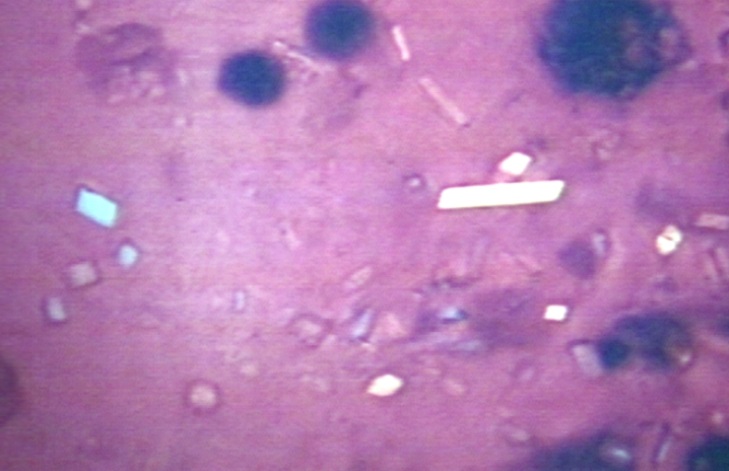
** **

Compensator Axis