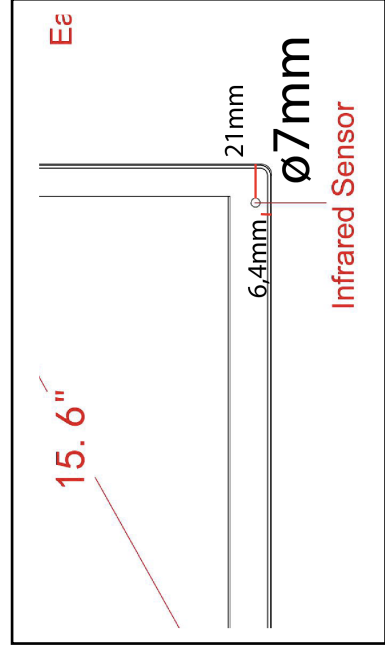
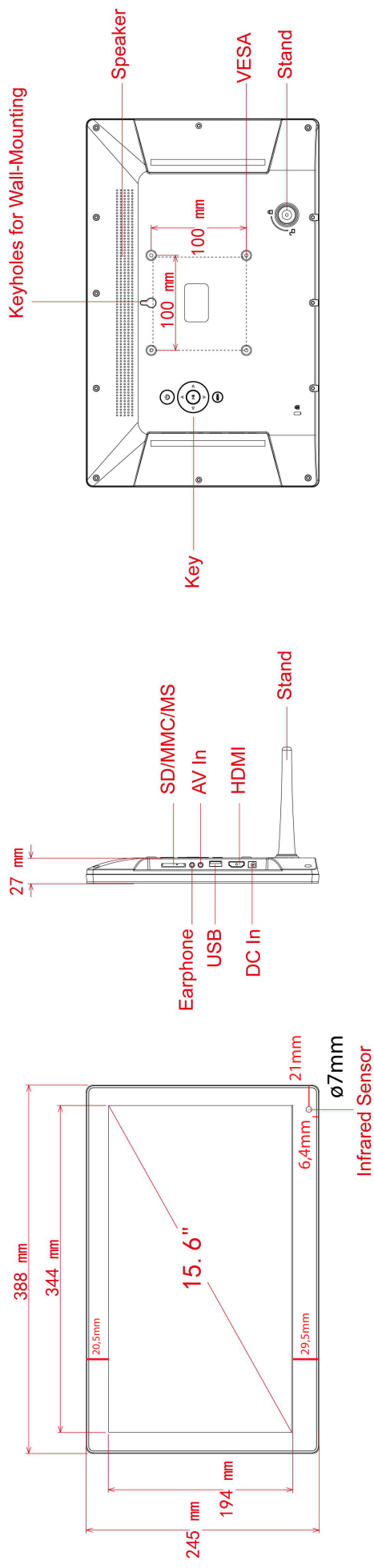




DISTANCE = Edge hole - Edge outer-frame