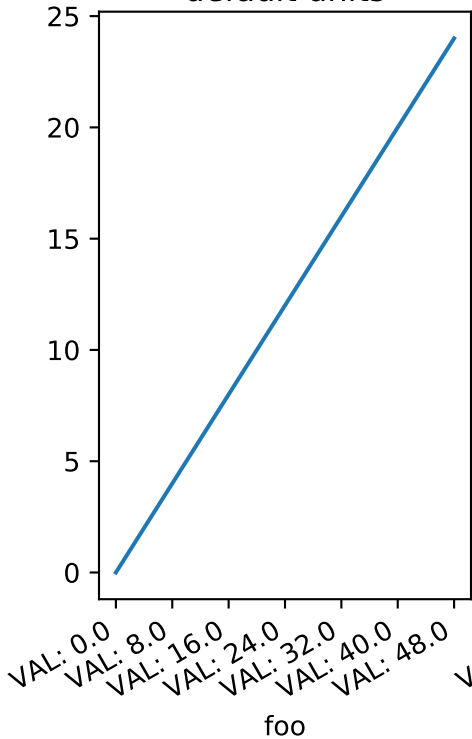


# Custom units

## default units



## xunits = 2.0

