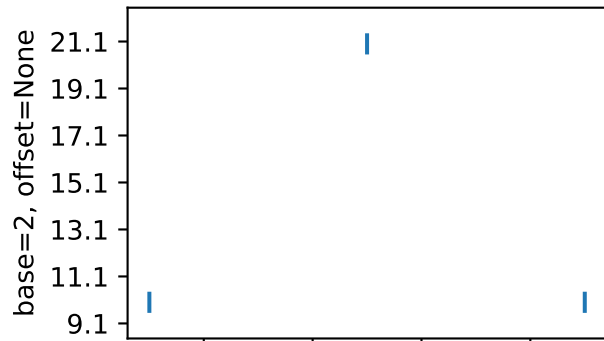
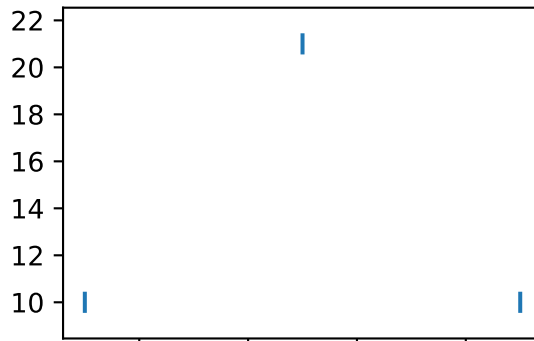


IndexLocator



MultipleLocator (no offset)



MultipleLocatorBis

