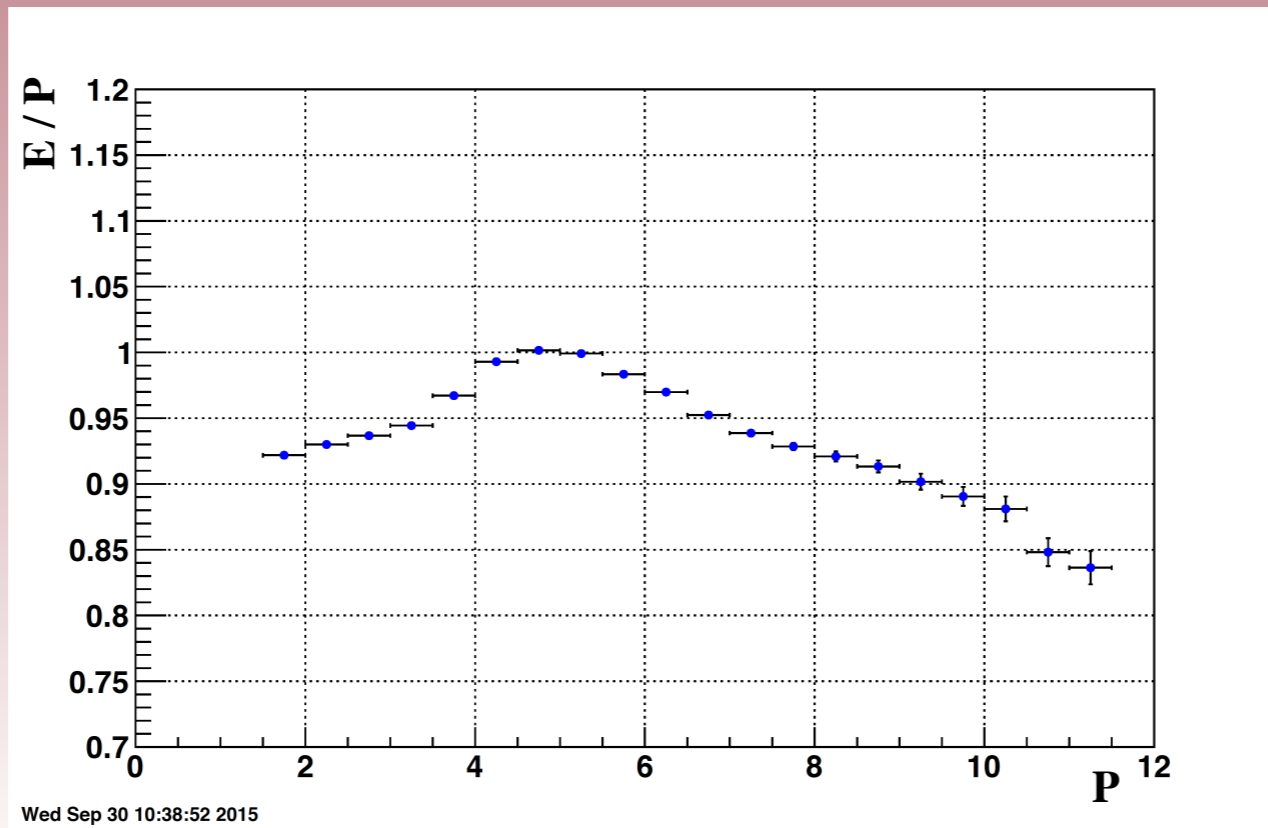
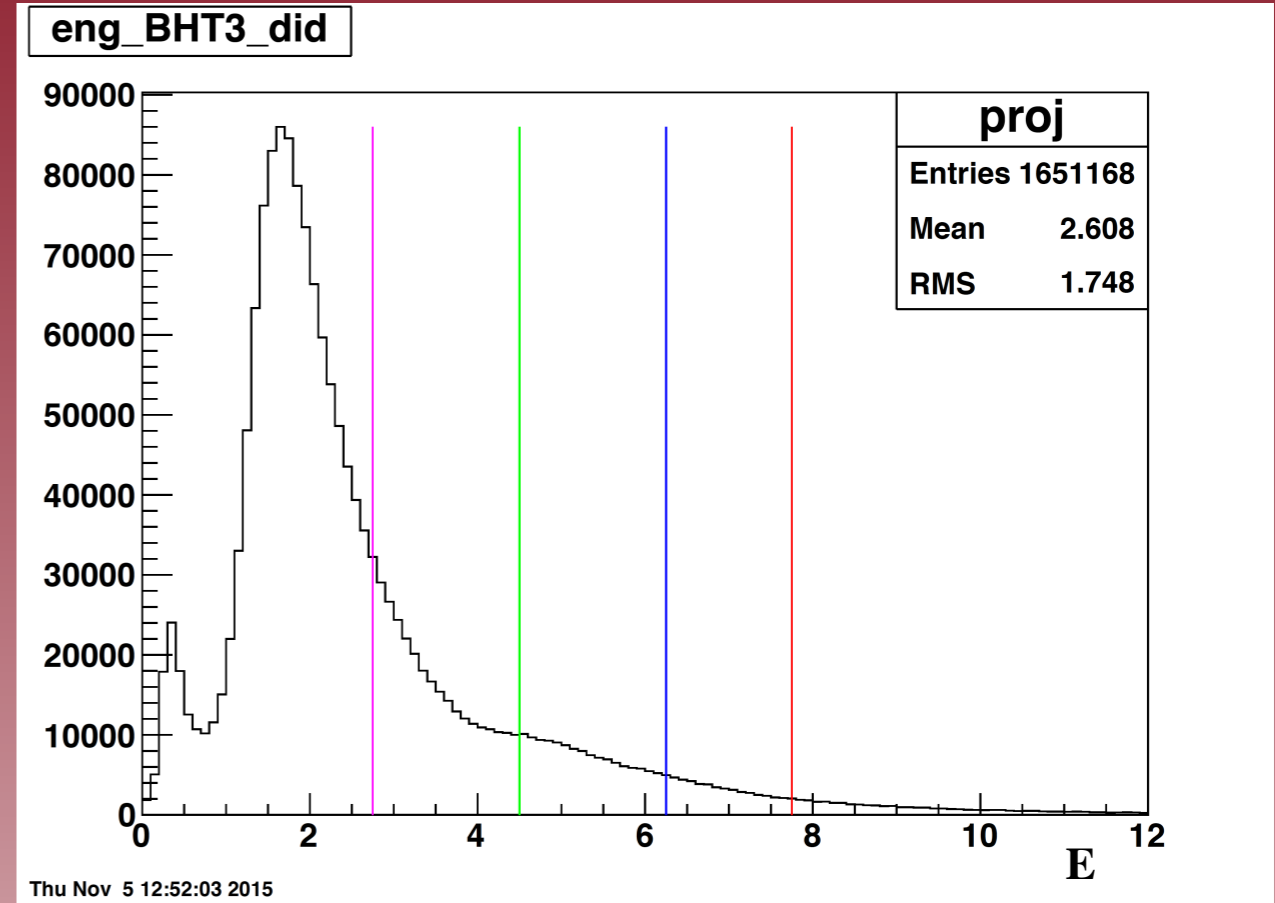
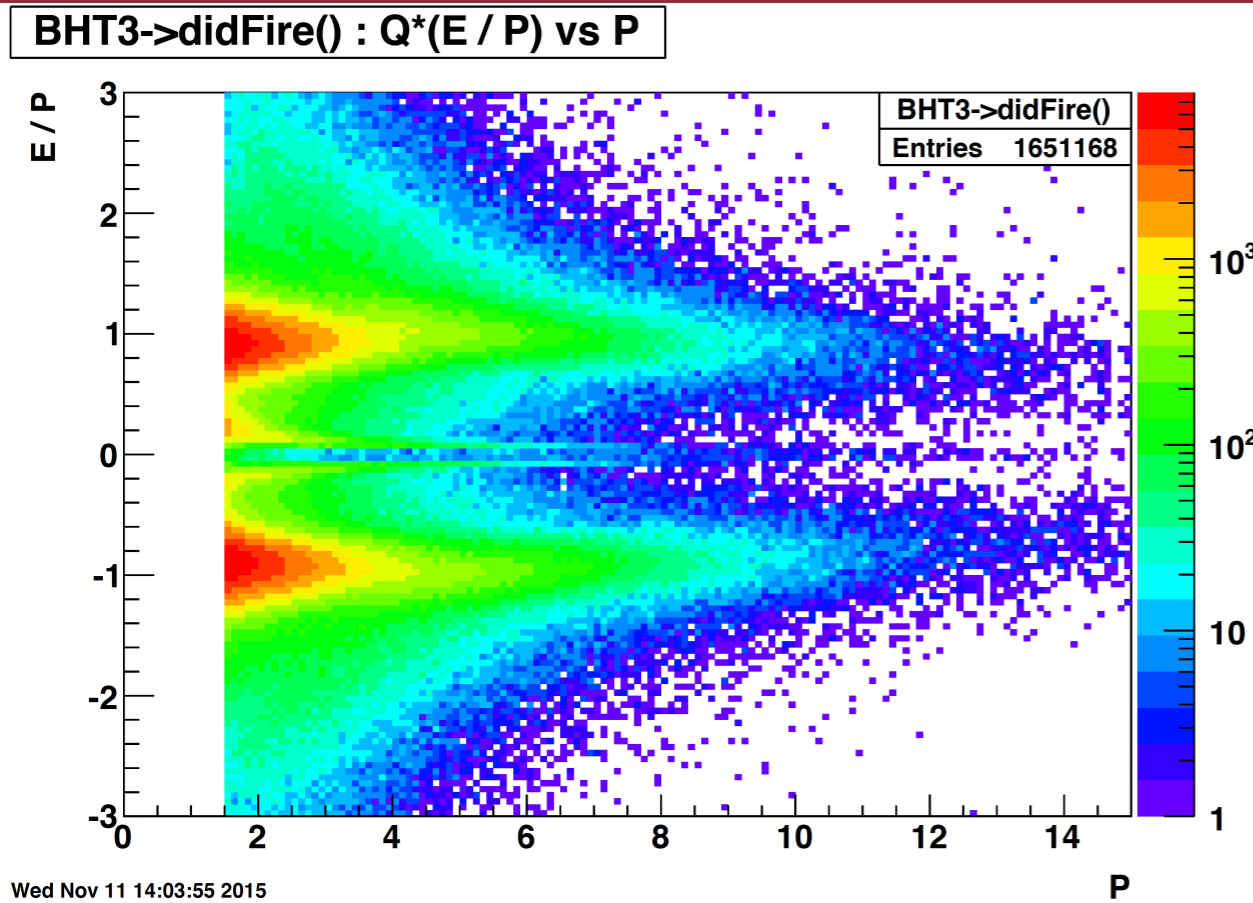
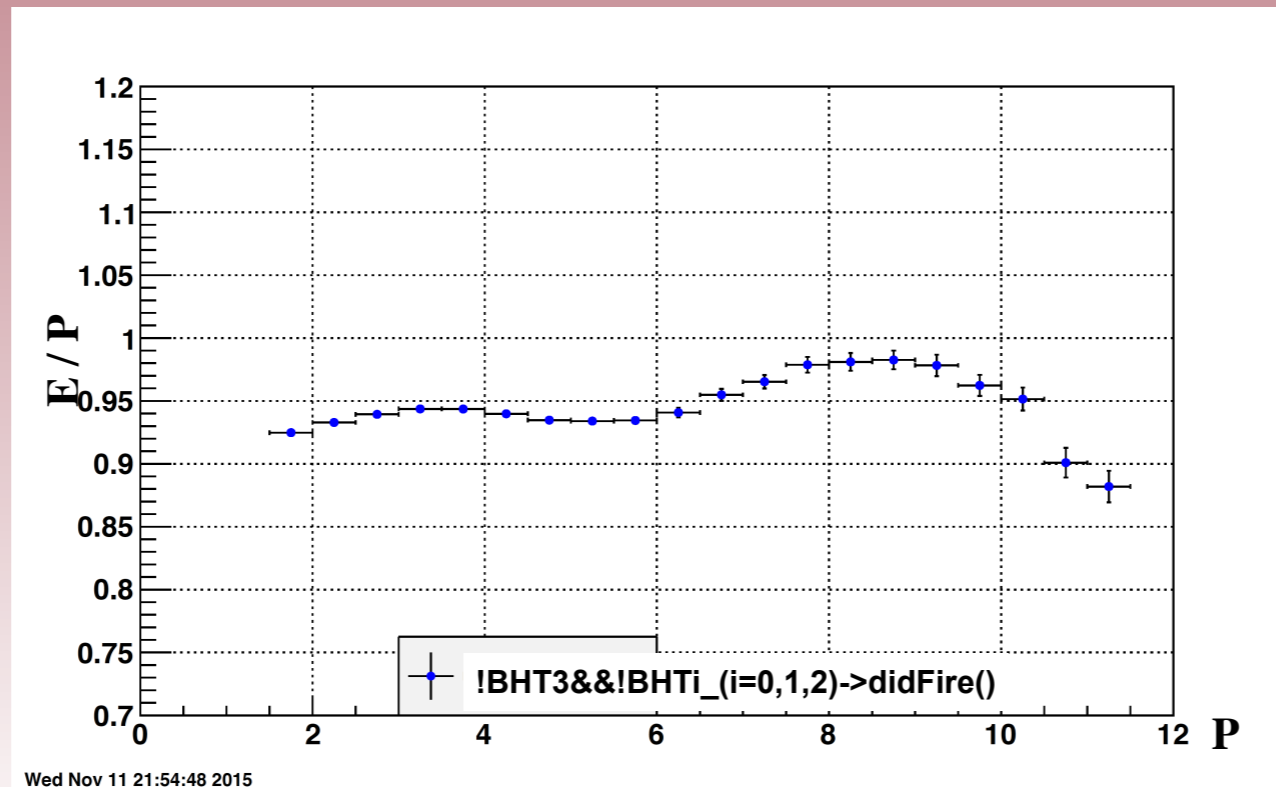
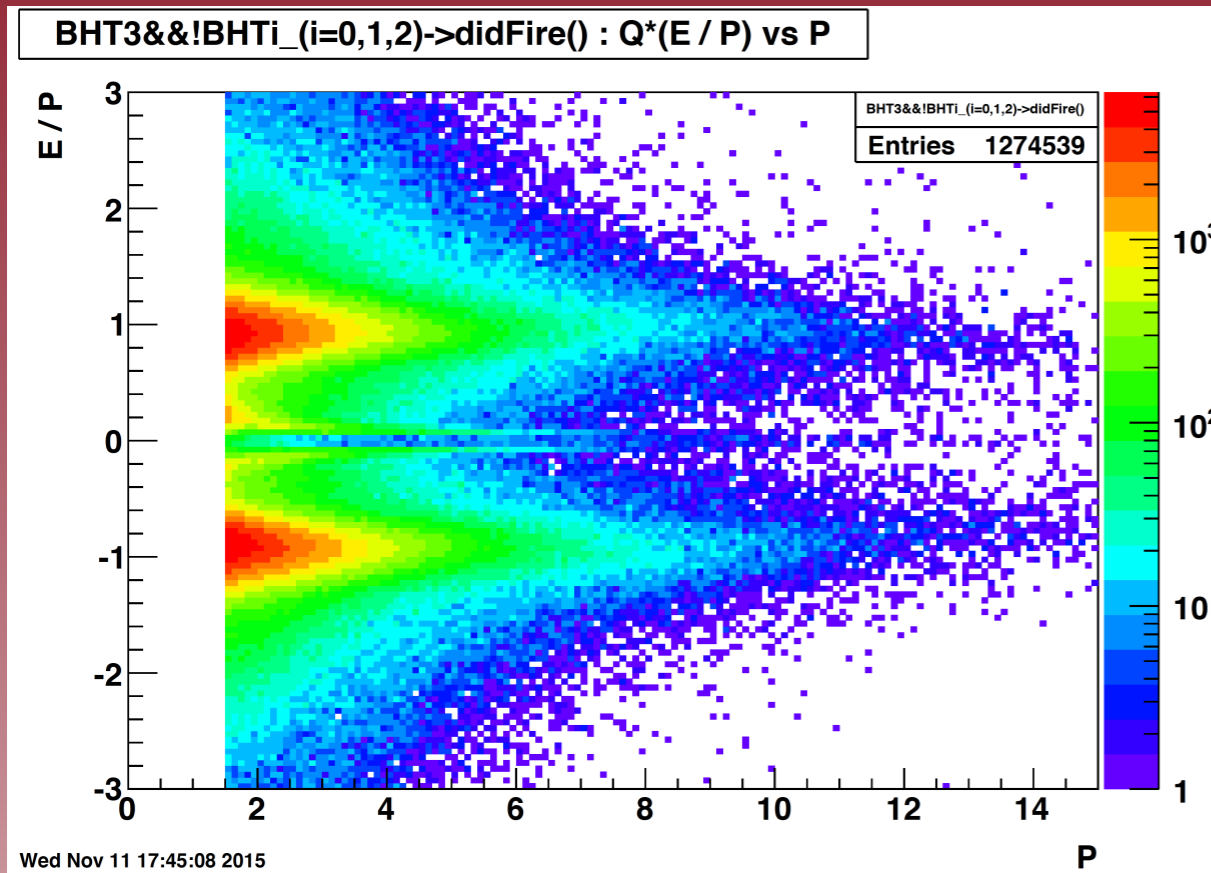


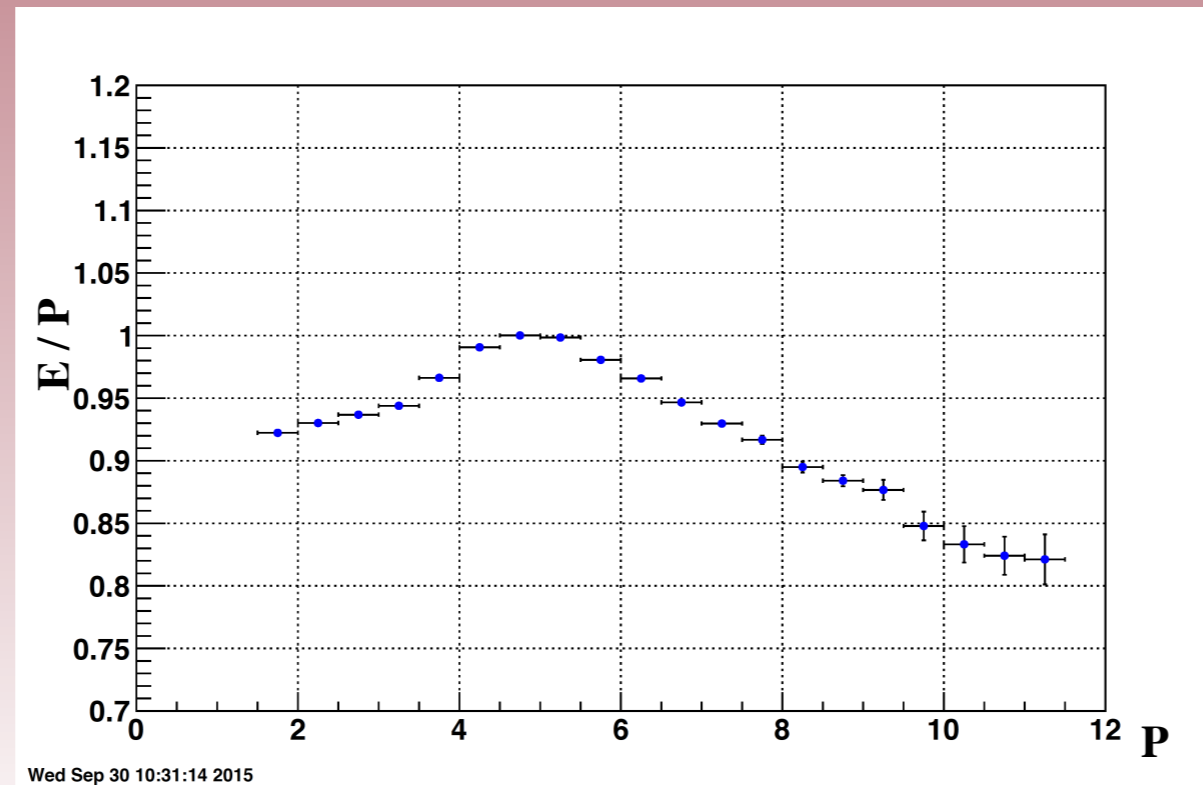
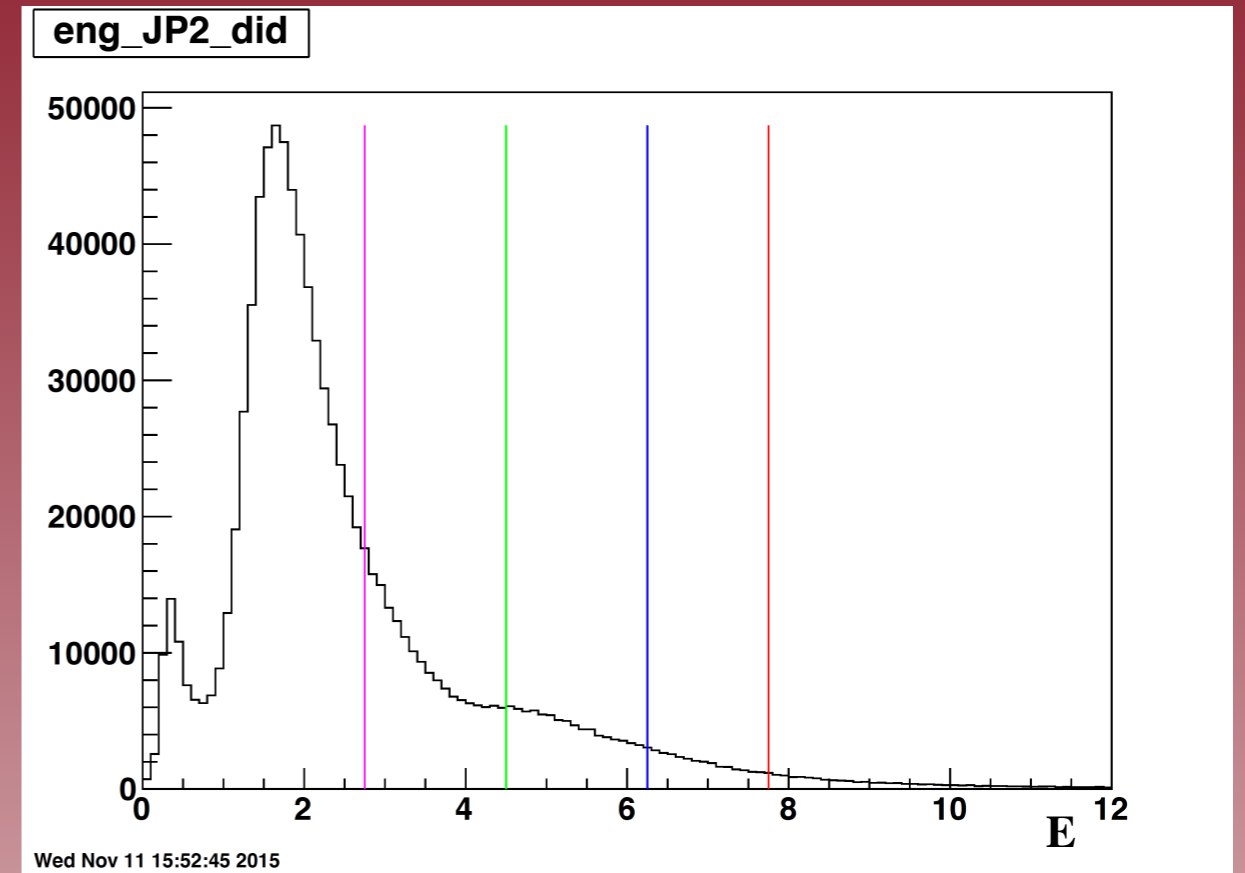
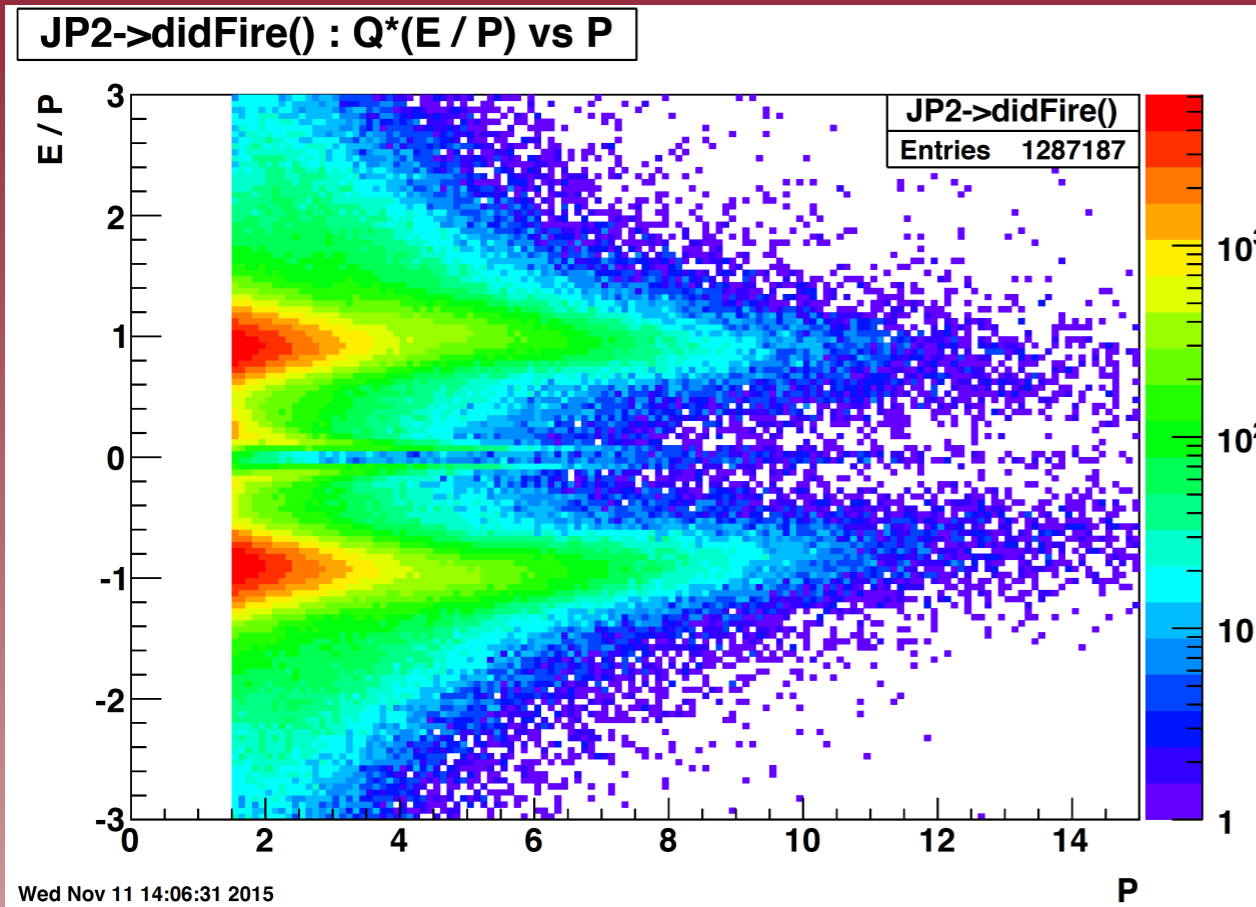
BHT3->didFire()



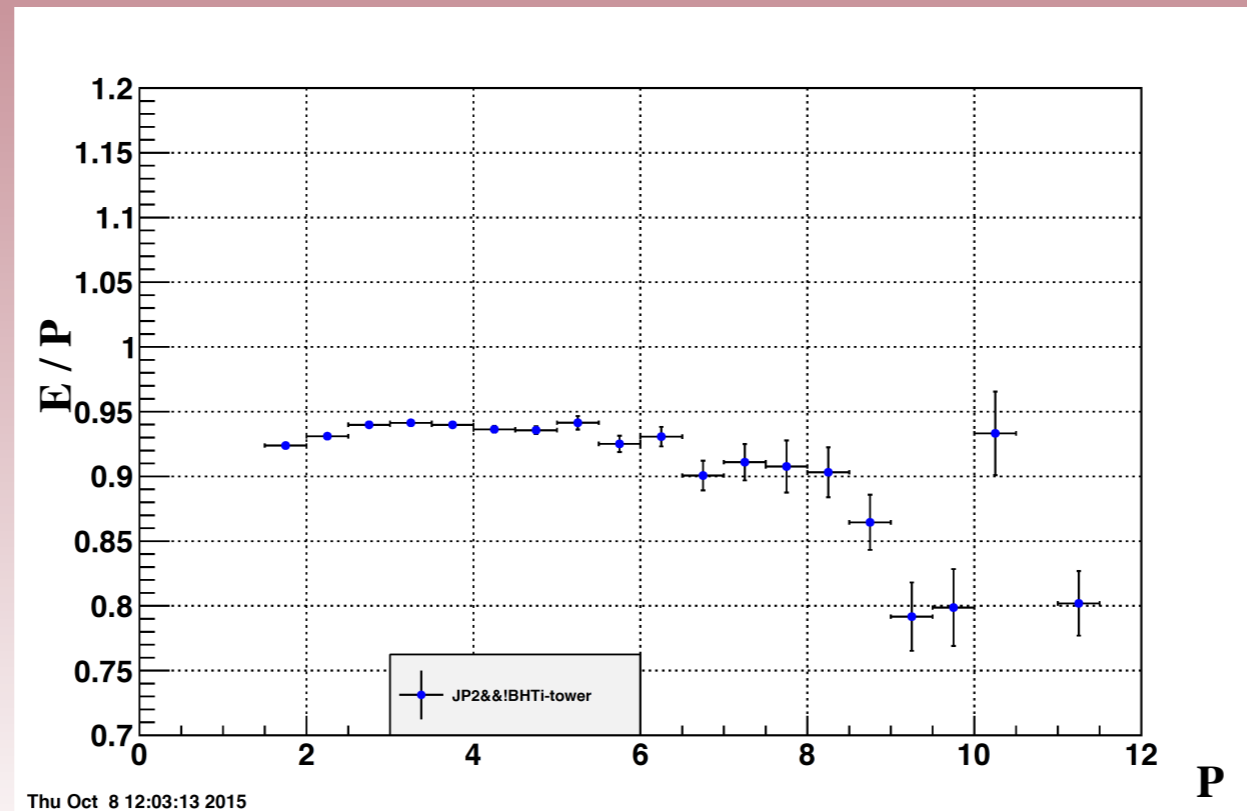
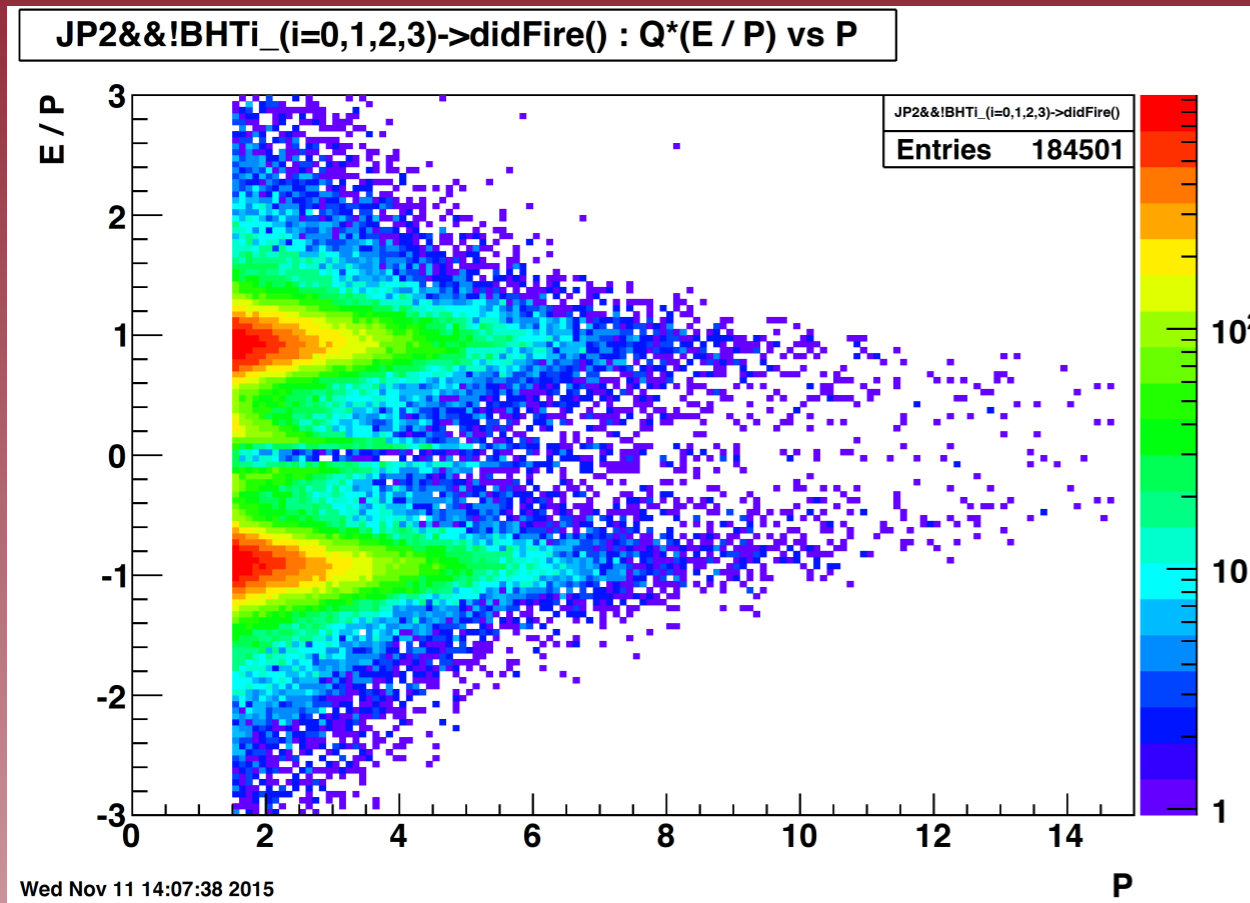
BHT3 && !BHTi_{i=0,1,2}->didFire()



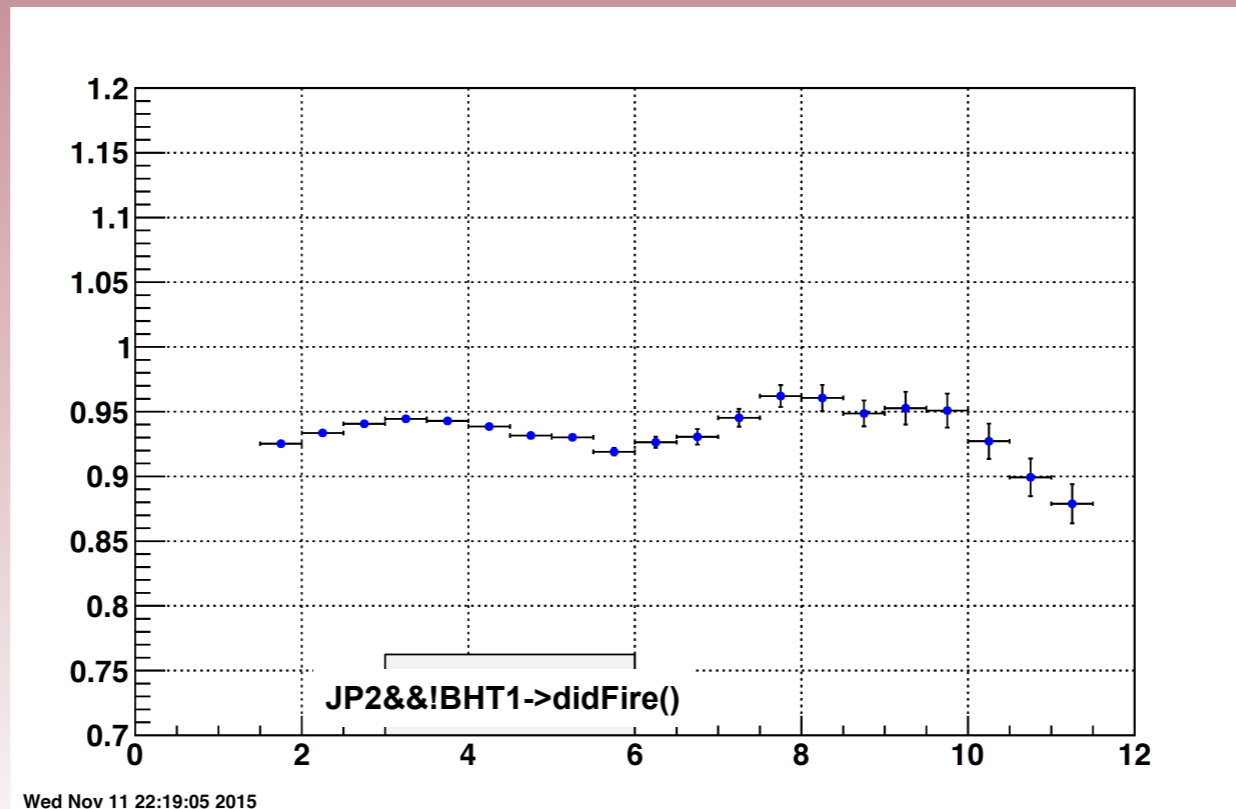
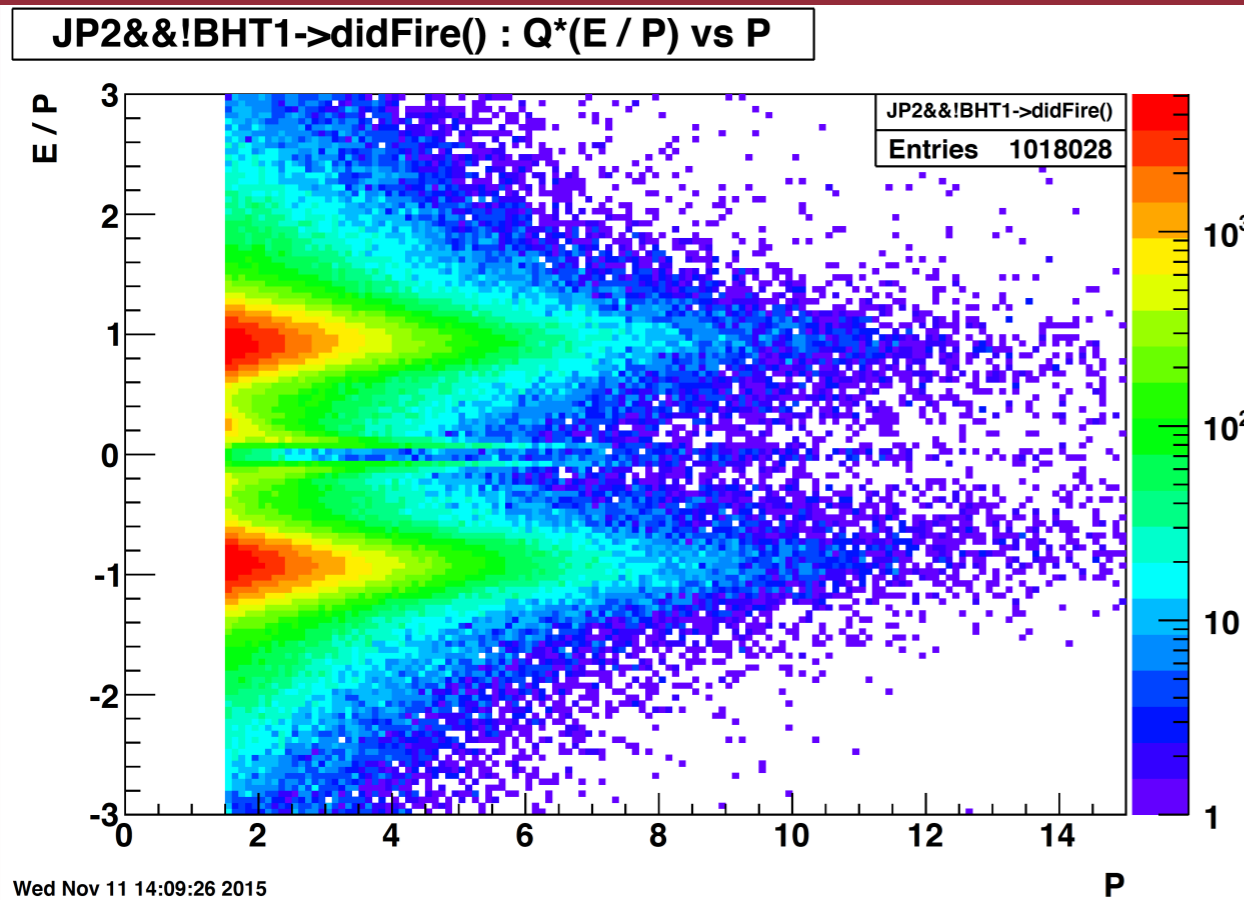
JP2->didFire()



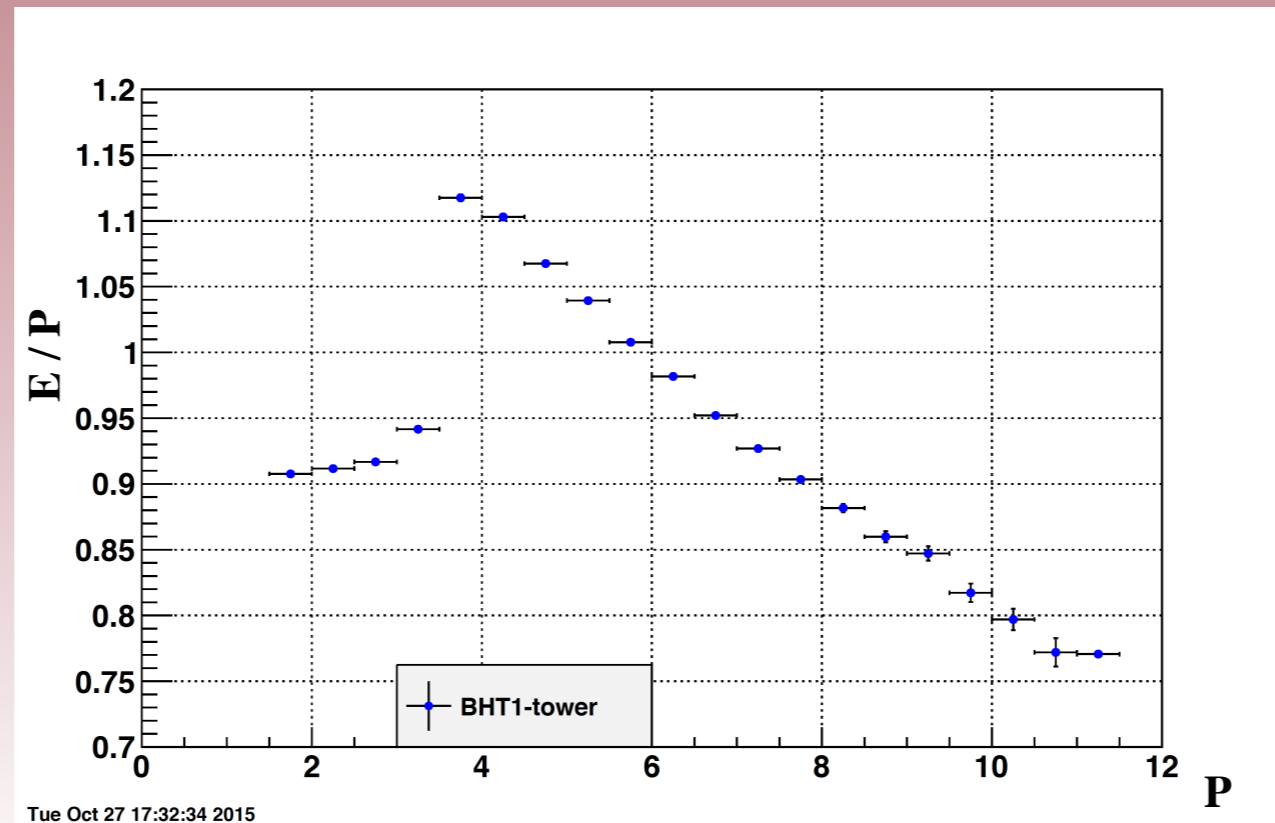
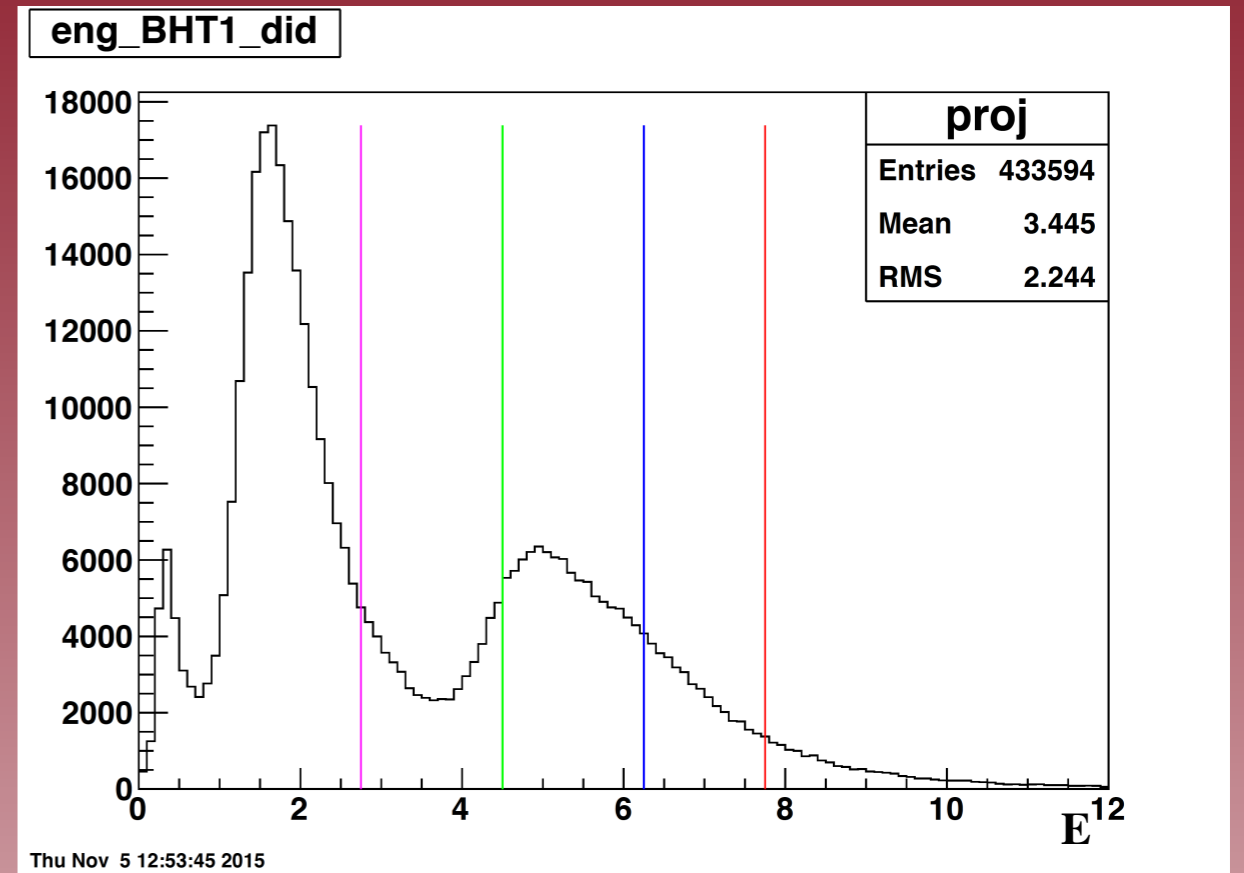
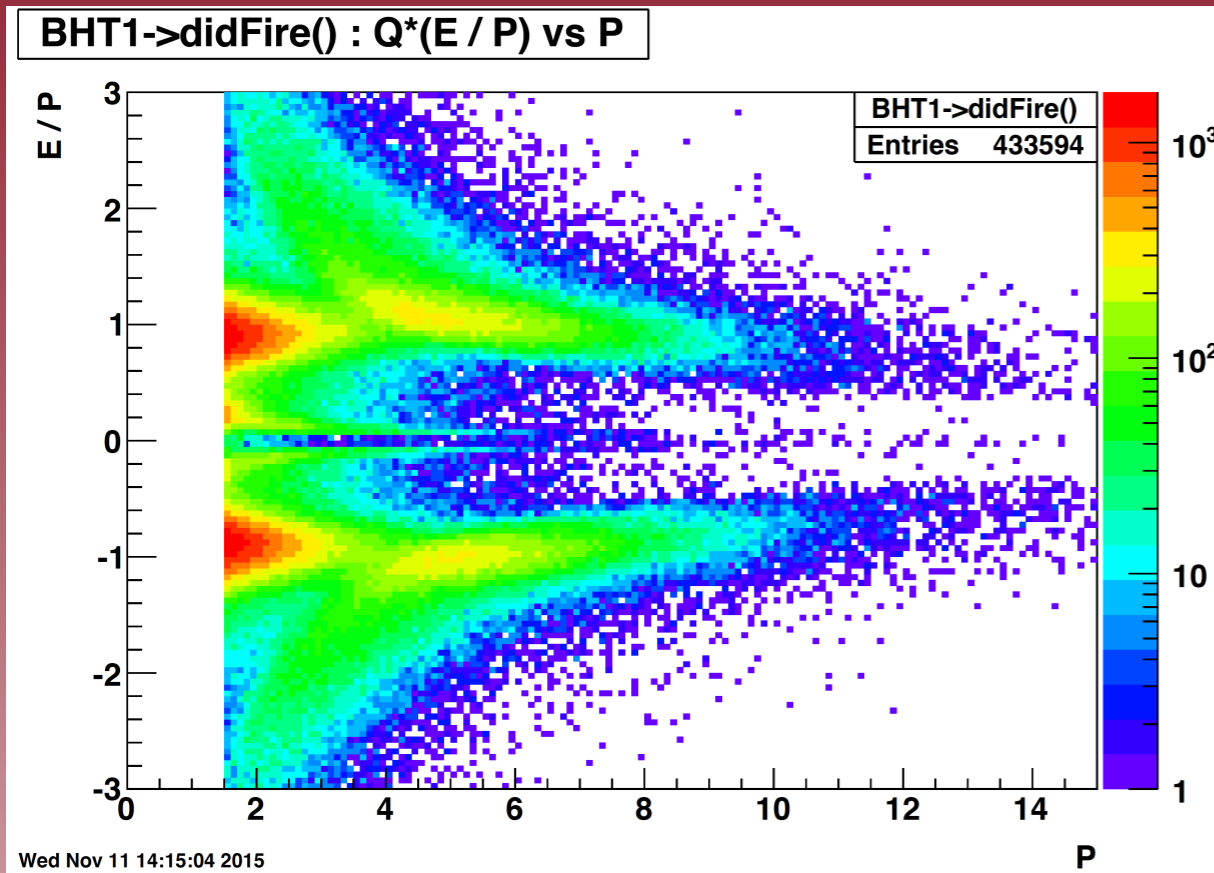
JP2 && !BHTi_{i=0,1,2,3}->didFire()



JP2 && !BHT1->didFire()



BHT1->didFire()



!BHT1->didFire()

