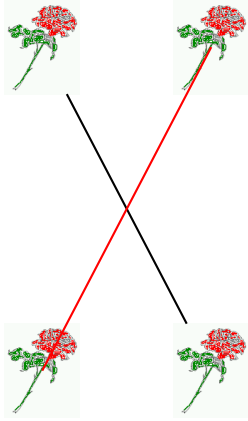
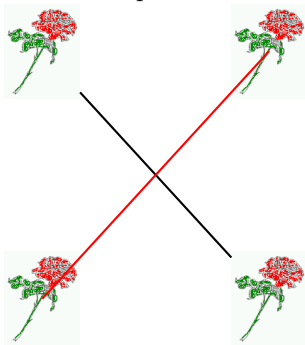


Without psmatrix



Same with psmatrix



With psmatrix and mnode

