



The punching software for PCs

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Her Hakkı Mahfuzdur

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General

It is essential that you read this section before working with the EPCwin system for the first time.

As a general rule we assume that you have received instruction from ZSK on the use of the EPCwin system, and that you have a sound knowledge of embroidering and punching. The purpose of the online help is to explain aspects of the EPCwin system that you may have forgotten. It does not seek to impart special knowledge of embroidering.

Where necessary, cross-references direct you to further information contained elsewhere in the online help.

Even if you have trained on the system, you may benefit from reinforcing your knowledge by reviewing the functions offered by EPCwin with the online help.

The online help is structured so that you can obtain the desired assistance even if you are not currently working in the appropriate part of the program. Use [Help for EPCwin](#) to gain access to any section of the online help.

System requirements

To allow the program to run smoothly, the computer must satisfy the minimum requirements stated below.

Minimal Configuration	Optimal Configuration
Computer	
Standard Windows PC with Mouse and Keyboard	Standard Windows PC with Mouse and Keyboard
Processor	
450 MHz	Intel PIII 800 MHz and faster
Memory (RAM)	
64 MB	128 MB and more
Harddisk	
4 GB	40 GB
CD - ROM	
24	24 and faster
Disc Drive	
1.44 MB	1.44 MB
Grafic	
3 - D Grafik / 8 MB	3 - D Grafik / 32 MB Matrox Millenium G450
Monitor	
Resolution 1024 x 768 Pixels 16 Bit High Colour	Resolution 1280 x 1024 Pixels 16 Bit High Colour
Interfaces	
Parallel, Serial	Parallel, Serial
USB or second Parallel	4 USB Ports
Operating System	
Windows 98 SE / ME / XP Home edition	Windows 98 SE / ME / XP Home edition
Windows 2000*) / XP Pro*)	Windows 2000*) / XP Pro*)
*) latest service pack	
Scanner	
TWAIN Compatible	TWAIN Compatible HP Scanjet Series 6300
Printer	
Grafic Capable Colour Printer	Grafic Capable Colour Printer HP Deskjet Series
Eingabegerät	
3 Button Mouse	Wacom Digitizer Intuos A4 With 5 Button Mouse and Pen
Software Dongle	
Standard Dongle with USB Connection Dongle for parallel connection on require	
Optional	
Network Board 10/100 MBit with BNC Connection for Network with EPC UNIX	
Fast Modem or ISDN Internet Access	
Tape-Driver CD-Writer for Backup	

Software packages

Design Management – Basic System:

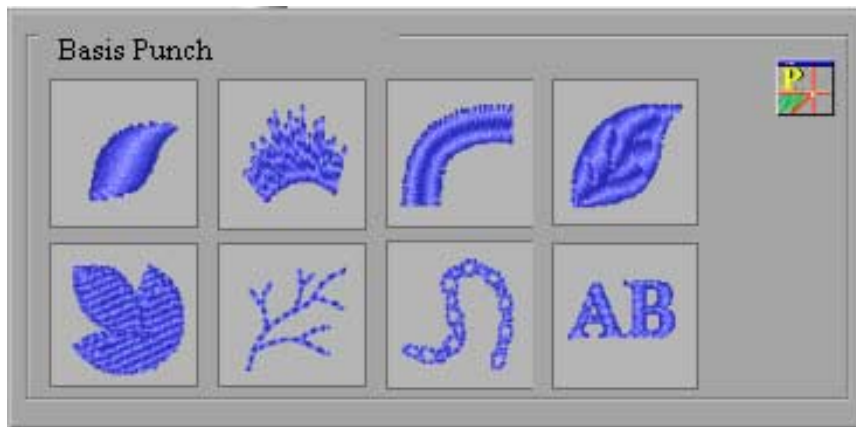
- Design manager, text and image directories
- Save design
- Read and write all disk codes supported by EPCwin
- Open design
- Scroll / zoom / move window
- Grid, Help lines, Remarks
- Stitch editor :
 - Run in single, several and large increments (adjustable)
 - Move stitches, delete, insert (insert only stitches)
 - Insert, edit, delete special function
- Edit design head
- Print
- Statistics

Option 1, Drawing:

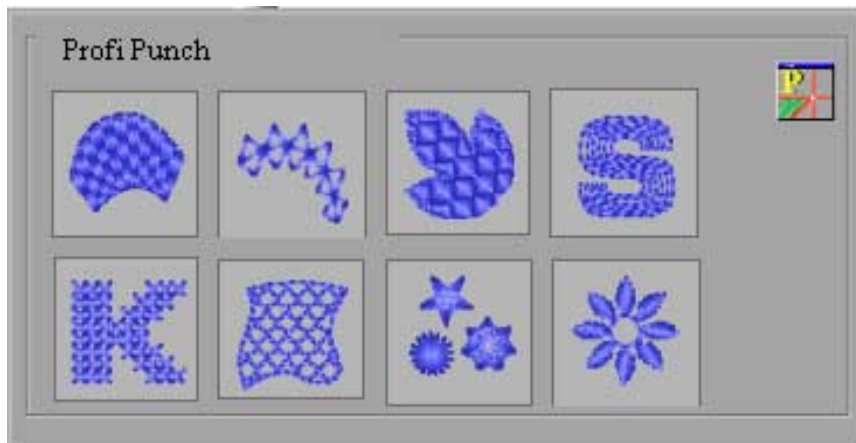
- All standard drawing functions
- Edit drawing
- Block functions for drawing
- Monogram based on TrueType

Option 2, Editor:

- Full stitch and reference data editor with the following restrictions:
 - Only insert stitches
 - If blocks containing reference data are inserted, these are automatically converted to stitches
 - Monogram: base line and parameters can be edited; fonts cannot be changed
 - Standard parameters, such as those for underlays, can be edited; PROFI-PUNCH stitch types in the parameter set cannot be edited
- Global edit with the following restrictions:
 - No exchange of parameter sets from PROFI-PUNCH
 - No exchange of stencils in PR 10
- Global size can be fully exploited for all stitch types with modification of stitch density
- Full block functionality with rearrange block sequence
- Character editor with block function
- Geometry restricted to rectangle and circle

Option 3, BASIC PUNCH (only as an upgrade for Opt. 2):**Contents of BASIC PUNCH:**

- PR 1 Satin Stitch
- PR 2 Irregular divided Satin Stitch
- PR 3 Percentual divided Satin Stitch
- PR 4 Systematical divided Satin Stitch
- PR 10 Complex Stepstitch Fill
- PR 31 Chain up objects
- PR 33 Monograming

Option 4, PROFESSIONAL PUNCH (only as an upgrade for Opt. 3):**Contents of PROFESSIONAL PUNCH:**

- PR 5 Variable Satin Stitch
- PR 6 Definable Stitch-Sequences
- PR 10 Stepstitch Fill with Stencils
- PR 11 Curved Stepstitch Fill
- PR 12 Cross Stitch
- PR 13 Objects in Areas
- PR 30 Cross-Boll / Rosettes
- PR 32 Objects on Circle

Terms and background information

Conventions used in the online help and assistant:

Text enclosed by colons: Key on the keyboard, e.g. **:F1:** indicates the F1 key.

Text enclosed by angle brackets: The mouse button, e.g. **<Left>** indicates the left mouse button and **<Left><Left>** indicates a double-click with the left mouse button.

If the control or shift key on the keyboard has to be pressed together with **<Left>**, the notation is **:Ctrl: + <Left>** or **:Shift: + <Left>**. You can press either the left or the right **:Ctrl:/:Shift:** key, but it is essential to hold down the relevant key on the keyboard before pressing the left mouse button.

Instead of the function keys **:F1: - :F9:**, you can also use the number keys on the number keypad. In this case, the number lock must be engaged first (the **Num** LED must be lit).

You can enter decimal points (e.g. 3.4) with the decimal point key on an English number keypad (decimal comma with the comma key on the German number keypad).

Some dialogs allow actions to be triggered directly by shortcut keys; entering a number executes the function without requiring an on-screen button to be pressed with the input device. The relevant number is indicated before the symbol or button on the screen. The input box for the shortcut is active as soon as the dialog is called. Clicking a different function (symbol, on-screen button etc.) deactivates the shortcut. It is reactivated by clicking the shortcut input box.

Brief installation instructions for EPCwin DEMO

The information on this page is supplemented by a more detailed description of individual points on the following pages.

Switch on the computer without connecting the supplied WIBU security box.

Insert the EPCwin program CD.

The EPCwin setup assistant starts automatically. If it fails to start, initiate the *program [CD-ROM:\InstManager\Setup.exe]* or <Left><Left> on the CD-ROM symbol.

The EPCwin setup assistant appears on the screen

Installing the EPCwin software consists of three steps:

1. Installation of EPCwin program software
2. Installation of EPCwin data structure
3. Installation of WIBU security software

Select EPCwin Punch Software and initiate the installation by pressing *Install*. Follow the instructions on the screen. The setup program guides you through the individual installation steps.

Select EPCwin Data Structure and initiate the installation by pressing *Install*. Follow the instructions on the screen. The setup program guides you through the individual installation steps. Make sure that the installation path for the data structure has at least one subdirectory [e.g. D:\EPCwinData].

Select WIBU Software and initiate the installation by pressing *Install*. Follow the instructions on the screen. The setup program guides you through the individual installation steps.

Close Windows and switch off the computer.

Connect the supplied WIBU security box to the computer.

Switch on the computer.

Start the EPCwin program.

Close the start dialog.

You are asked to enter the product ID.

Close the EPCwin options dialog.

Select in the menu : *Utilities/Passwords*.

In the password dialog, select *Time-Limited Passwords*.

In the dialog that follows, enter e.g 60 as the number of days.

Activate the key calculation by pressing the Calc button alongside the box for entering the number of days.

Notify ZSK of the key.

Do not exit this dialog before making all the necessary entries. Do not have a new number code calculated by entering another number of days because this would invalidate the passwords calculated for the first number code.

Once you receive the password/s, select the relevant options and enter the passwords. In each case, trigger the enable by pressing the Calc button at the bottom.

Close the dialog.

The password dialog shows the enabled options.

Note: The Demo password is invalidated if you change the computer's time or date settings, or connect the WIBU security box to a different computer.

Close the options dialog that appears and select Default Settings in the Utilities menu.

Select the Data Paths rider.

Make sure that the depicted data paths correspond to those that were set during data installation, e.g.

C:\EPCwinData\DesignData for design data, C:\EPCwinData\BlockData for block data ,C:\EPCwinData\MonogramDataPunch.

If necessary, edit the paths as described in the online help.

The system is now ready to run.

Installation (full instructions)

Caution

Always install the WIBU software without the WIBU security box connected.

Installing the EPCwin software consists of up to three steps:

1. Installation of EPCwin program software
2. Installation of EPCwin data structure
3. Installation of WIBU security software

You need to execute the first and second steps only when installing for the first time or if instructed by ZSK Support.

Once you have started the computer and inserted the EPCwin program CD, the EPCwin setup assistant starts automatically. If it fails to start, initiate the program [*z:\InstManager\Setup.exe*] or <Left><Left> on the CD-ROM symbol.

Re 1. Select EPCwin Punch Software and initiate the installation by pressing *Install*. Follow the instructions on the screen. The setup program guides you through the individual installation steps.

Re 2. Select EPCwin Punch Data and initiate the installation by pressing *Install*. Follow the instructions on the screen. The setup program guides you through the individual installation steps. Make sure that the installation path for the data structure has at least one subdirectory [e.g. *E:\EPCwinData*].

Re 3. Select WIBU Software and initiate the installation by pressing *Install*. Follow the instructions on the screen. The setup program guides you through the individual installation steps. Once the WIBU software is installed, switch off the computer. Connect the WIBU security box and switch on the computer.

Deinstallation

EPCwin program components can be removed using the standard Windows function: *My Computer /Control Panel/Software*. This routine removes both the EPCwin program software and the WIBU security software. An EPCwin data structure (component 2) must be removed (deleted) manually, e.g. in the Windows Explorer, because these data are user-specific.

Entering passwords

The EPCwin program cannot be used until it is enabled by entering the relevant passwords. There are three types of password.

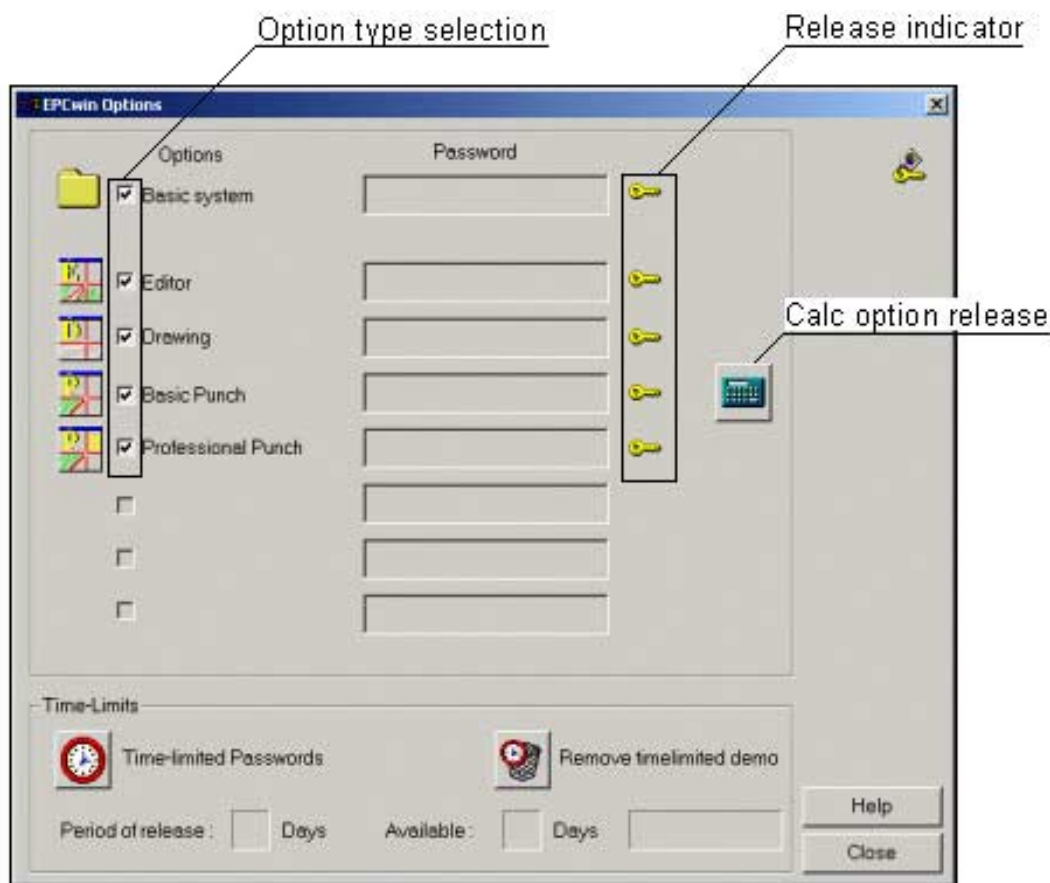
1. Product ID
2. Standard passwords to enable program options
3. Time-limited (demo) passwords

Re 1. Product ID

When you start the EPCwin program for the first time, you are asked to enter the 12-character product ID. Once the password is accepted, the main menu appears on the screen. The program is closed automatically if an incorrect password is entered several times.

Re 2. Standard passwords

Program options are enabled under *Utilities/Password*.



Proceed as follows:

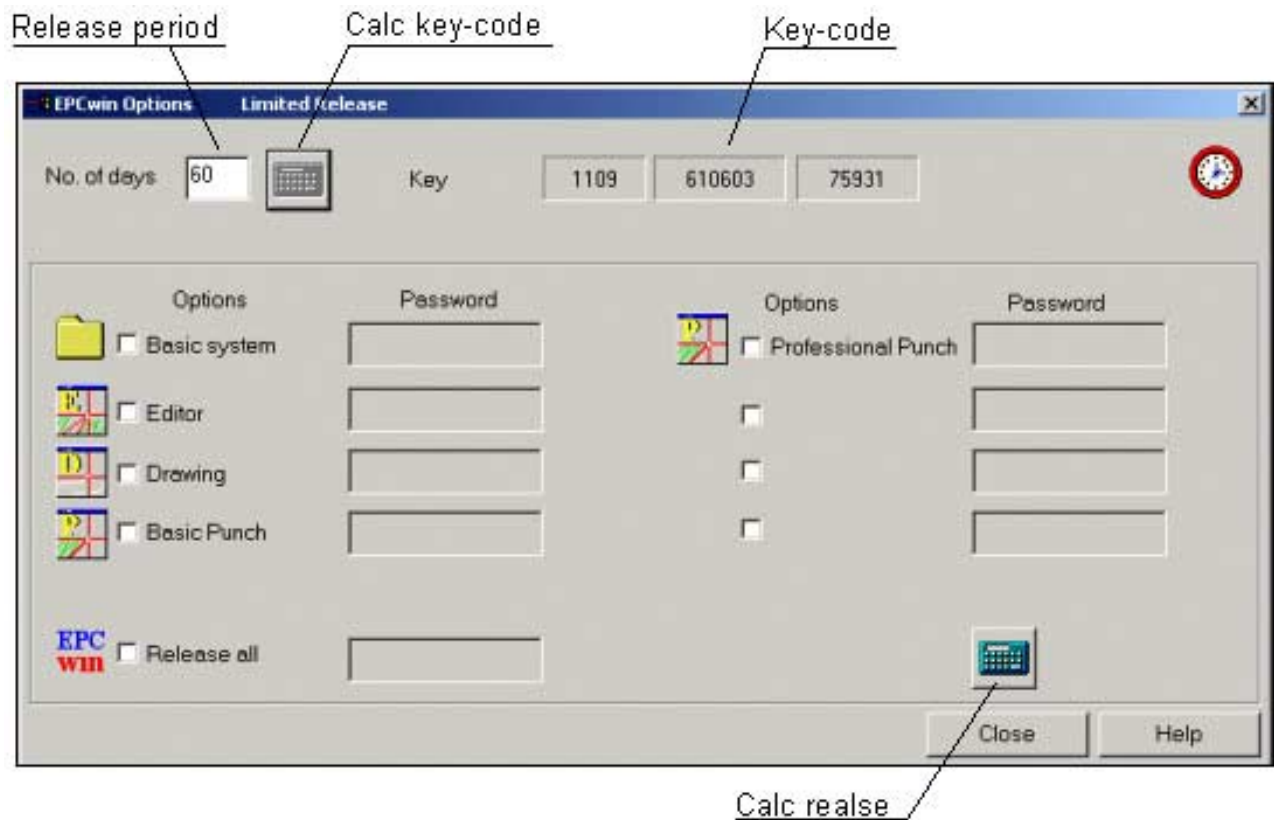
Take the sheet containing your passwords. Select the Basic System option, enter the password and activate the option with <Left> on *Calc Option*. Follow the same sequence for all the other options. Once activated, a key icon appears alongside the option.

If you enter a password incorrectly several times, the waiting time between entries increases. Once you have activated the desired options, exit the dialog with *Close*. You can now use the EPCwin program with the enabled options.

Re 3. Time-limited passwords

Program options can be enabled for a limited time under *Utilities/Password/Start Time Limited*. Consult ZSK Support before activating time-limited options because the enabled period has to be determined in advance.

The following dialog appears on the screen:



Program options enabled with a time limit are always enabled for a specific number of days.

Proceed as follows:

Enter the enabled period in the box alongside *No. of days*. Click the button *Calc key-code*. A 15-digit number code appears in the three boxes alongside. Notify ZSK Support of this code so that the passwords you need can be calculated.

Caution

Do not exit this dialog before making all the necessary entries. Do not have a new number code calculated by entering another number of days because this would invalidate the passwords calculated for the first number code.

In case individual options are selected:

Once you receive the passwords, select the Basic System option, enter the password and activate the option with <Left> on *Calc release*. Follow the same sequence for all the other options. Once activated, a clock icon appears alongside the option.

If you enter a password incorrectly several times, the waiting time between entries increases. Once you have activated the desired options, exit the dialog with *Close*. You can now use the EPCwin program with the enabled options.

In case all options are selected:

Once you receive the password, select the *Release All* option, enter the password in the box alongside and activate the option with <Left> on. Once activated, a clock icon appears alongside this option.

Connecting the WIBU security box

The EPCwin program cannot run unless the WIBU security box is connected. The supplied security box has to be connected to the appropriate computer interface depending on the type of box (USB or parallel). If the supplied WIBU security box has a parallel connector, connect the security box to the printer port first, then connect the printer cable to the security box.

First steps

From the working copy to the finished design

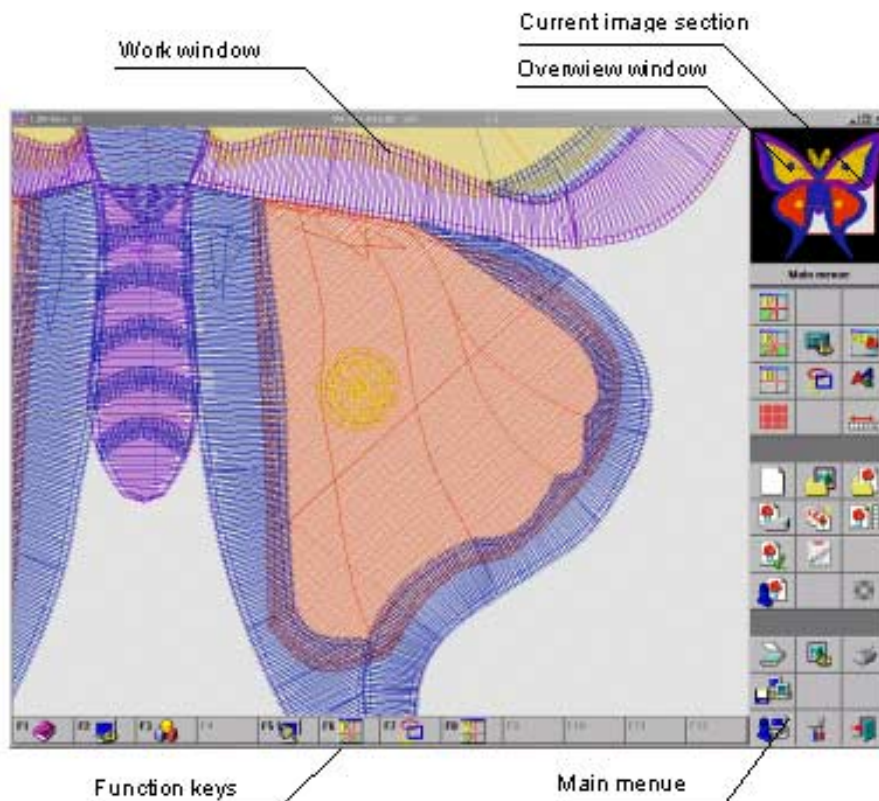
Creating an embroidered design on the basis of an original image involves several fundamental steps:

- Scan image
- Complete design head and save image
- Load design with image
- Enter dimension system
- Retrace outlines
- Create reference data
- Save design
- Output stitch data

These items comprise only a selection of the options provided by the EPCwin software. Only the essential work stages are described here.

After installing the software and [Entering passwords](#), the user is presented with the EPCwin system in a condition that is ready to operate. The following steps can be performed only if you have not edited the default settings.

Screen structure in menu mode



Scan image



Press button <Left> on the scanner symbol to initiate the scanning operation. A list of image reading devices (scanners, cameras) appears on the screen. Select one of the options (e.g. with *Select*). This dialog and the ensuing scan program do not form part of the EPCwin software. Follow the instructions for the scan program; it should contain a button with a label similar to *Transfer to application*.

Complete design head and save image



Once the scanned image data have been transferred to EPCwin, the screen issues instructions for entering the design head data. The mask already contains some essential information, including the design number that unmistakably identifies the design. The number is issued automatically and preset. When you subsequently select an image in the general directory, you will see not only the design number, but also the design name, customer and group. These items are not preset in the design head mask. Entering data in the design head boxes achieves a clearer structure for subsequent work.

Load design with image



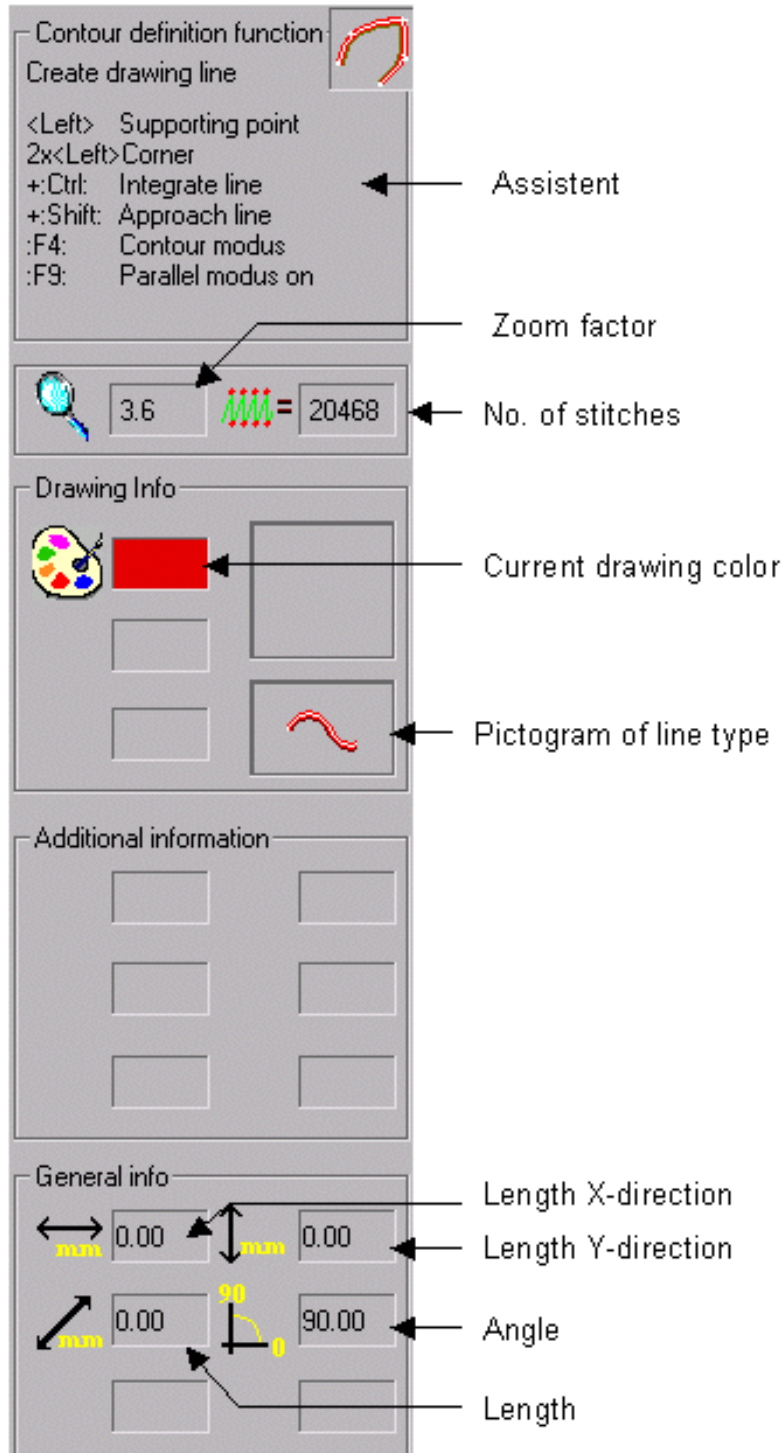
Press <Left> on the symbol to open the general directory. From here you can select the new design containing the scanned image by way of the design number or name, name of the customer, or group (with <Left> in the relevant line); confirm with *OK*. The design with the image appears in the working window. Since no other design data exist at present, the display shows only the image.

Enter dimension system



When a design is open, a red drawing cross or reticle appears on the screen as well. This marker traces the motion of the mouse.

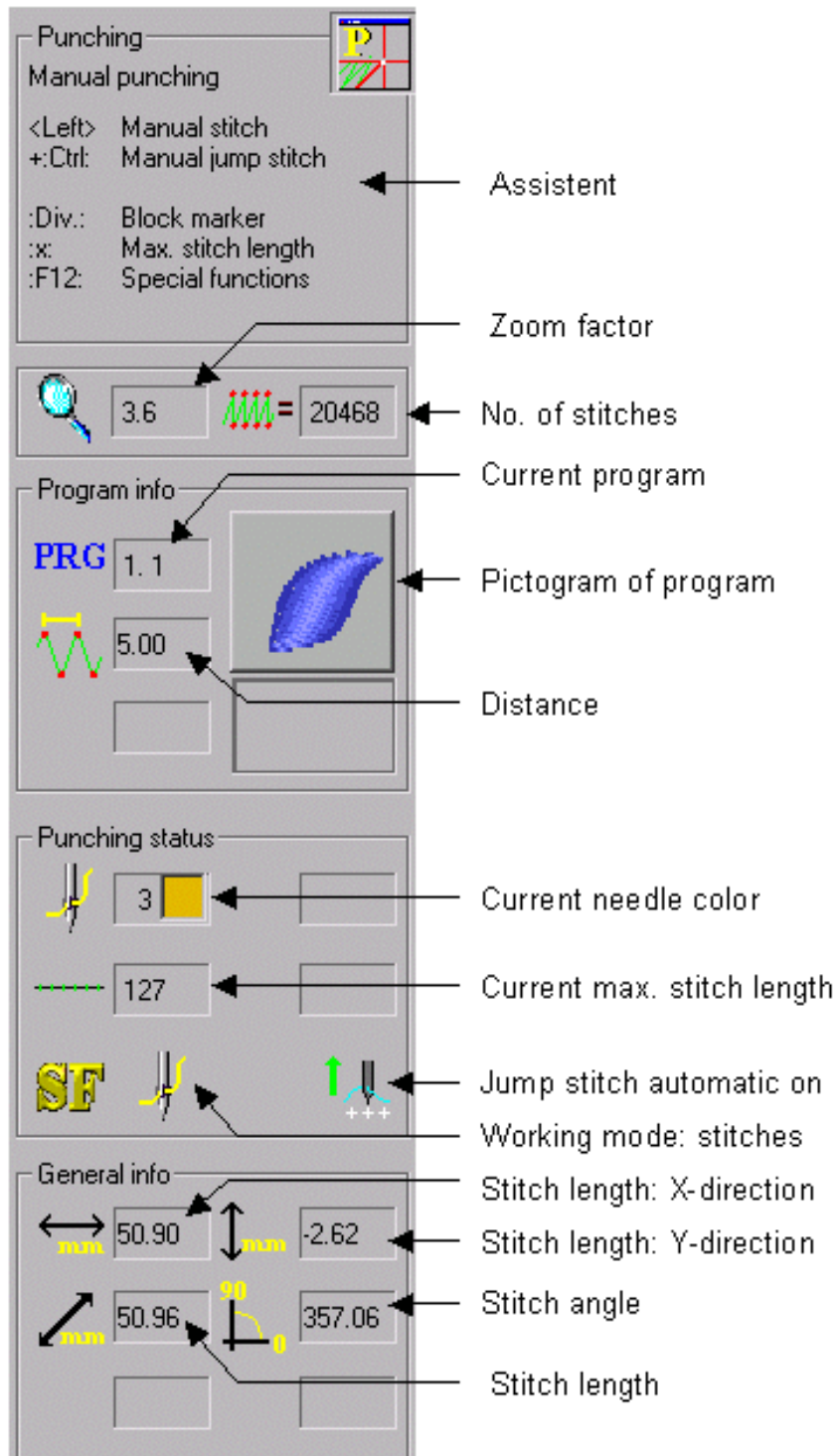
The assistant asks you to enter a dimension system. The system is determined by entering two points and a length. Use <Left> twice in succession to specify two prominent points in the image. The dialog that follows asks you to state the desired distance between the two points. Confirm the dimension with *OK*.

Retrace outlines**Layout of assistant bar in drawing mode**

Press <Left> on this symbol to start the input of the drawing data. You are now in the drawing mode.

Retrace the outlines of the image; these drawing data will form the basis of the outlines in the embroidered design.

Exit the drawing mode with :ESC:; this takes you back to the main menu.

Create reference data**Layout of assistant bar in punch mode**

Press <Left> on this symbol to start the input of the stitches and reference data. You are now in the punching mode. Here you can both enter stitches manually and create objects containing automatically calculated stitches. Exit this mode with :ESC:; this takes you back to the main menu.

Save design



Pressing <Left> on this symbol starts the *Save design* operation; it takes you back to the design head dialog.

If you do not change the design number, the existing design data are overwritten. If you wish to create a new design, allocate a new design number (with <Left> on *Design number*).

Press *OK* to trigger the save operation.

Output stitch data



Press <Left> on this symbol to start the output of the stitch data, then select *Disk* in the mask; another on-screen dialog appears. Select the desired machine type and disk format, e.g. *ZSK TC* and *DOS*. Use *Write* to obtain the general directory. Select the design whose data you wish to output. Confirm with *OK*; the design is written to the disk.

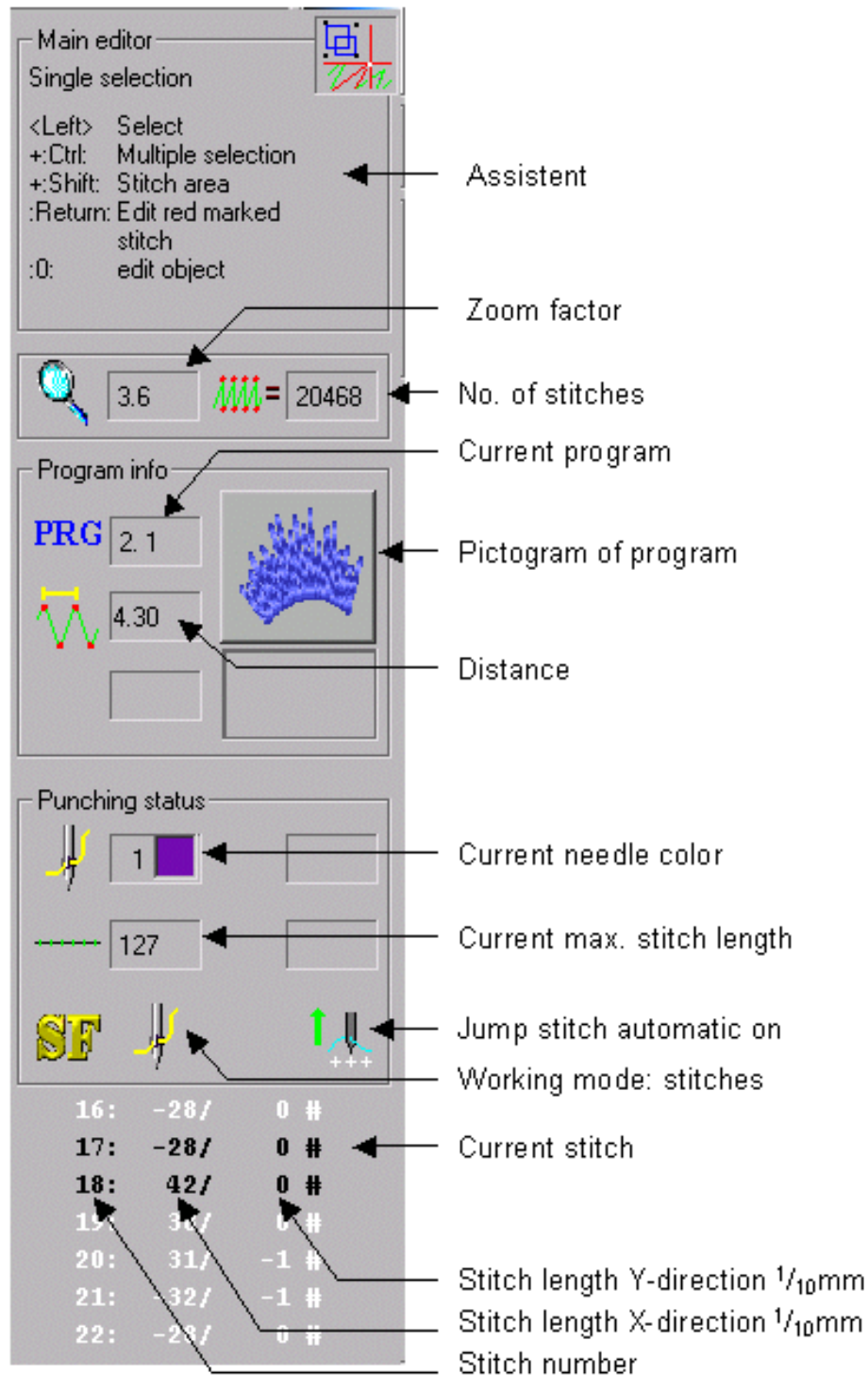
General remarks

Functions of :ESC:

- Aborts current action (e.g. moving a stitch)
- Selects a different mode (e.g. switches from editor back to punch)
- Aborts a dialog (without changing modes)

How do I reach the main menu?

The program opens with the main menu. If you are working elsewhere in the program, press :ESC: repeatedly until the main menu appears on the right. Exception: If you are participating in an on-screen dialog (e.g. deciding whether you wish to save an edited design), pressing :ESC: or *Cancel* does not take you out of the current part of the program, so that you can still trigger the desired action.

How do I reach the main editor?**Layout of assistant bar in edit mode**

A design has to be open.

Once a design is open, press **:F6:** or **<Left>** on this symbol to reach the main editor.

If you are currently working in a different editor (e.g. the object editor), press **:ESC:** (repeatedly if necessary) to return to the main editor.

How do I open a new design?

You must be working in the main menu.



Press <Left> on this symbol to create a new design.

How do I open an existing design?

You must be working in the main menu.



Press <Left> on this symbol to open an existing design; a general directory containing a list of existing designs appears (in plain text or in the form of pictograms). Select a design with <Left><Left>.

How do I edit a design?

A design has to be open and you must be working in the main editor.

The default setting in the main editor is single selection.

To edit a single element (lines and points of a design, contour, stitches), select it with <Left>. You can then perform single actions with this element.

If you wish to edit several elements, press :F3: to obtain the on-screen dialog *Type of selection*. One of the options available for selection here is *Rectangle*. Creating a rectangle gives you access to the *Edit box*. The edit box is a tool that applies actions to each individual element that it contains (e.g. move).

How do I create an object?

You must be working in the punching mode (manual punching).

Pressing :F11: opens the dialog *Program selection*, in which you can select an automatic program. Depending on the program you select, the assistant window contains a series of instructions for creating the elements that make up the desired object.

Example:

You select Satin Stitch No. 1 program. The text displayed by the assistant instructs you to enter the first outline. Once you have made the relevant input, assistant instructs you to enter the second outline. You are then asked to enter the stitch direction markers. Once you have completed this task, the assistant instructs you to enter an end point. Once the end point is entered, the object is calculated automatically.

Shortcut keys for EPCwin

General assignment

The keys marked * are on the number keypad of the keyboard. Make sure that NumLock is switched on.

The following keys are available at all levels:

:F1:	Context-specific help
:F2:	View
: -:*	Start zoom function with number input or window
:Page up:	Enlarge zoom by fixed increment
:Page down:	Reduce zoom by fixed increment (set the value under Default Settings)
:Space bar:	Move window
:C:	Zoom design to screen size
:M:	Measuring
:H:	Help tools

Main menu

Key assignments when a design is open:

:F3:	Start Editor with block function
:F5:	Refresh
:F6:	Editor
:Cursor keys:	Manual scrolling

Punching

<Left>	Insert stitches
:Ctrl: + <Left>	Insert jump stitches
:F3:	Start Editor with block function
:F6:	Call Editor
:F8:	Call drawing function
:F10: :0:* :Enter:	Start an object with the current program type
:F11: :+:*	Select program type
:F12: : , :*	Insert special function
:Div:*	Insert block marker
:*:*	Maximum stitch length
:Backspace: :Delete:	Delete previous stitch
:L:	Load block from Block Manager
:Ctrl: + :S:	Save design
:Ctrl: + :V:	Load block from clipboard (Block Manager 1.1)

Contour definition

<Left>	Enter reference point
:Ctrl: + <Left>	Integrate existing contour
:Shift: + <Left>	Approach existing contour or grid

<code>:Ctrl: + :K:</code>	see <code>:Ctrl: + <Left></code> (for assignment of digitizer mouse buttons)
<code>:Ctrl: + :J:</code>	see <code>:Shift: + <Left></code> (for assignment of digitizer mouse buttons)
<code>:Z: :T: :U:</code>	Automatically create reference points by tracing
<code>:Backspace: :Delete:</code>	Delete previous reference point (operates only if the line has not been concluded with <code>:Return:</code>)
<code>:Insert:</code>	Reinsert previous reference point deleted with <code>:Backspace:</code>
<code>:F4:</code>	Change input mode: Point/Corner/Straight Line
<code>:F9:</code>	Select/deselect Parallel mode

Editor

<code><Left></code>	Select
<code>:Ctrl: + <Left></code>	Multiple selection
<code>:Shift: + <Left></code>	Determine stitch section
<code>:Home:</code>	Jump to start of design
<code>:End:</code>	Jump to end of design
<code>:ALT: :F:</code>	Toggle to and from block list
<code>:Cursor keys:</code>	Run through design stitch by stitch (see also Default Settings)
<code>:Shift: + :Cursor keys:</code>	Form stitch section
<code>:F3:</code>	Determine type of selection
<code>:F4:</code>	Gray/color toggle
<code>:F5:</code>	Redraw
<code>:F6:</code>	Select/deselect filter
<code>:F7:</code>	Edit filter setting
<code>:F8:</code>	Large/small stitch list
<code>:F9:</code>	Stitch section: run front/back

If a stitch is preselected:

<code>:F12: : , : *</code>	Edit special function
<code>:Div: *</code>	Edit block marker
<code>:*: *</code>	Edit maximum stitch length
<code>:Insert:</code>	Select punch insert mode
<code>:Delete: :Backspace:</code>	Delete stitch

Object Editor

<code>:F3:</code>	Convert object, e.g. to manual stitches
<code>:F5:</code>	Redraw
<code>:F6: :Insert:</code>	Insert
<code>:Delete:</code>	Delete object
<code>:F7:</code>	Enter stitch distance
<code>:F8:</code>	Edit parameter set

Edit-Box

<Left>	With mouse button pressed: move inside box
<Left>	Click in box: switch box markers
<Left>	Click on box markers => change size / rotate / distort
:F2:	Copy block
:F3:	Save block
:F4:	Call ToolBox
:F10:	Change selection
:F11:	Numeric input
:F12:	Edit line colors
:Ctrl: + :C:	Copy block to clipboard

Design

:F3:	Start Editor with block function
:F6:	Call Editor
:F8:	Call punch function
: F12 : :,*	Select line color
:L:	Load block from Block Manager
:Ctrl: + :S:	Save design
:Ctrl: + :V:	Load block from clipboard

Monogram fonts

The following fonts are supplied together with EPCwin:

NimbusBold 6mm

NimbusBold 10mm

NimbusBold 22mm

FuturaMedium 6mm

Futura Medium 10mm

Futura Medium 22mm

Nimbus Condens 6mm

Nimbus Condens 10mm

Nimbus Condens 22mm

Euro Heavy 6mm

Euro Heavy 10mm

Euro Heavy 22mm

Walbaum TMed 6mm

Walbaum TMed 10mm

Walbaum TMed 22mm

Fritz Quadrata 6mm

Fritz Quadrata 10mm

Fritz Quadrata 22mm

Engl Schreib 6mm

Engl Schreib 10mm

Engl Schreib 22mm

Monogram special characters

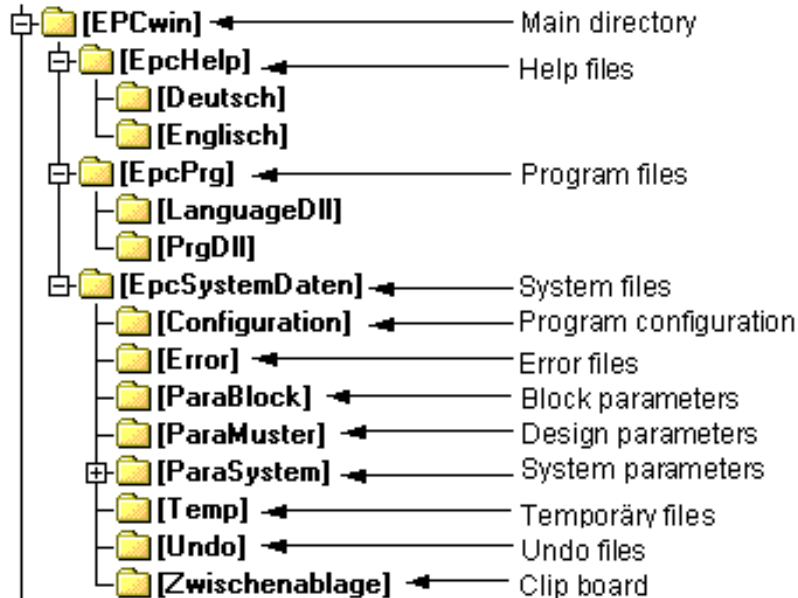
To use a special character in the monogram fonts, press and hold down **:ALT:** and enter the numeric code contained in the table below on the number keypad. The table applies only to Code Page 850 MS-DOS Latin 1.

ALT+		ALT+	
128	Ç	157	Ø
129	ü	164	ñ
132	ä	165	Ñ
134	å	168	ı
135	ç	173	ı
137	ê	174	«
139	ï	175	»
142	Ä	189	¢
143	Å	208	—
145	æ	209	—
146	Æ	211	Ë
148	ö	216	Ï
153	Ö	225	ß
154	Ü	236	—
155	ø	237	—
156	£	245	§

EPCwin directory structure

System

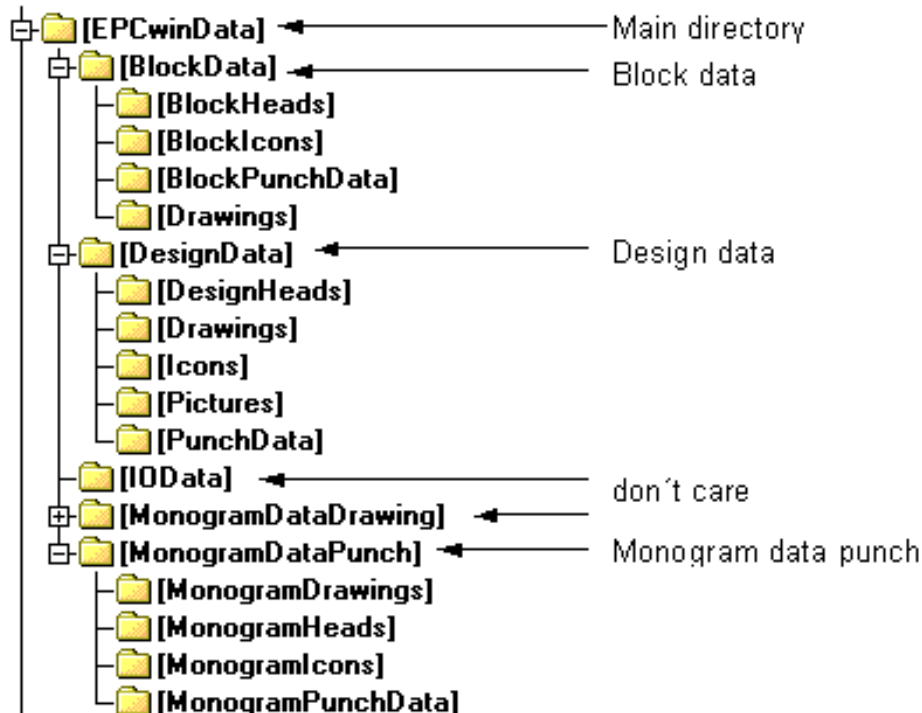
e.g C:\Program Files\...



Use the function Backup in Input / Output to make a backup of the settings and system parameters you have selected for EPCwin.

Data

e.g D:\



Use a proprietary backup tool to make a backup of your design, block and monogram data. Such tools allow you to save and reload data according to individual criteria. As a general rule they can also be configured to execute a backup routine automatically, typically every day.

Saving design data (backup)

The design data are generally stored in the directory named EPCwinData/DesignData, but you may have created you own design data directories. To make a backup of the design data, you must save the entire content of the relevant directory.

Saving block data (backup)

The block data are generally stored in the directory named EPCwinData/BlockData, but you may have created you own block data directories. To make a backup of the block data, you must save the entire content of the relevant directory.

Saving monogram data (backup)

The monogram data are generally stored in the directory named EPCwinData/MonogrammDataPunch, but you may have created you own monogram data directories. To make a backup of the monogram data, you must save the entire content of the relevant directory.

EPCwin system limits and variables

Data structure

Maximum size of reference data/stitch data/program parameters	= 600000
Maximum number of programs	= 4000
Maximum number of special functions	= 6000
Maximum number of markers	= 2000
Maximum number of drawing lines	= 40000
Maximum number of drawing points	= 300000
Maximum number of designs open at once	= 9
Maximum number of reference points in a spline	= 1000
Maximum number of contours for selection	= 10000
Pictogram size	= 200x200 pixels

Punching

Max. number of program parameter sets per design	= 60
Max. number of program parameter sets in the system	= 20
Max. number of stitch sequences	= 200
Max. number of stencils	= 200
Max. number of points in stitch sequences	= 400
Max. number of head selections	= 200
Max. number of embroidery heads	= 64
Max. number of different needles per design	= 32

Data memory

Maximum number of entries in general directory	= 10000
Maximum number of markings in general directory	= 2000
Maximum number of markings in block directory	= 2000
Maximum number of block directories	= 99
Maximum number of blocks per block directory	= 99
Maximum number of favorites in general directory	= 50

Editor

Maximum number of entries in "SnapList"	= 255
Maximum number of selected sub-blocks	= 1000
Maximum number of selected points	= 10000

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