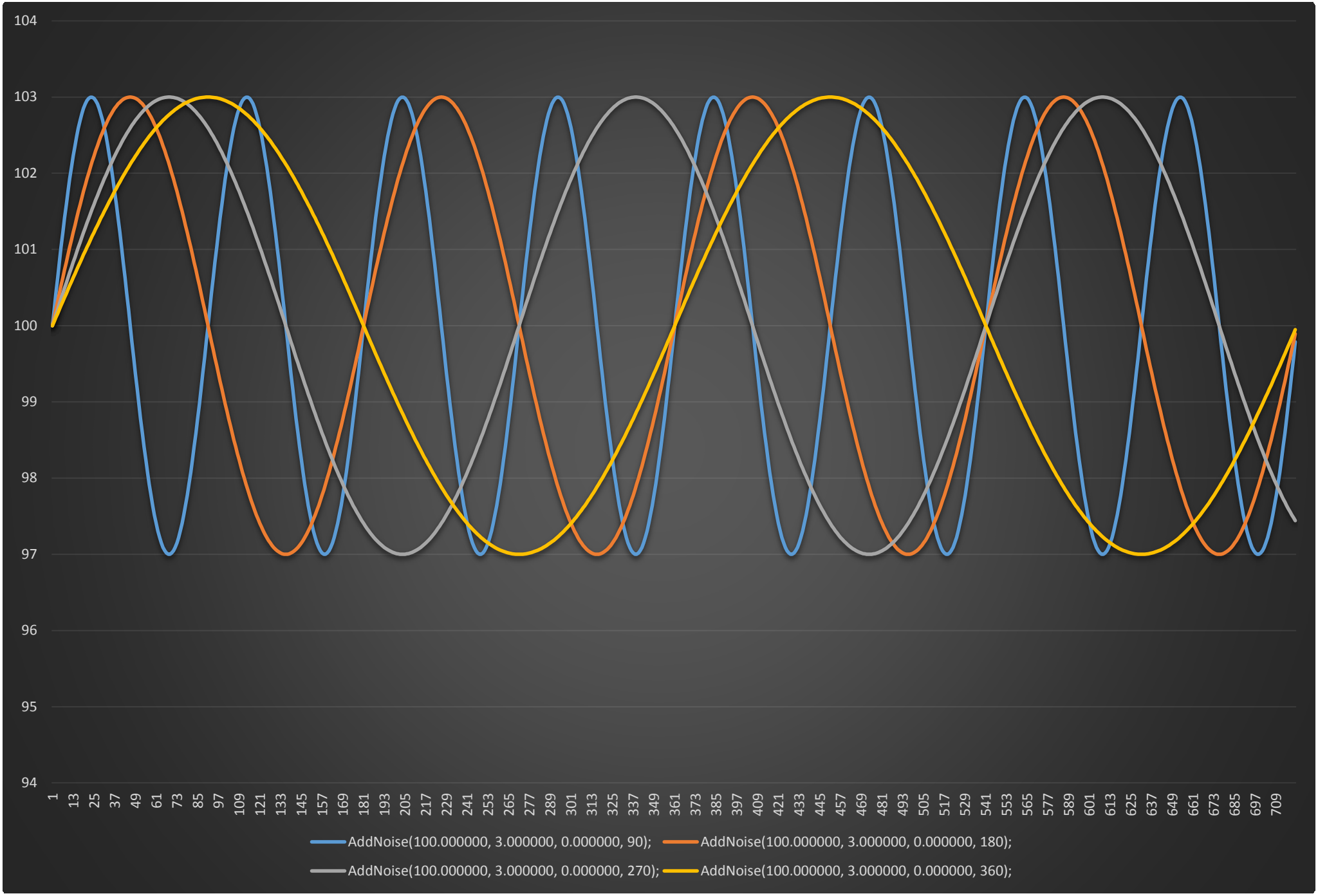
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AddNoise(100.000000, 3.000000, 0.000000, 90);
AddNoise(100.000000, 3.000000, 0.000000, 180);
AddNoise(100.000000, 3.000000, 0.000000, 270);
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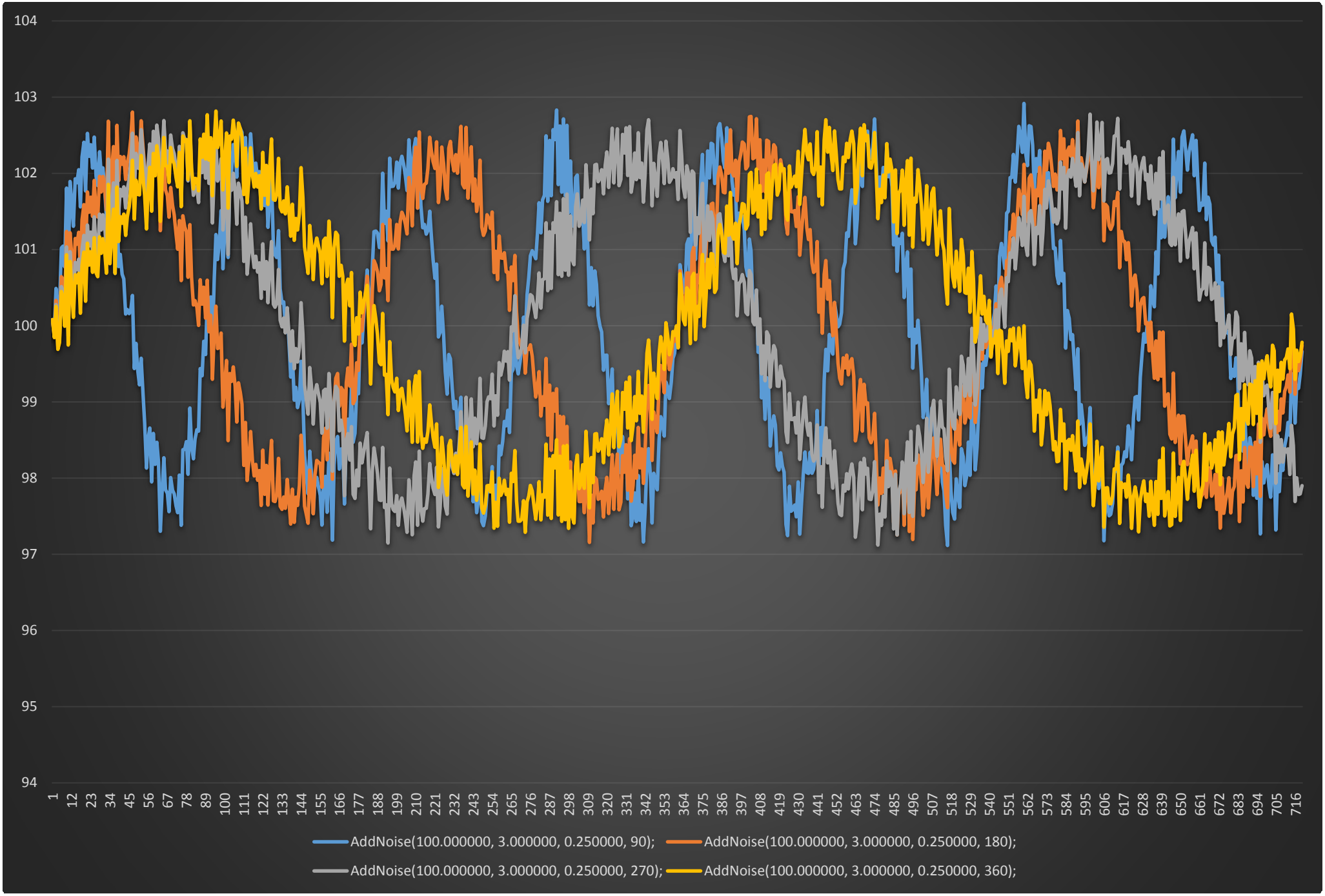
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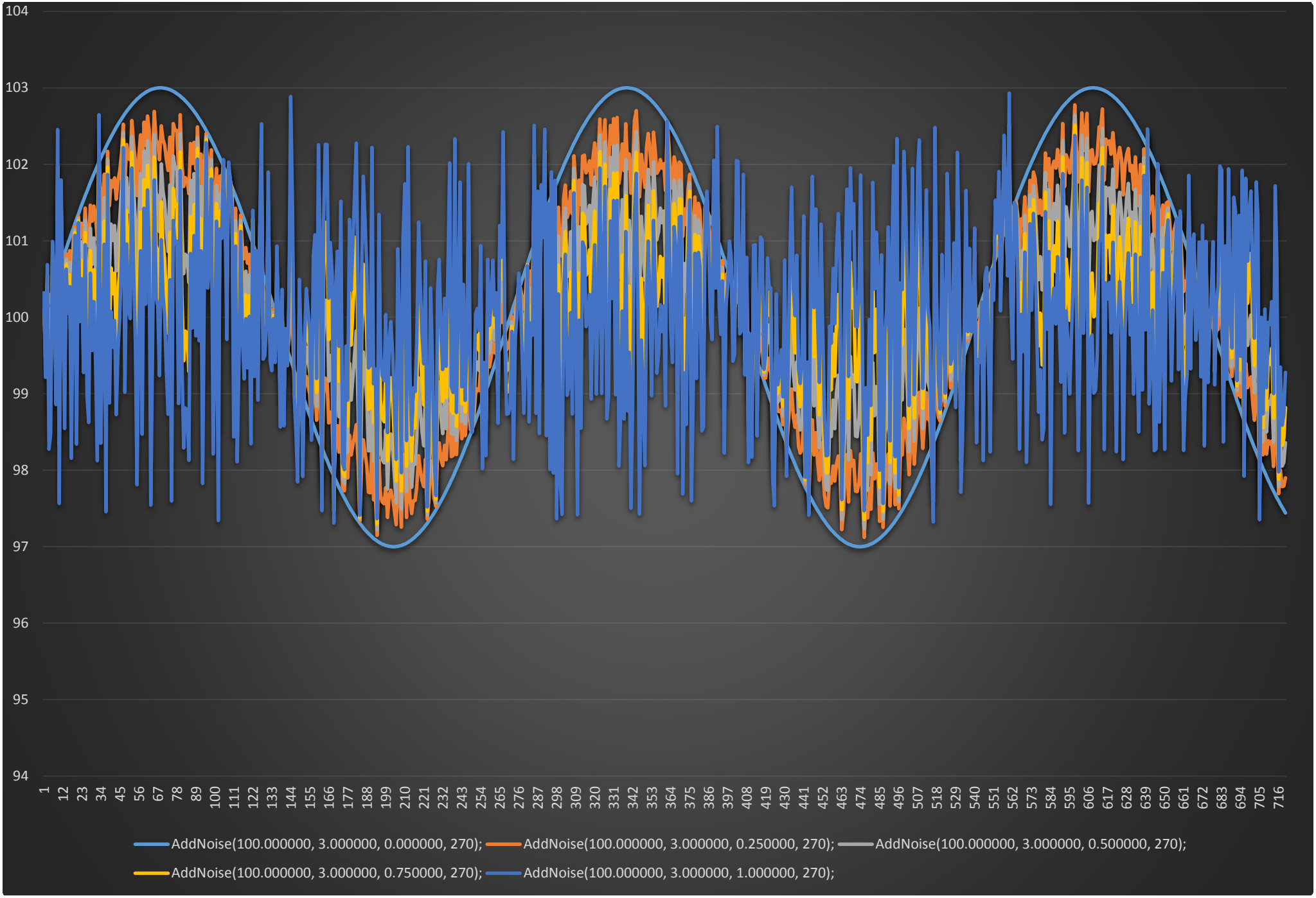
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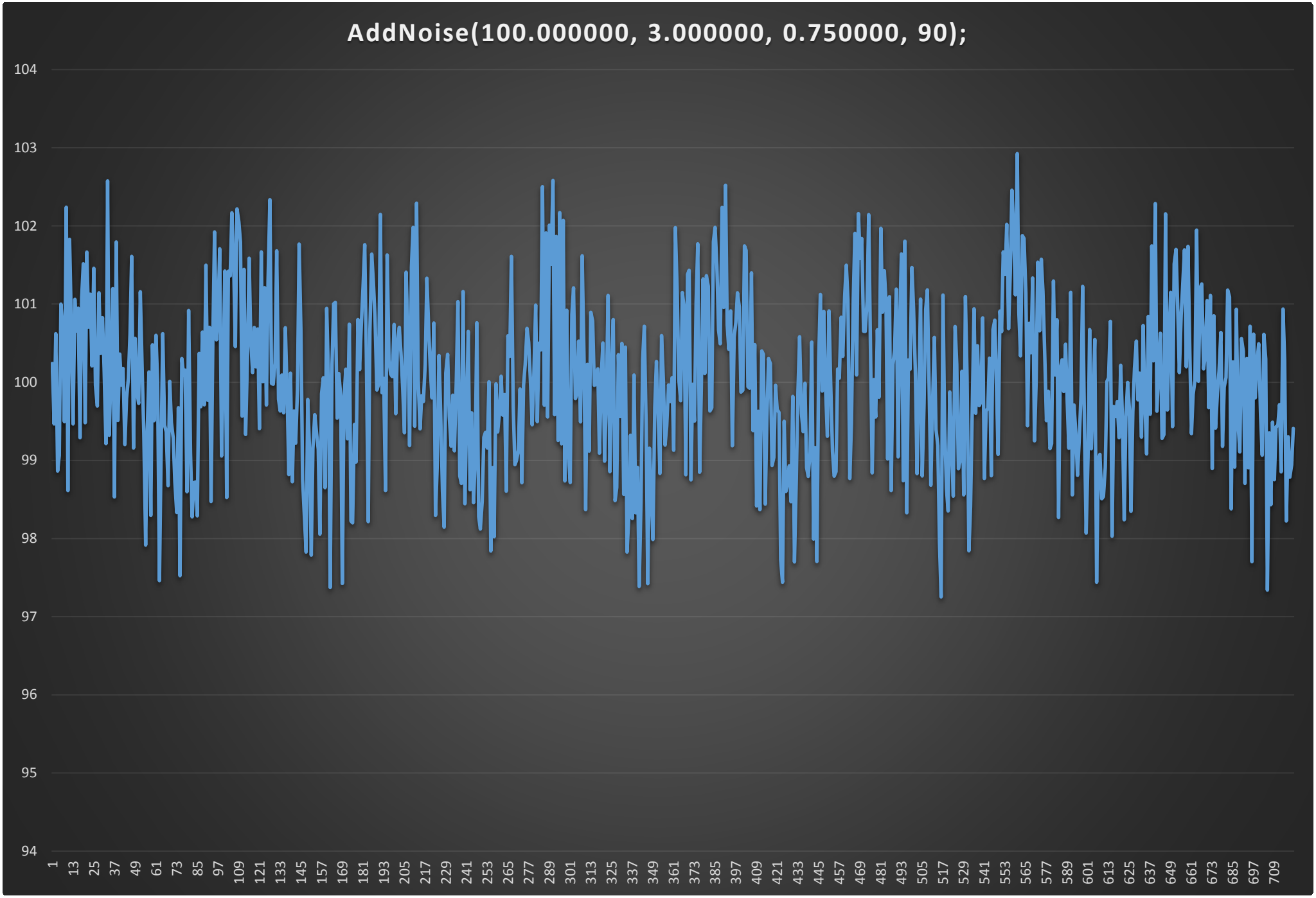
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