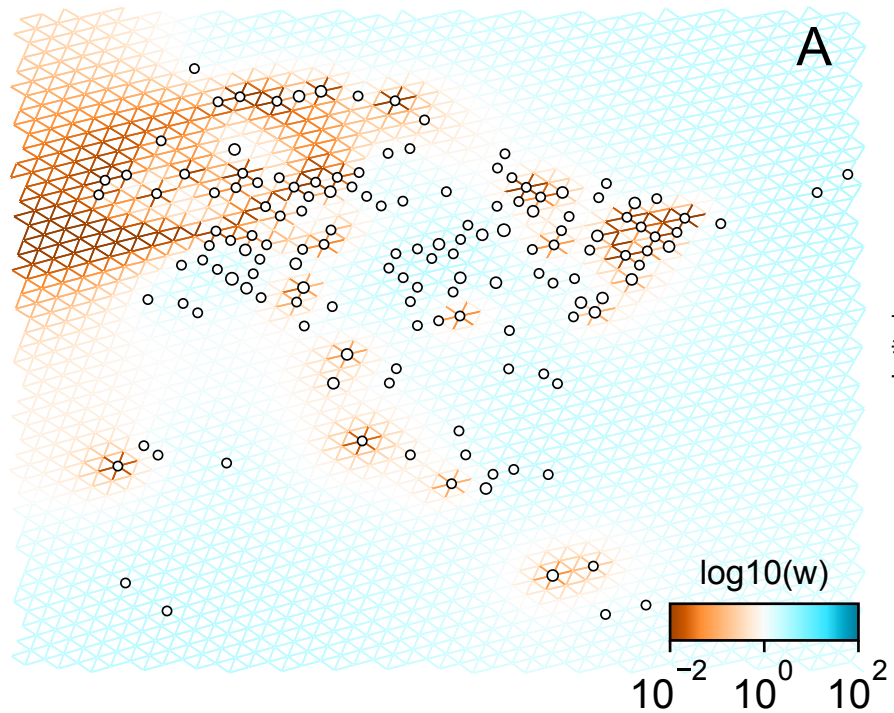


*FEEMS**CircuitScape*