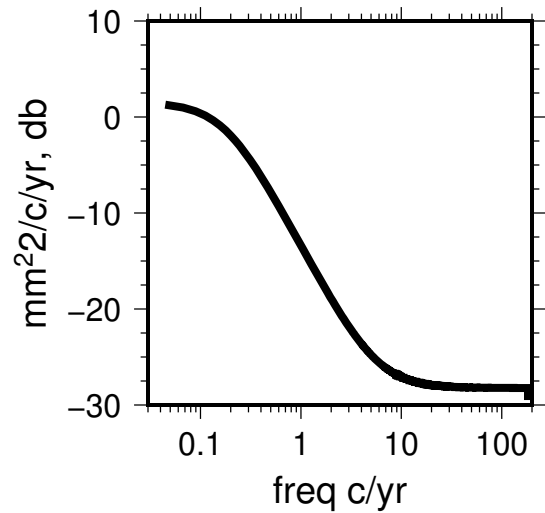
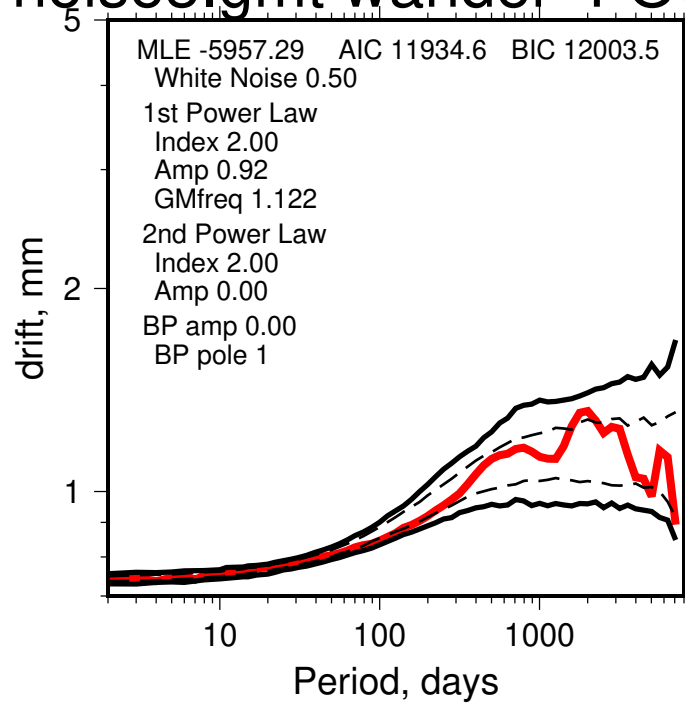


# noise3.gmt wander FOGM



# noise3.gmt residual FOGM

