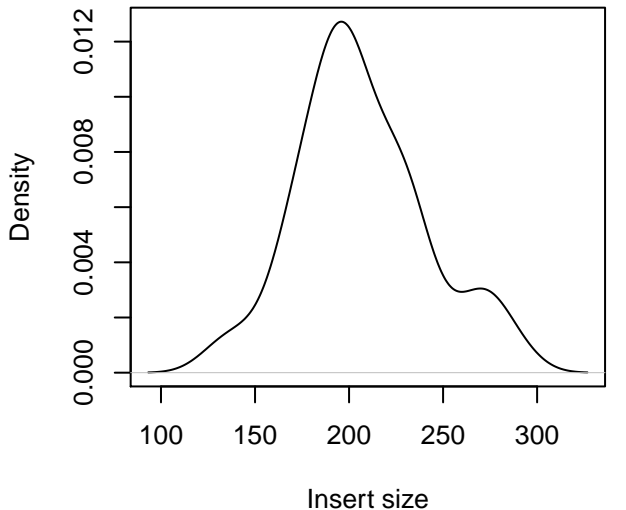
line = MAGIC.149 , Chr = 2



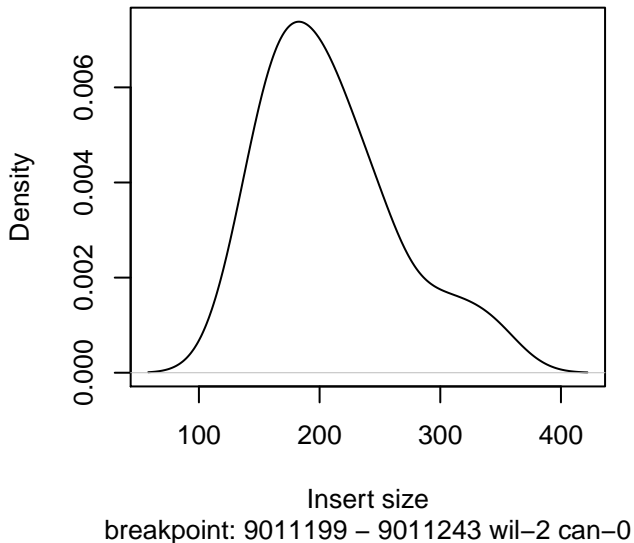
line = MAGIC.149 , Chr = 3



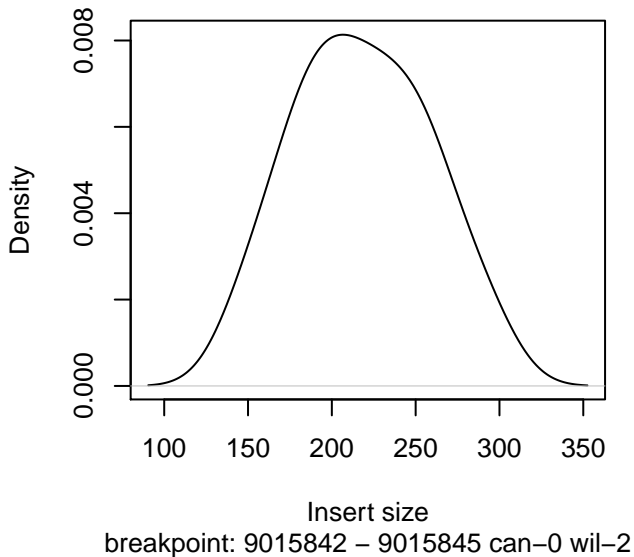
line = MAGIC.149 , Chr = 3



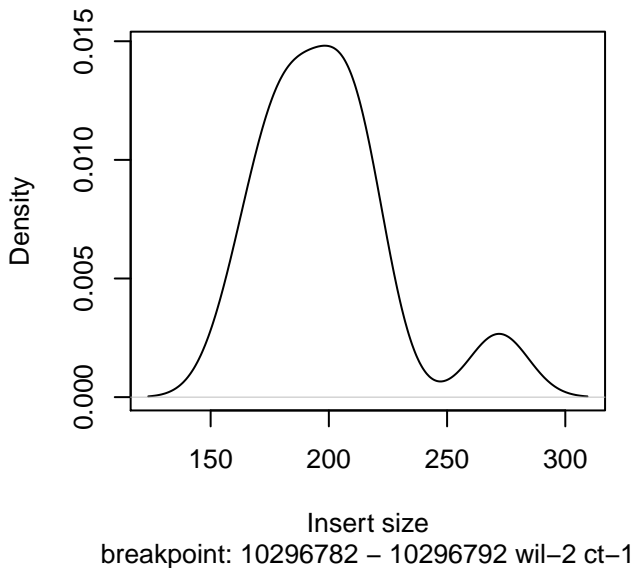
line = MAGIC.149 , Chr = 3



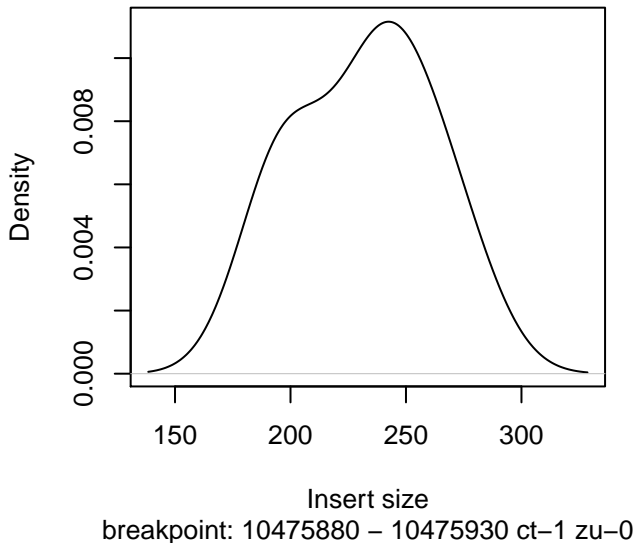
line = MAGIC.149 , Chr = 3



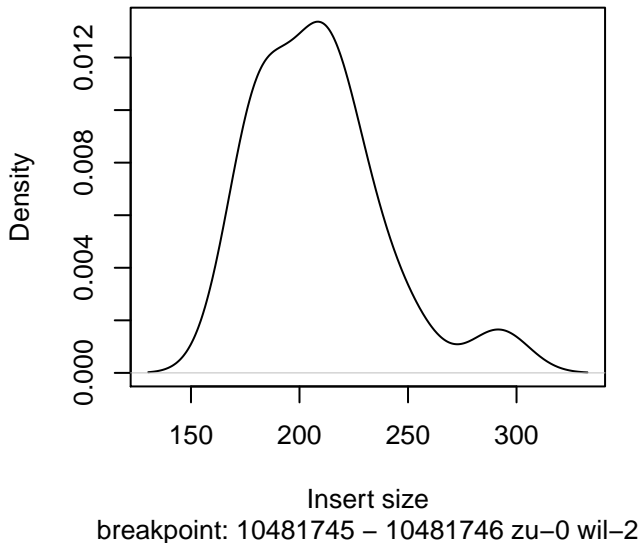
line = MAGIC.149 , Chr = 3



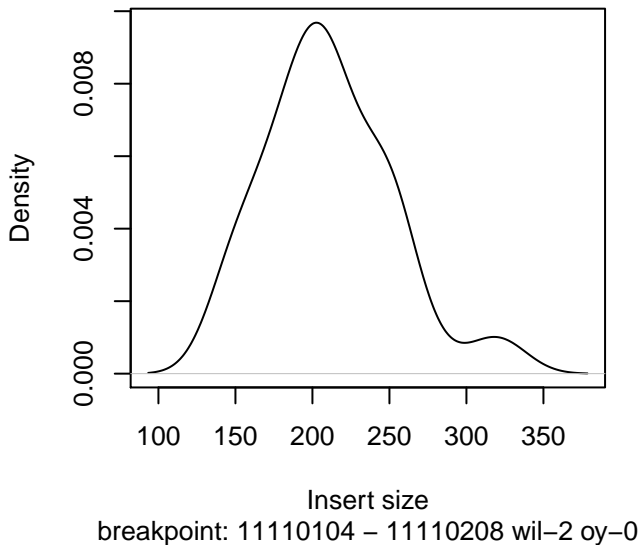
line = MAGIC.149 , Chr = 3



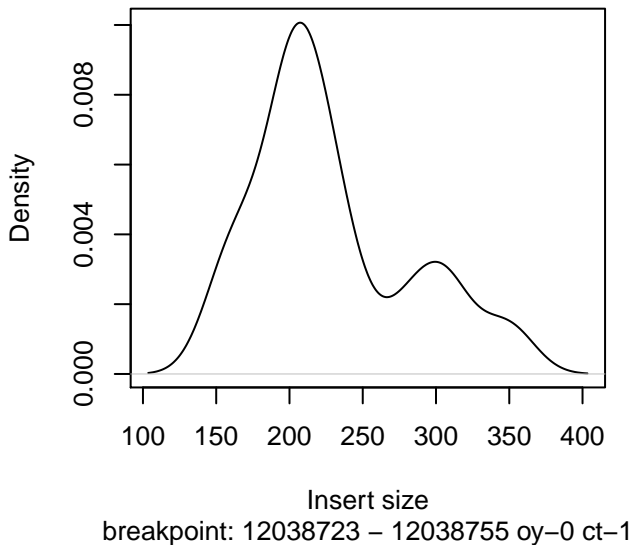
line = MAGIC.149 , Chr = 3



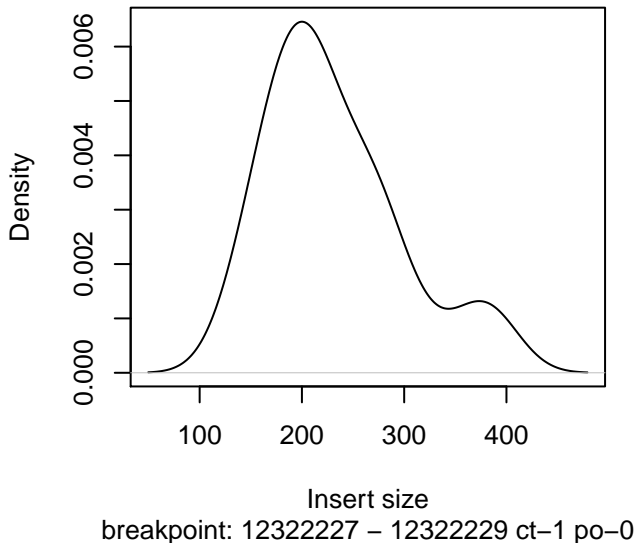
line = MAGIC.149 , Chr = 3



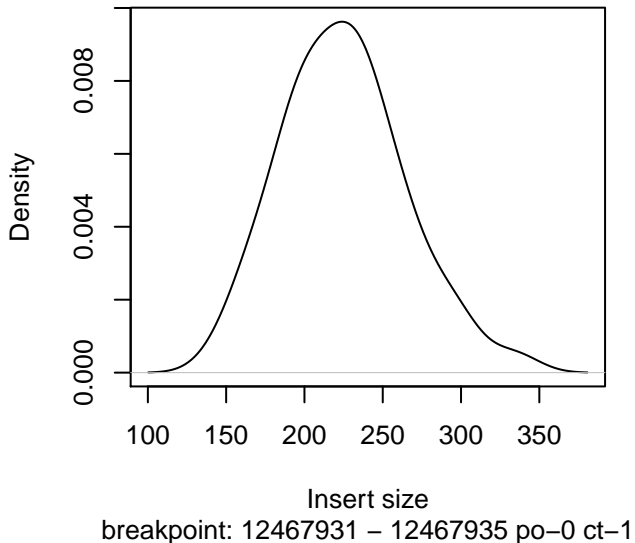
line = MAGIC.149 , Chr = 3



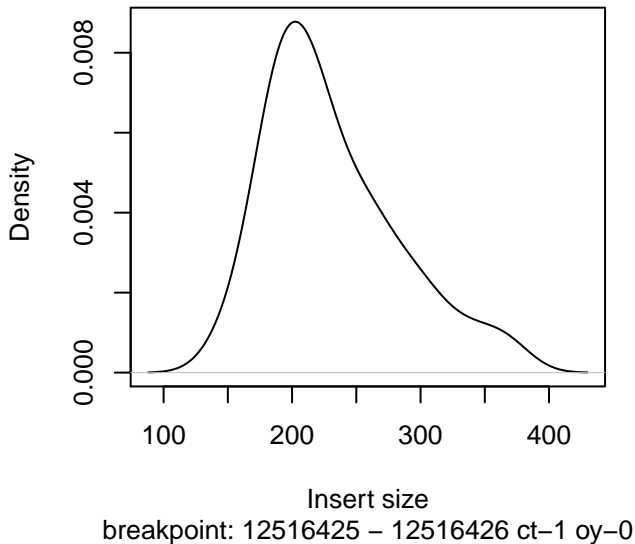
line = MAGIC.149 , Chr = 3



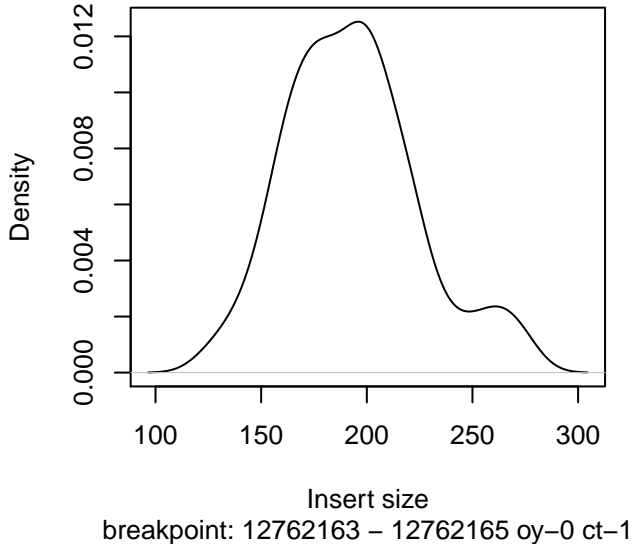
line = MAGIC.149 , Chr = 3



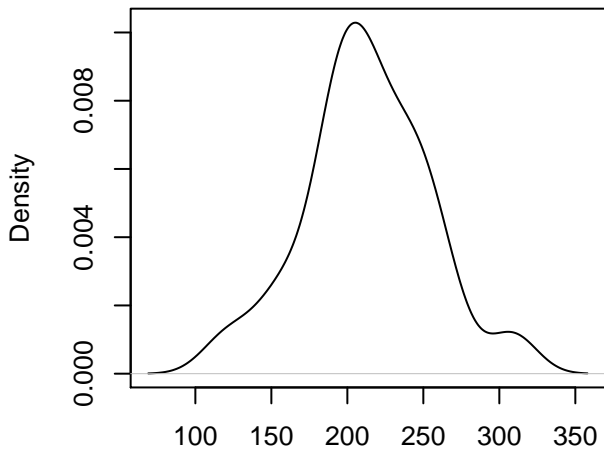
line = MAGIC.149 , Chr = 3



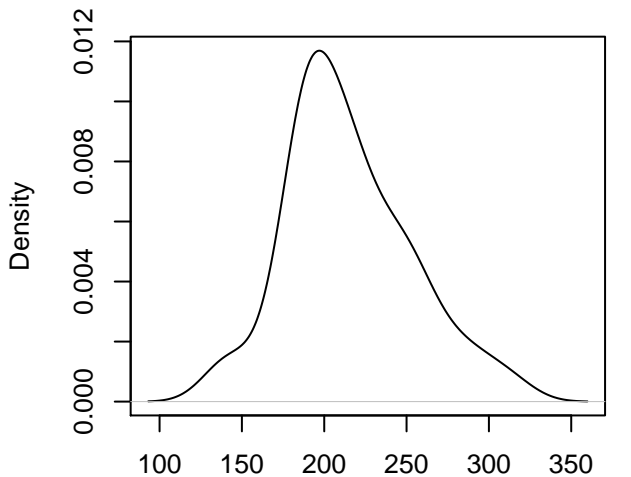
line = MAGIC.149 , Chr = 3



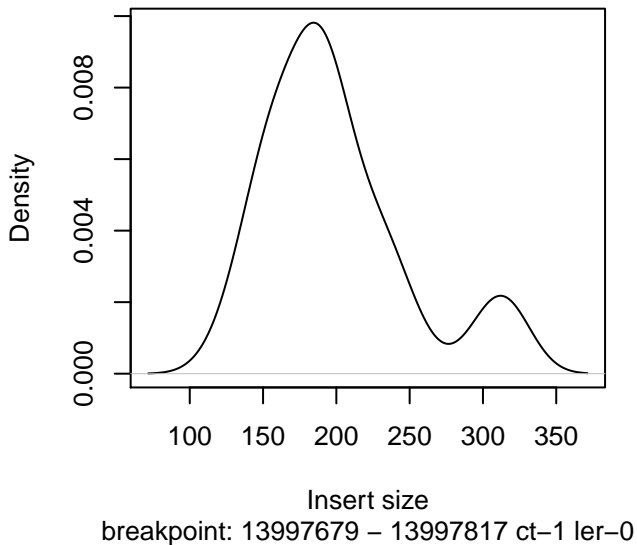
line = MAGIC.149 , Chr = 3



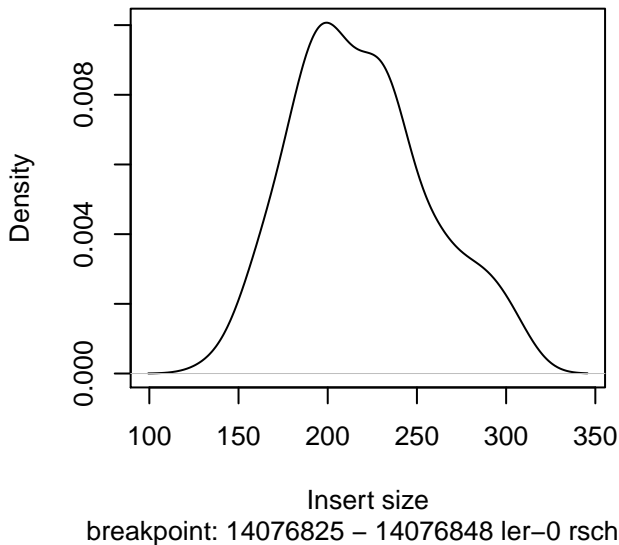
line = MAGIC.149 , Chr = 3



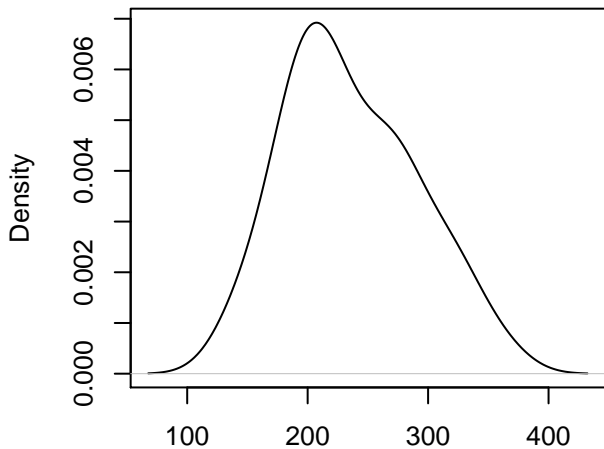
line = MAGIC.149 , Chr = 3



line = MAGIC.149 , Chr = 3

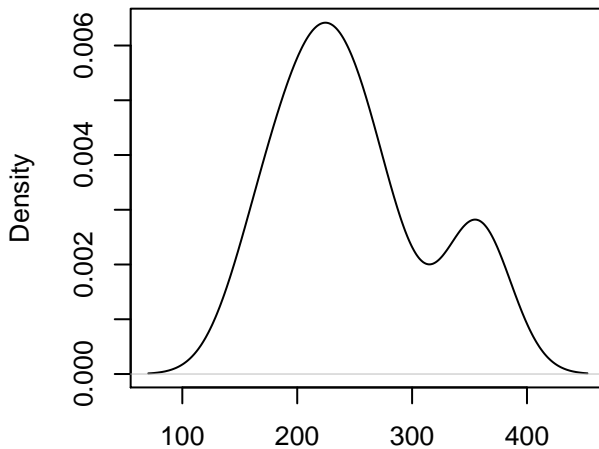


line = MAGIC.149 , Chr = 3



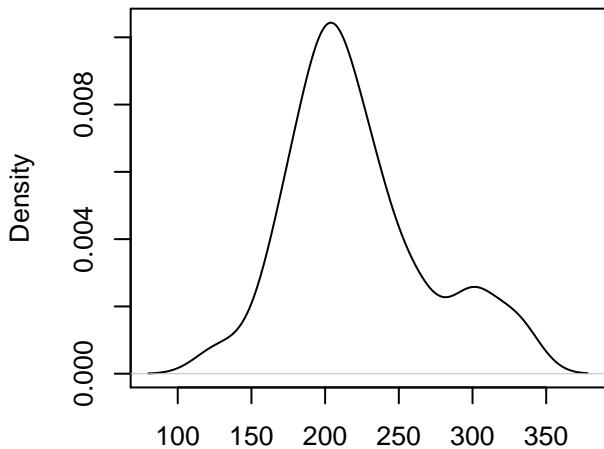
breakpoint: 14328111 – 14328198 rsch-4 hi-0

line = MAGIC.149 , Chr = 3



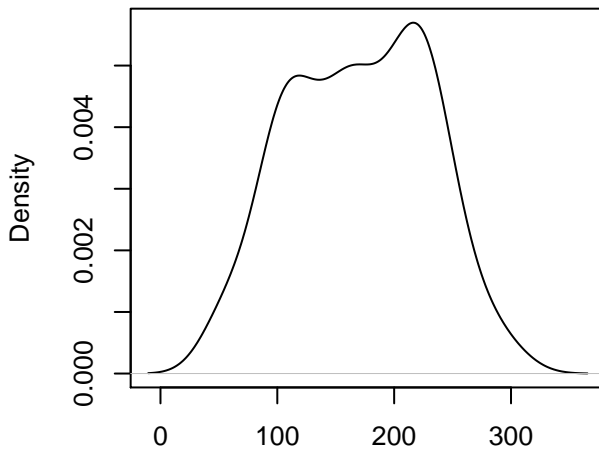
breakpoint: 14339995 – 14340007 hi-0 tsu-0

line = MAGIC.149 , Chr = 3



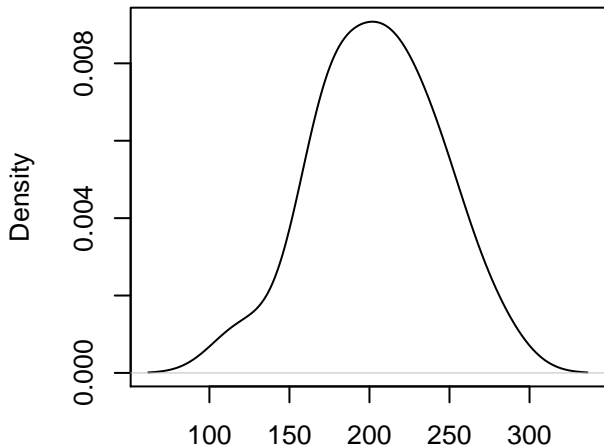
breakpoint: 14380900 – 14381044 tsu-0 can-0

line = MAGIC.149 , Chr = 3

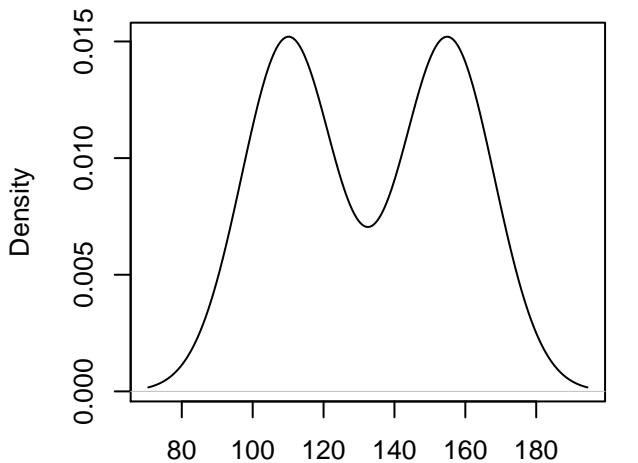


breakpoint: 14388156 – 14388231 can-0 hi-0

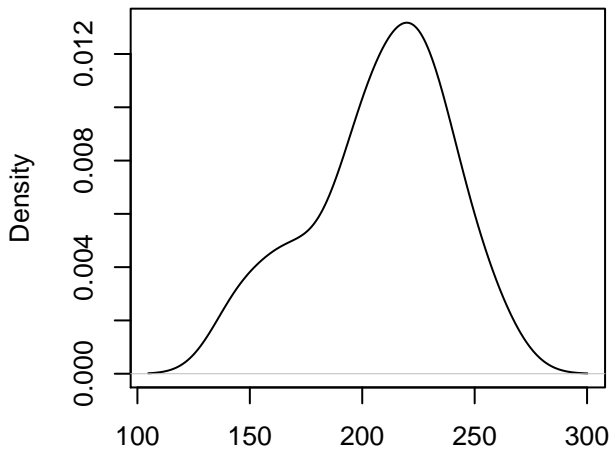
line = MAGIC.149 , Chr = 3



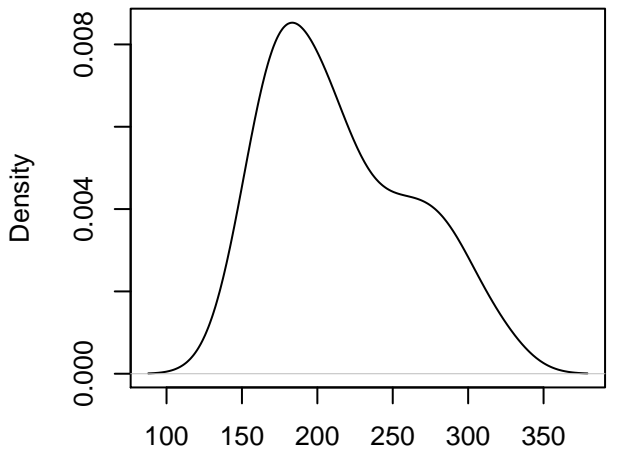
line = MAGIC.149 , Chr = 3



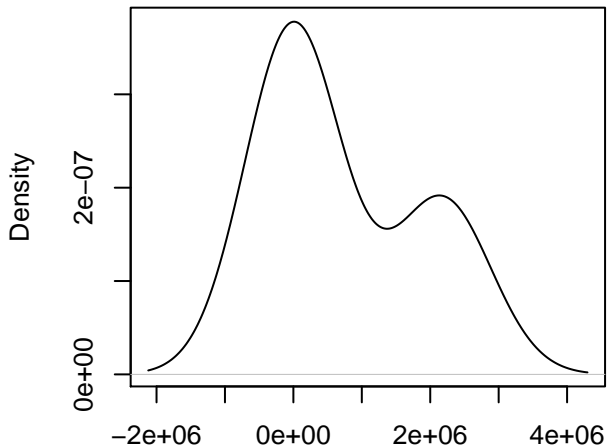
line = MAGIC.149 , Chr = 3



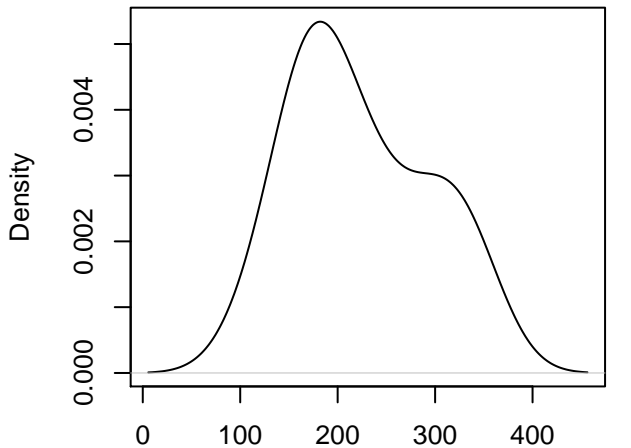
line = MAGIC.149 , Chr = 3



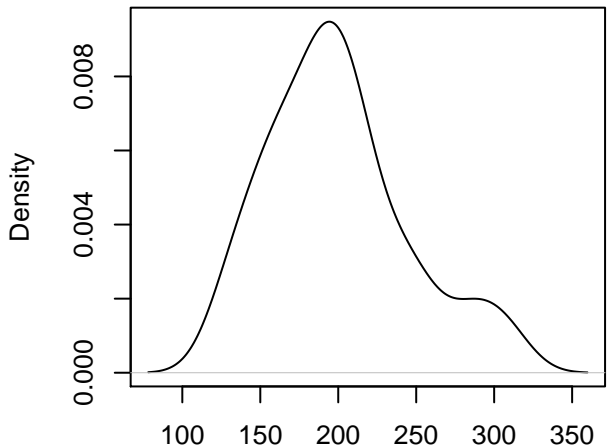
line = MAGIC.149 , Chr = 3



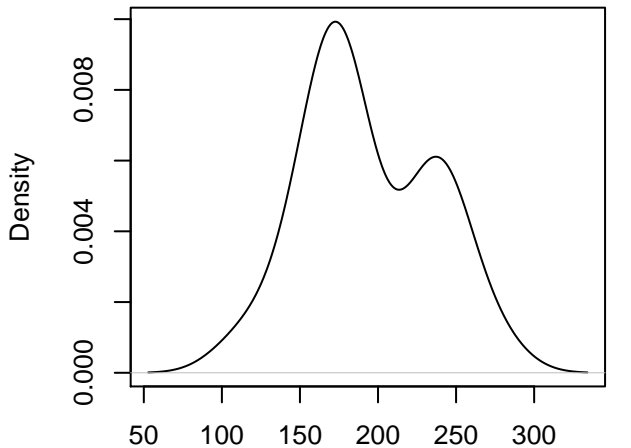
line = MAGIC.149 , Chr = 3



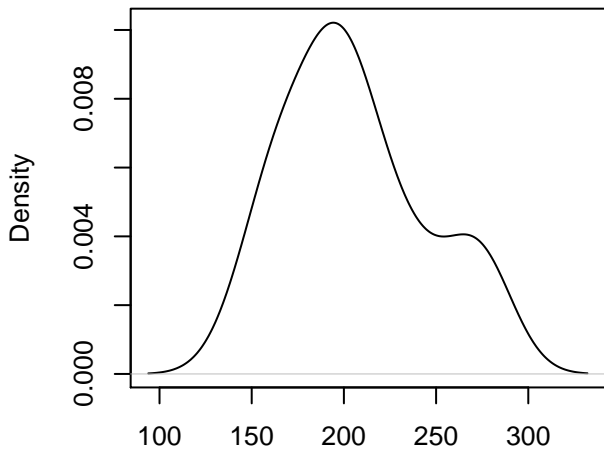
line = MAGIC.149 , Chr = 3



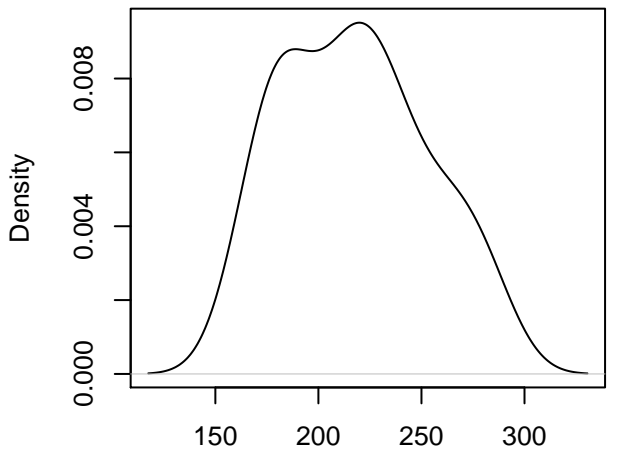
line = MAGIC.149 , Chr = 3



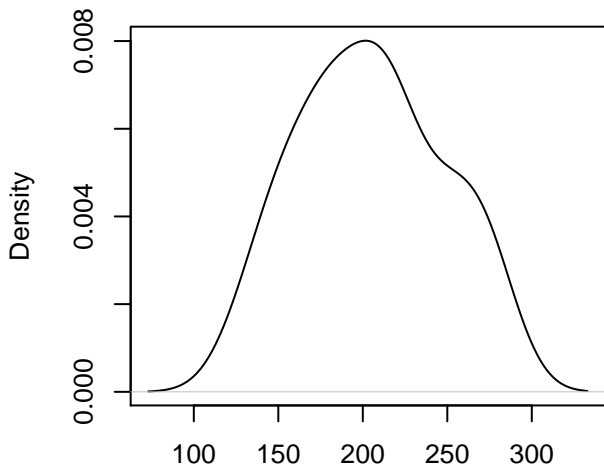
line = MAGIC.149 , Chr = 3



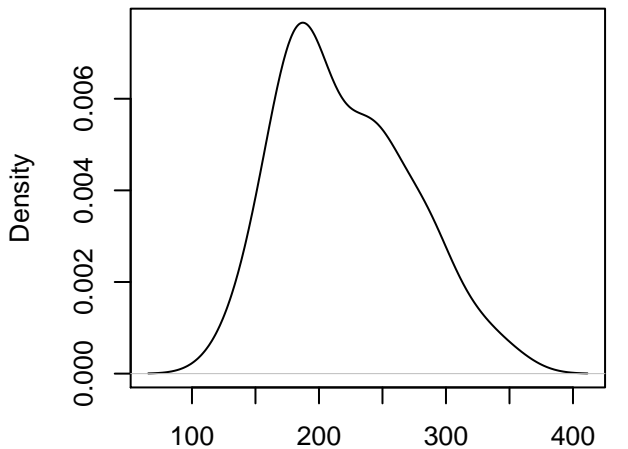
line = MAGIC.149 , Chr = 3



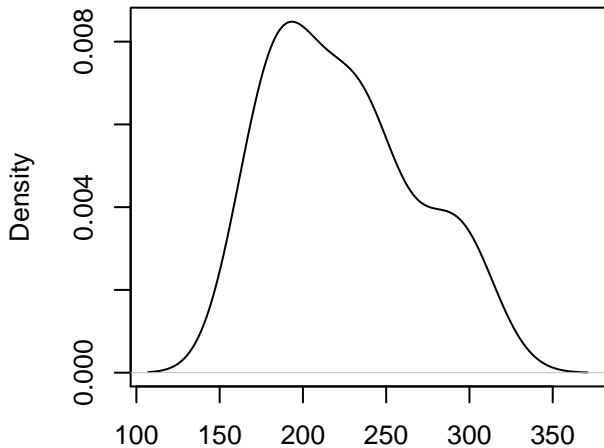
line = MAGIC.149 , Chr = 3



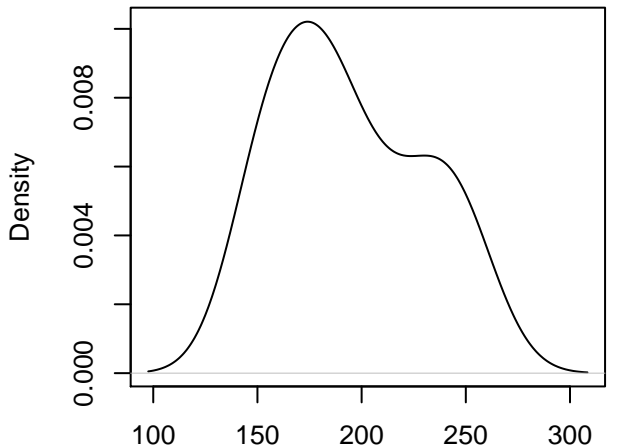
line = MAGIC.149 , Chr = 3



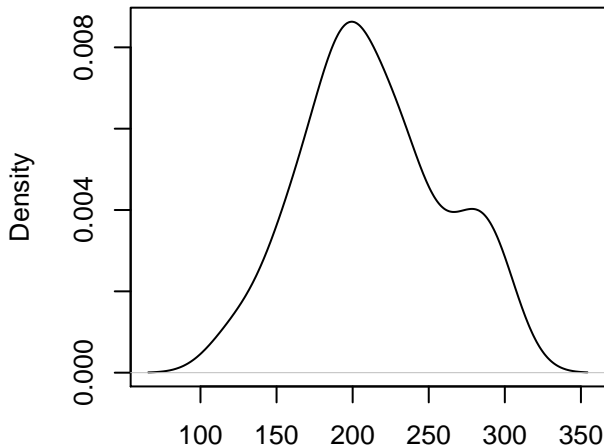
line = MAGIC.149 , Chr = 3



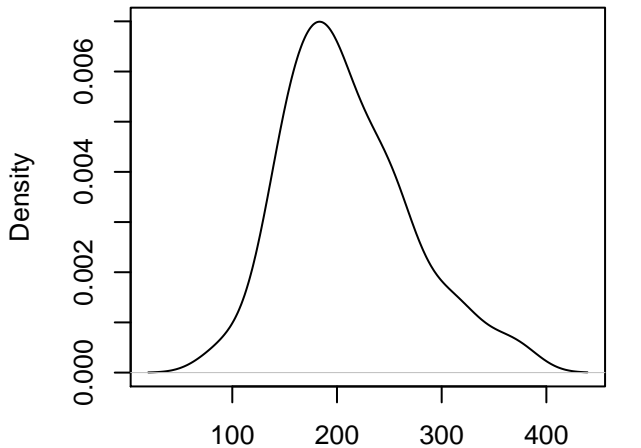
line = MAGIC.149 , Chr = 3



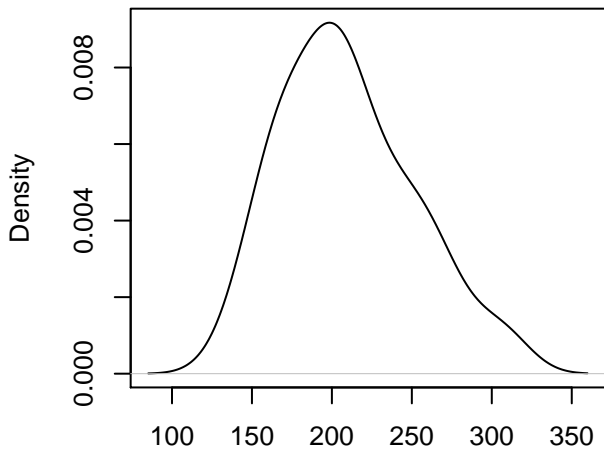
line = MAGIC.149 , Chr = 3



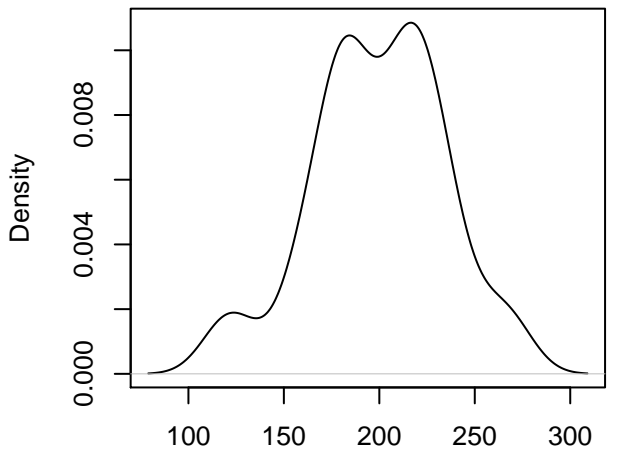
line = MAGIC.149 , Chr = 3



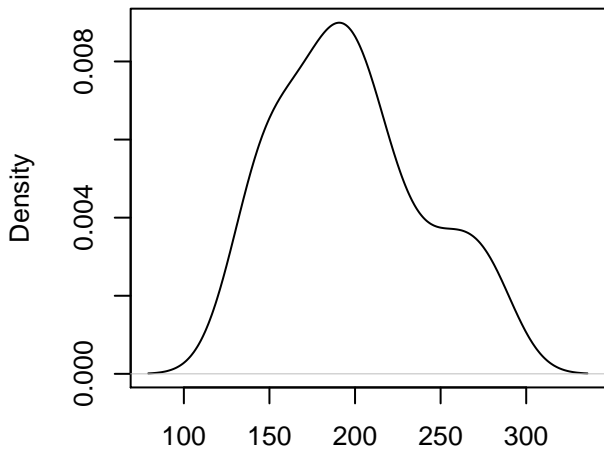
line = MAGIC.149 , Chr = 3



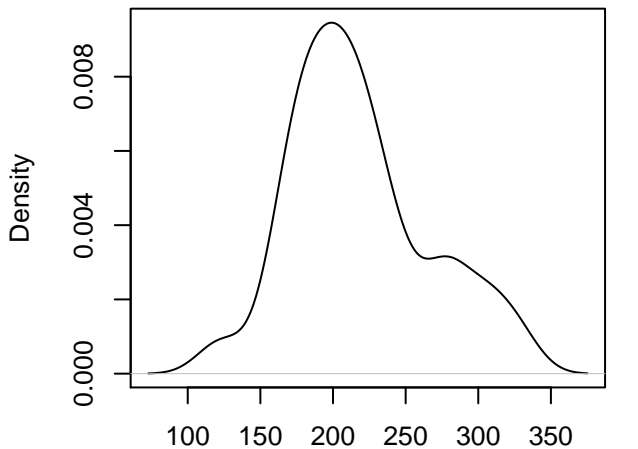
line = MAGIC.149 , Chr = 3



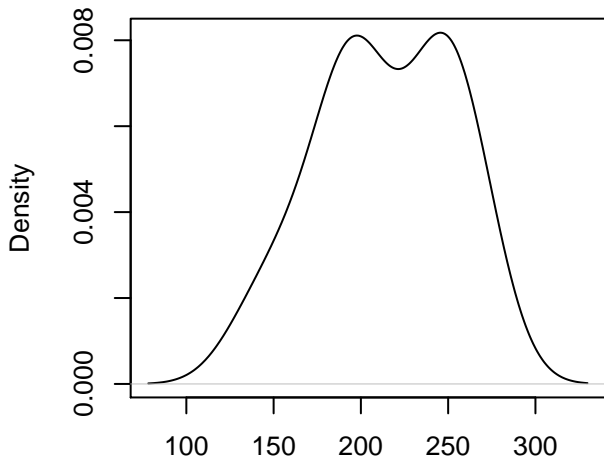
line = MAGIC.149 , Chr = 4



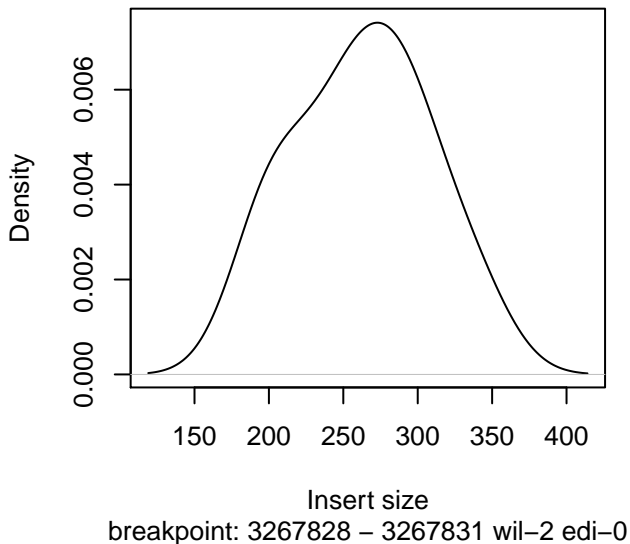
line = MAGIC.149 , Chr = 4



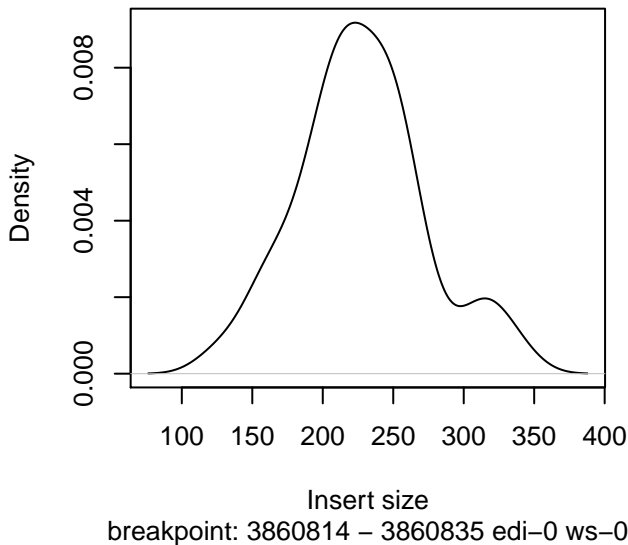
line = MAGIC.149 , Chr = 4



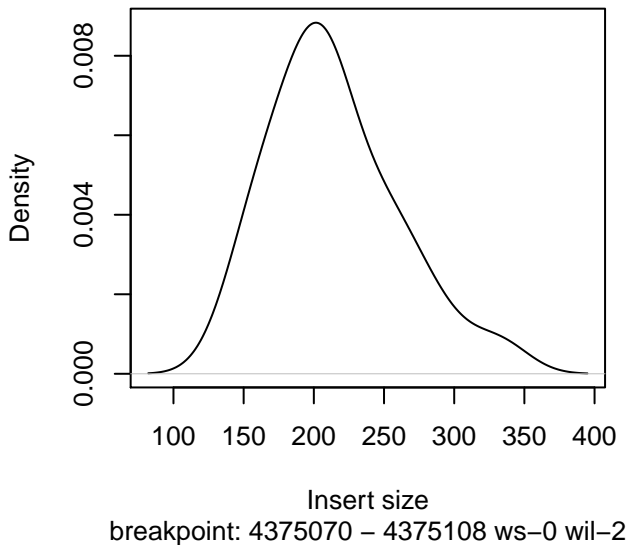
line = MAGIC.149 , Chr = 4



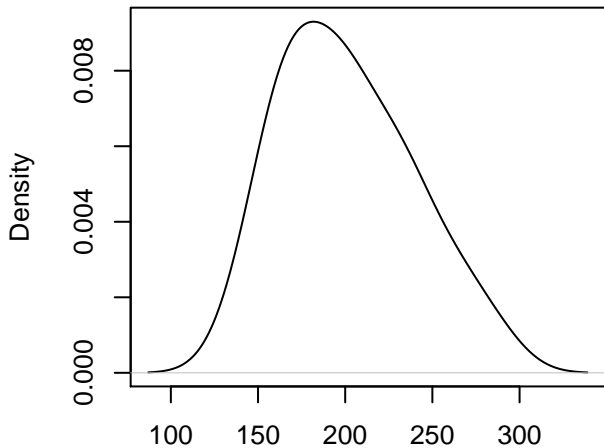
line = MAGIC.149 , Chr = 4



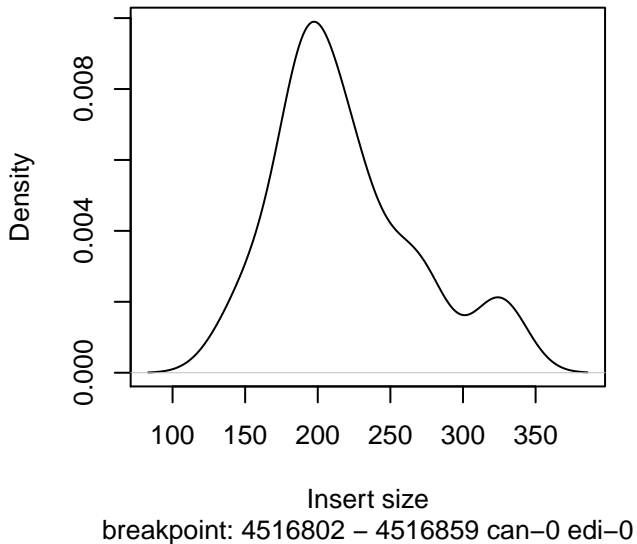
line = MAGIC.149 , Chr = 4



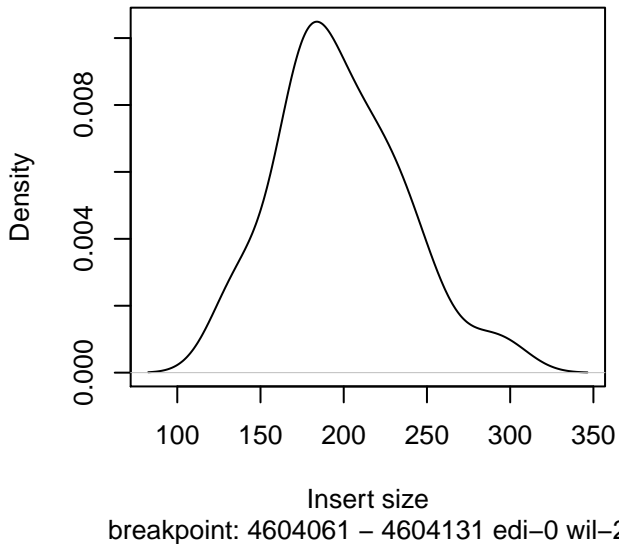
line = MAGIC.149 , Chr = 4



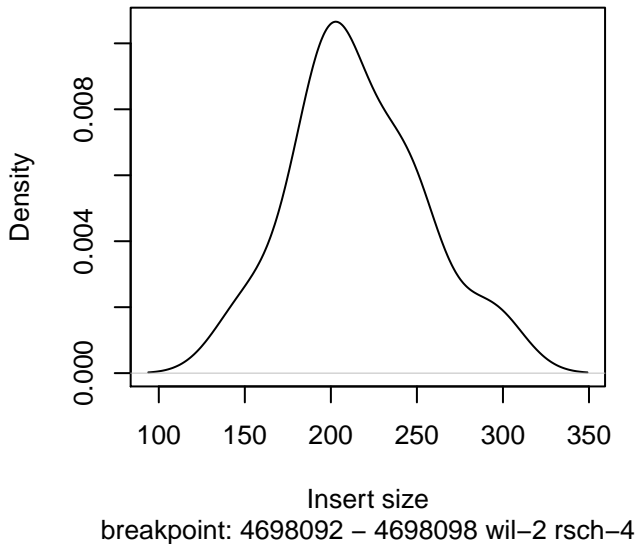
line = MAGIC.149 , Chr = 4



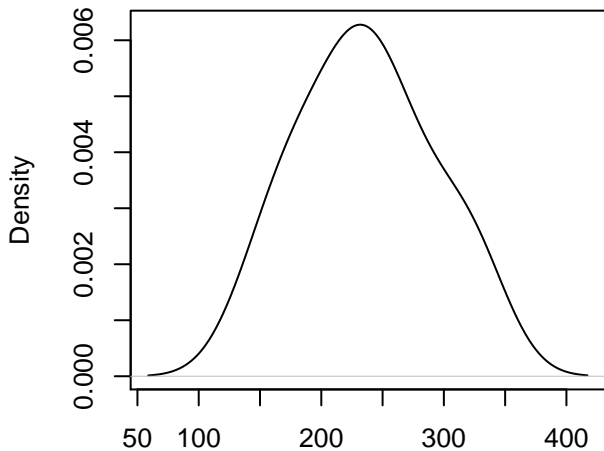
line = MAGIC.149 , Chr = 4



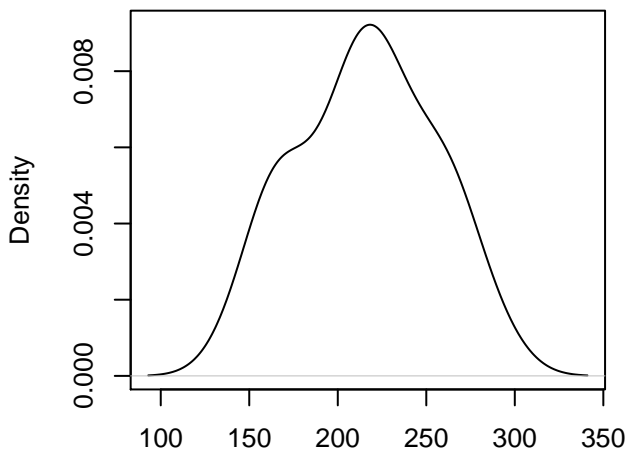
line = MAGIC.149 , Chr = 4



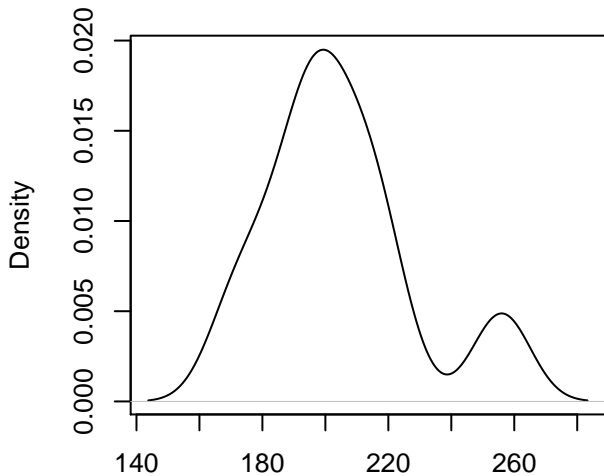
line = MAGIC.149 , Chr = 4



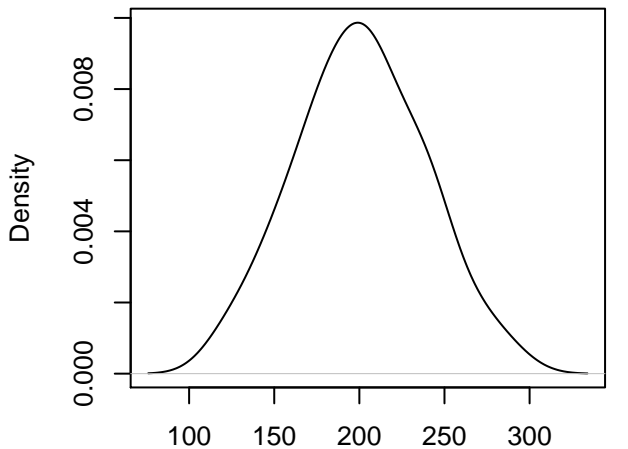
line = MAGIC.149 , Chr = 4



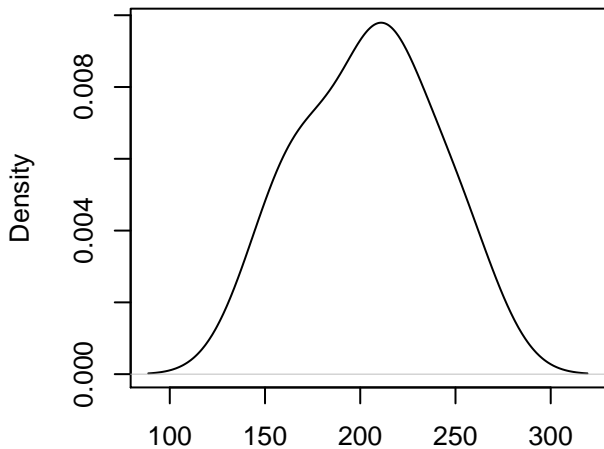
line = MAGIC.149 , Chr = 4



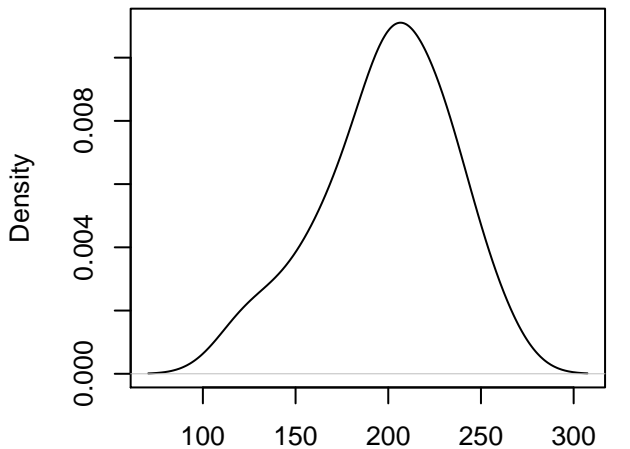
line = MAGIC.149 , Chr = 4



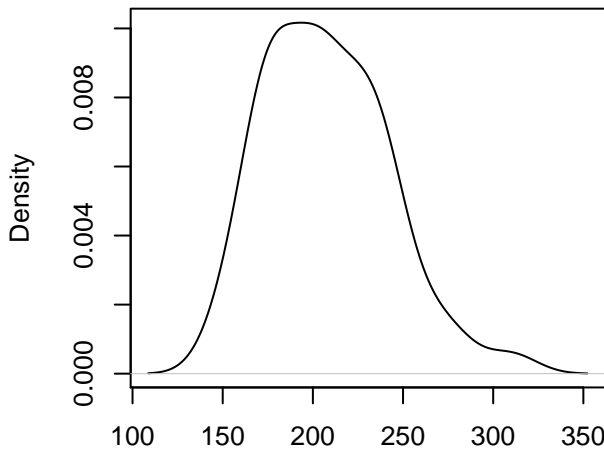
line = MAGIC.149 , Chr = 4



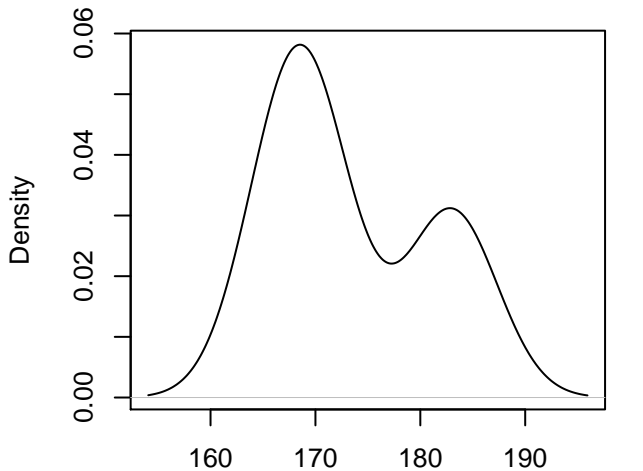
line = MAGIC.149 , Chr = 4



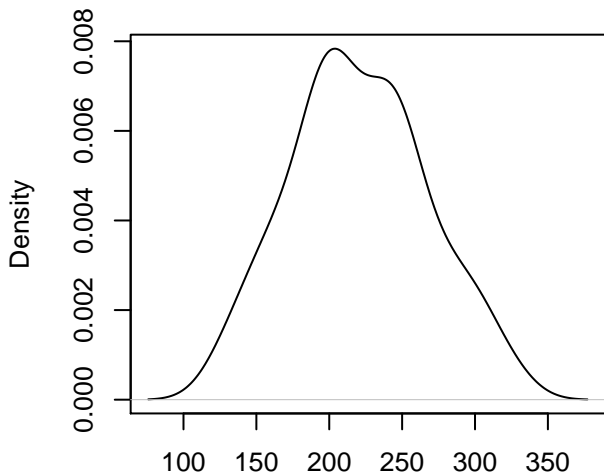
line = MAGIC.149 , Chr = 4



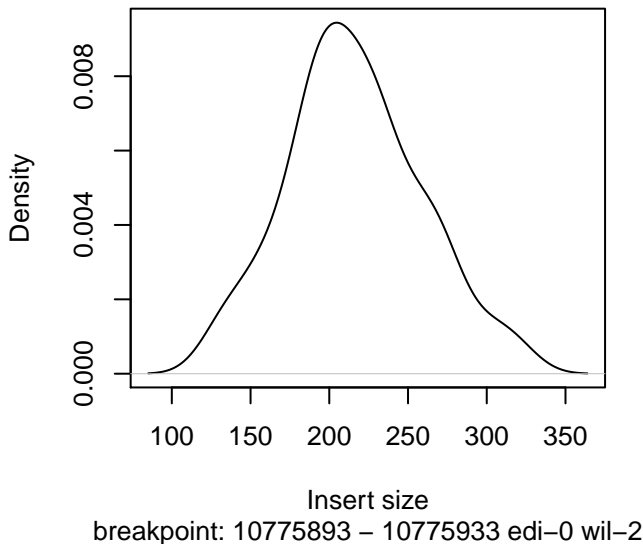
line = MAGIC.149 , Chr = 4



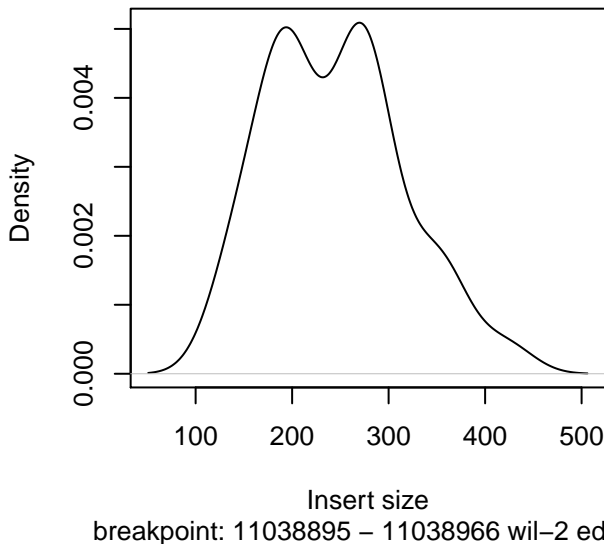
line = MAGIC.149 , Chr = 4



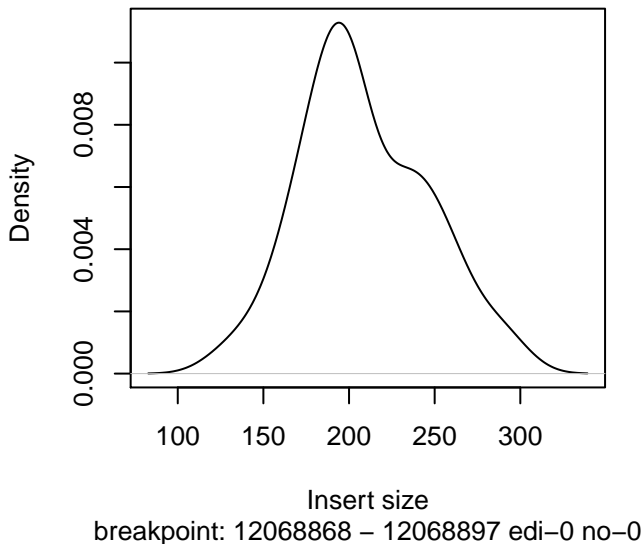
line = MAGIC.149 , Chr = 4



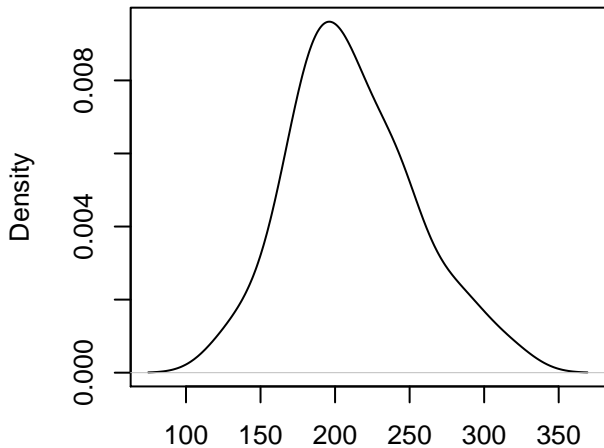
line = MAGIC.149 , Chr = 4



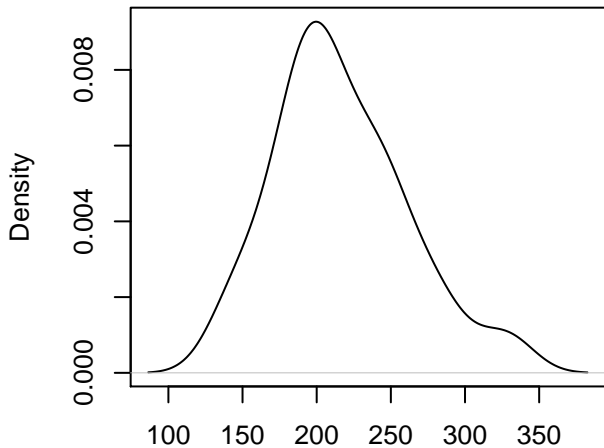
line = MAGIC.149 , Chr = 4



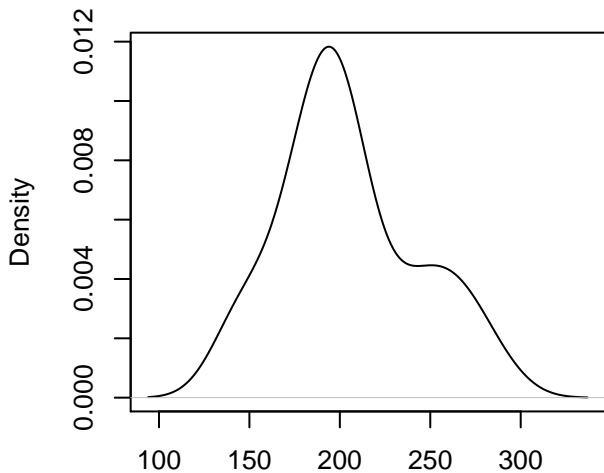
line = MAGIC.149 , Chr = 4



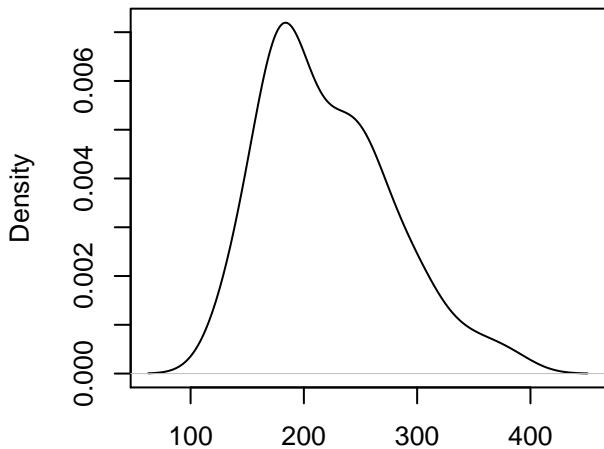
line = MAGIC.149 , Chr = 4



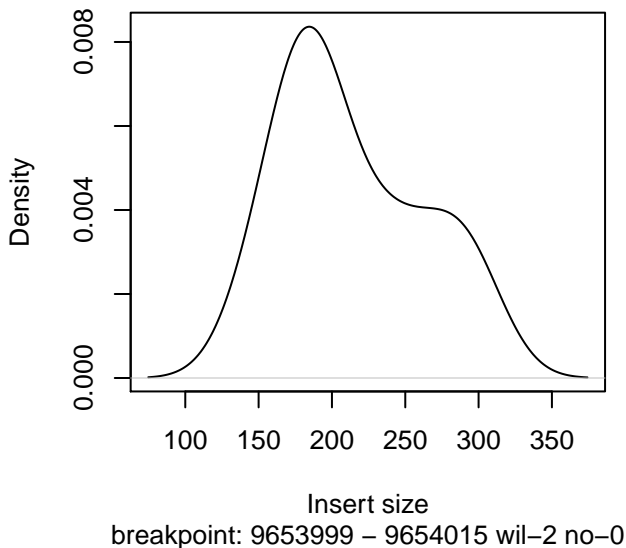
line = MAGIC.149 , Chr = 5



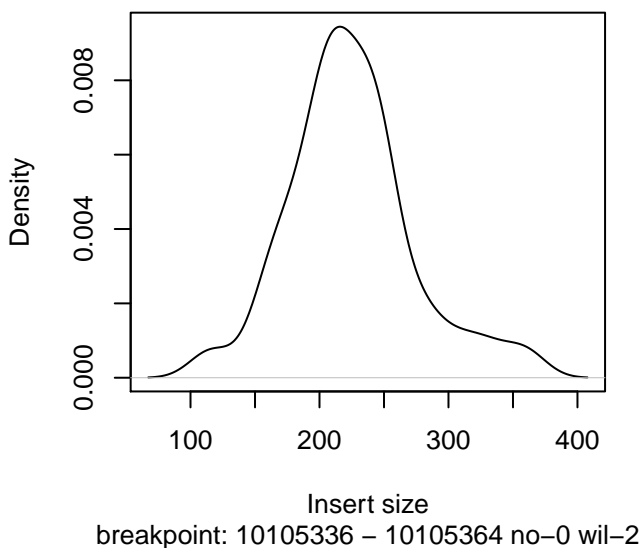
line = MAGIC.149 , Chr = 5



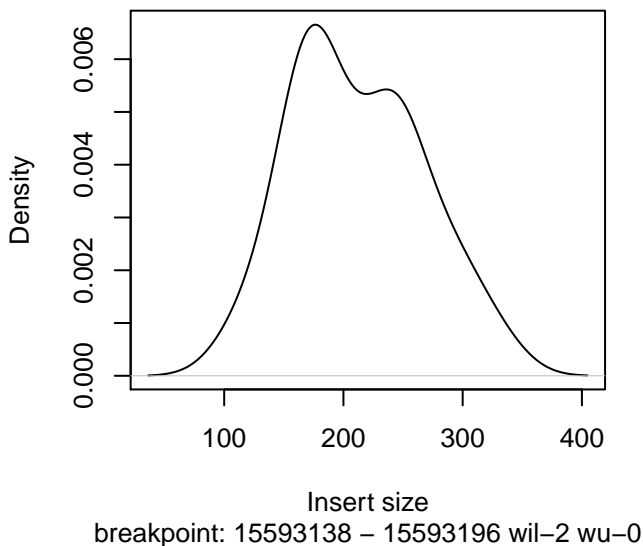
line = MAGIC.149 , Chr = 5



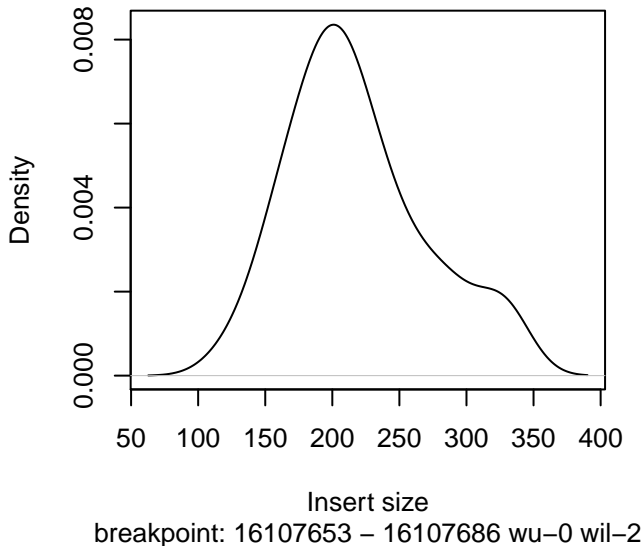
line = MAGIC.149 , Chr = 5



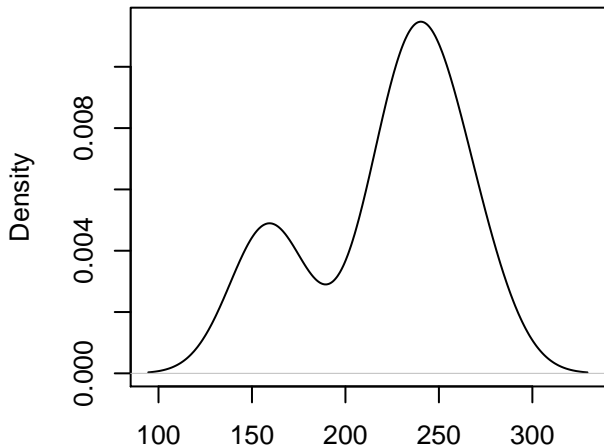
line = MAGIC.149 , Chr = 5



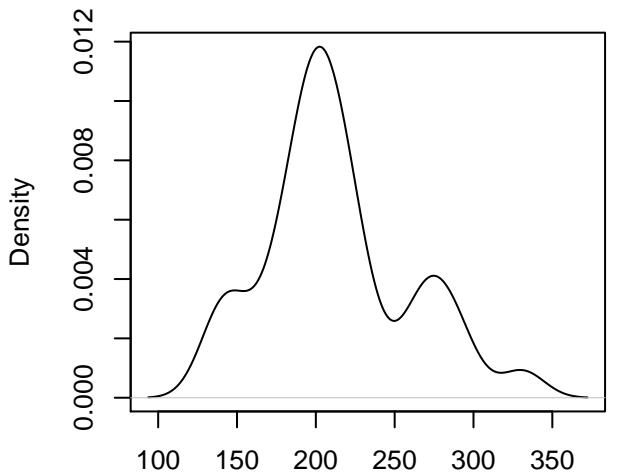
line = MAGIC.149 , Chr = 5



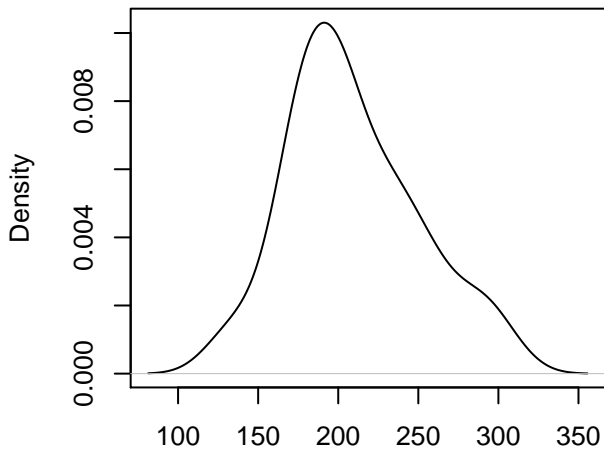
line = MAGIC.149 , Chr = 5



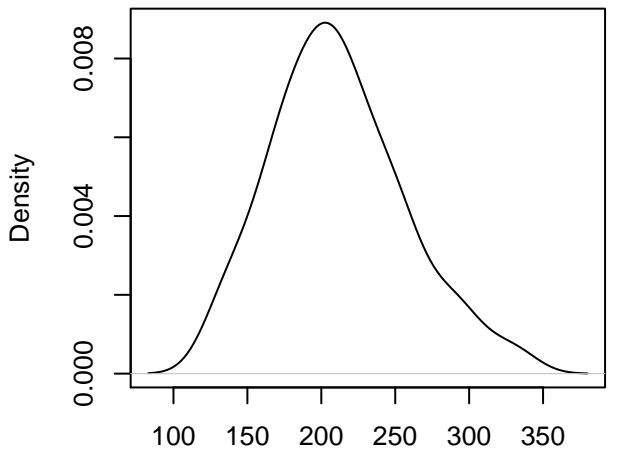
line = MAGIC.149 , Chr = 5



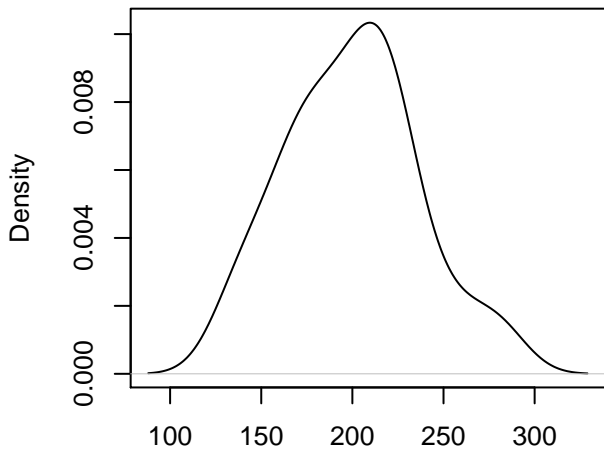
line = MAGIC.149 , Chr = 5



line = MAGIC.149 , Chr = 5

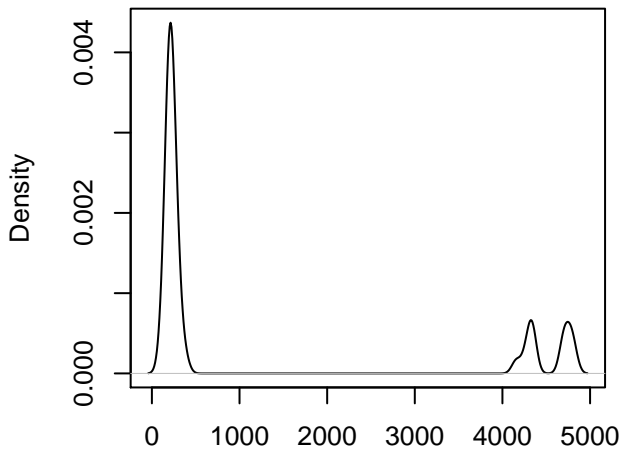


line = MAGIC.149 , Chr = 5



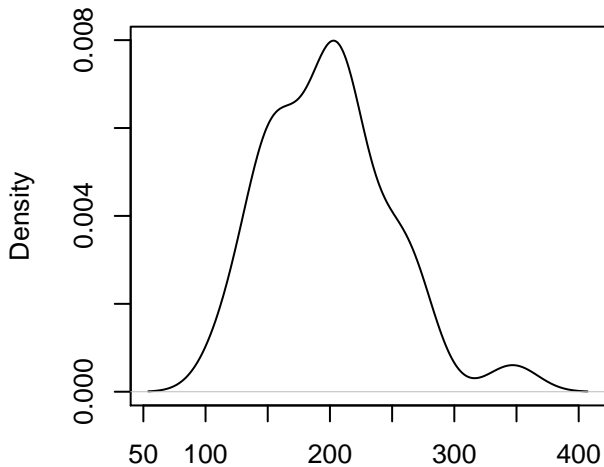
breakpoint: 18931498 – 18931500 wil-2 edi-0

line = MAGIC.149 , Chr = 5



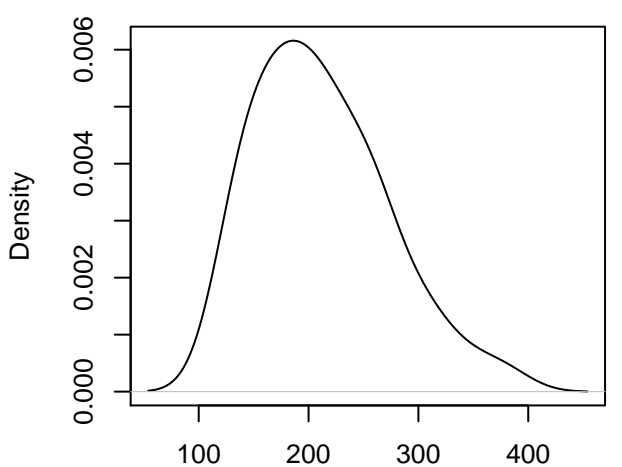
breakpoint: 20260955 – 20261152 edi-0 wil-2

line = MAGIC.149 , Chr = 5



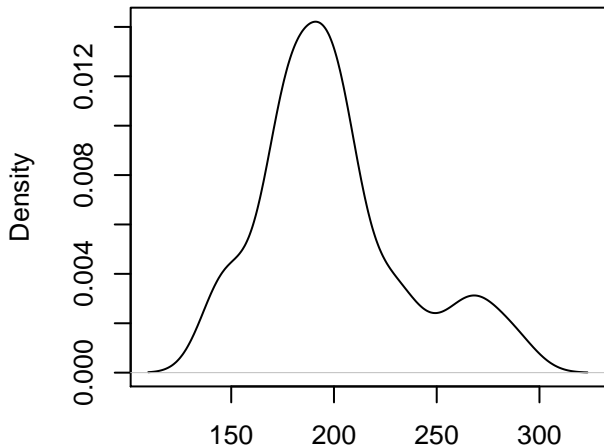
breakpoint: 20526819 – 20526821 wil-2 edi-0

line = MAGIC.149 , Chr = 5



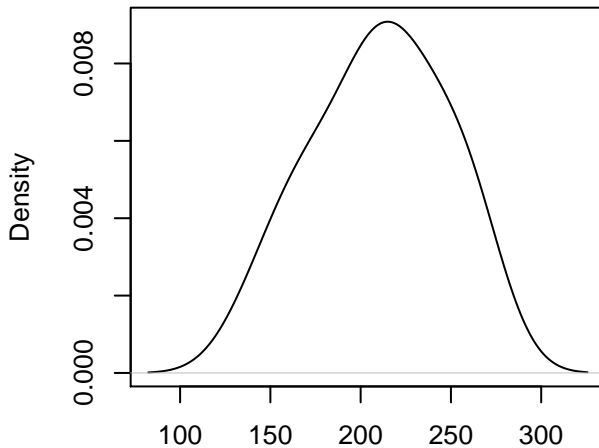
breakpoint: 21178718 – 21178723 edi-0 no-0

line = MAGIC.149 , Chr = 5



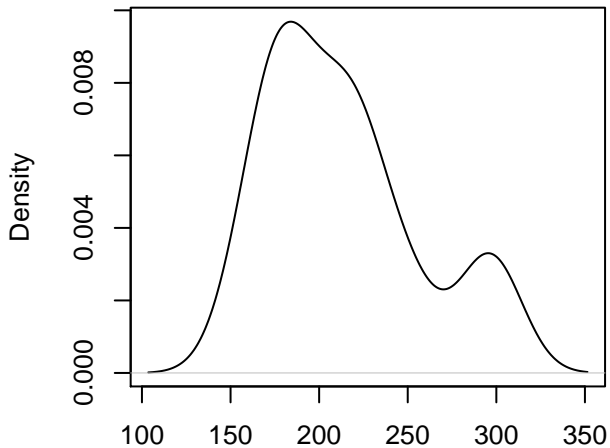
breakpoint: 24021633 – 24022231 no-0 wil-2

line = MAGIC.149 , Chr = 5



breakpoint: 24048355 – 24048389 wil-2 no-0

line = MAGIC.149 , Chr = 5



breakpoint: 24994239 – 24994240 no-0 edi-0