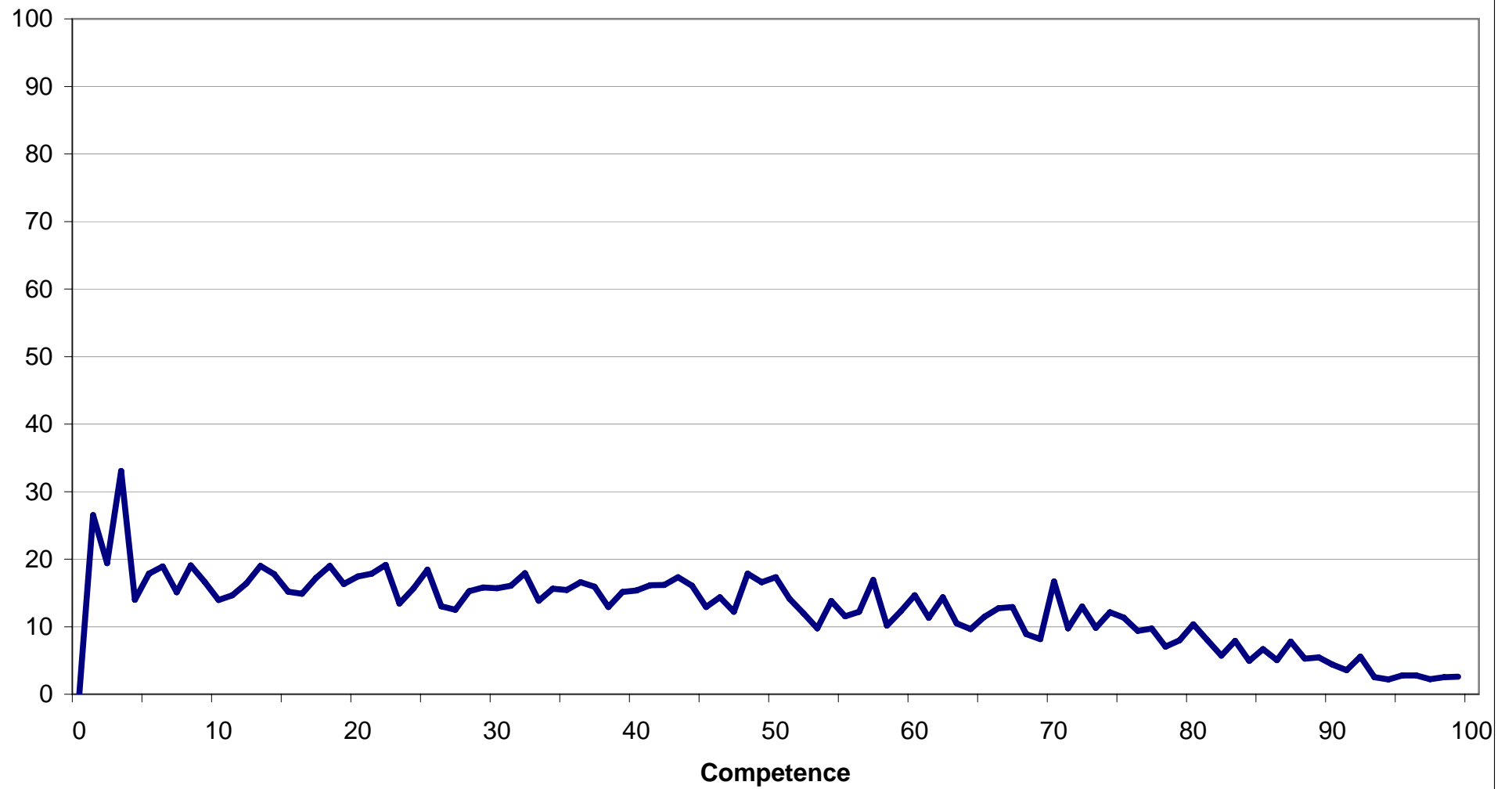
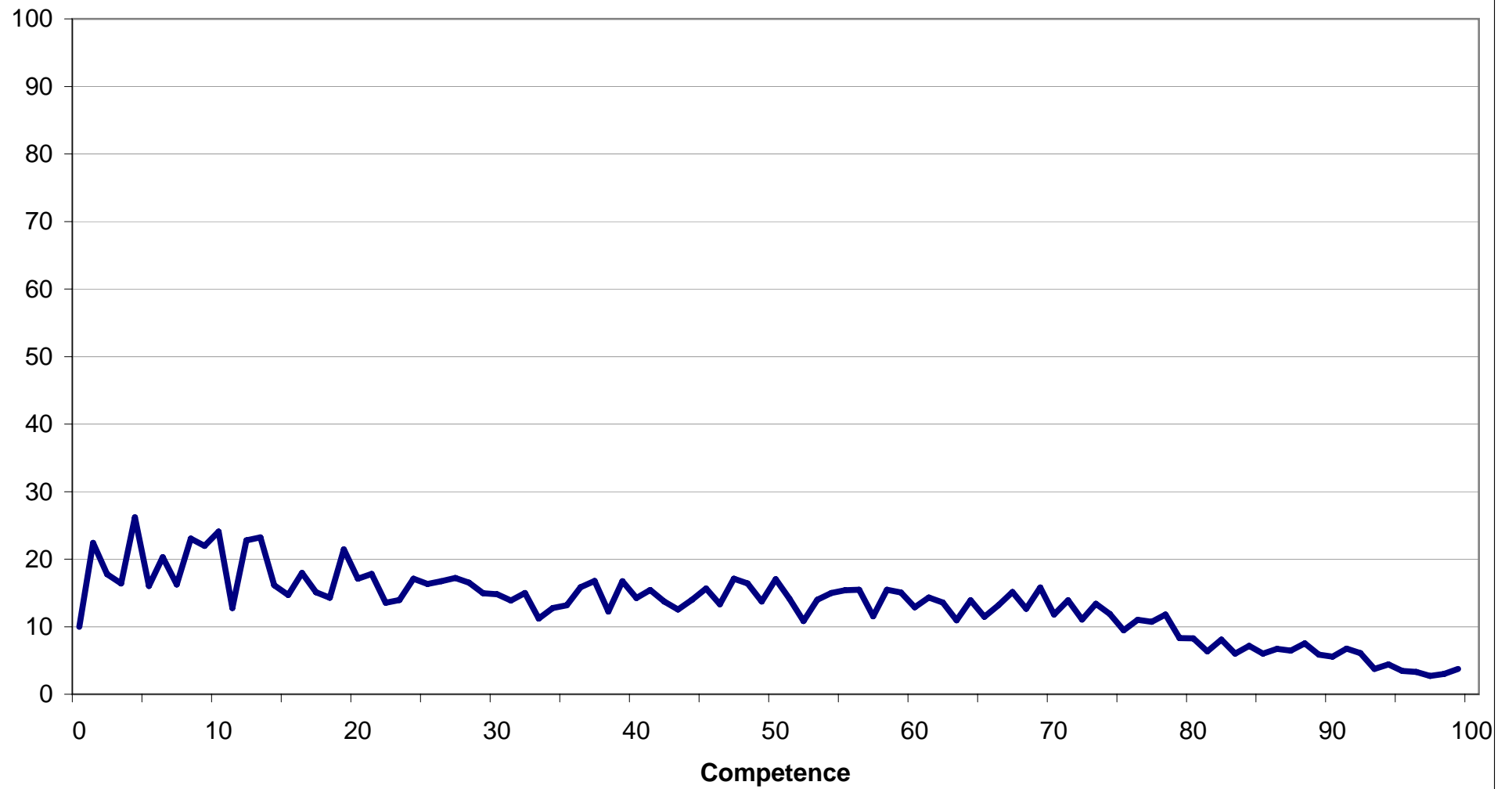


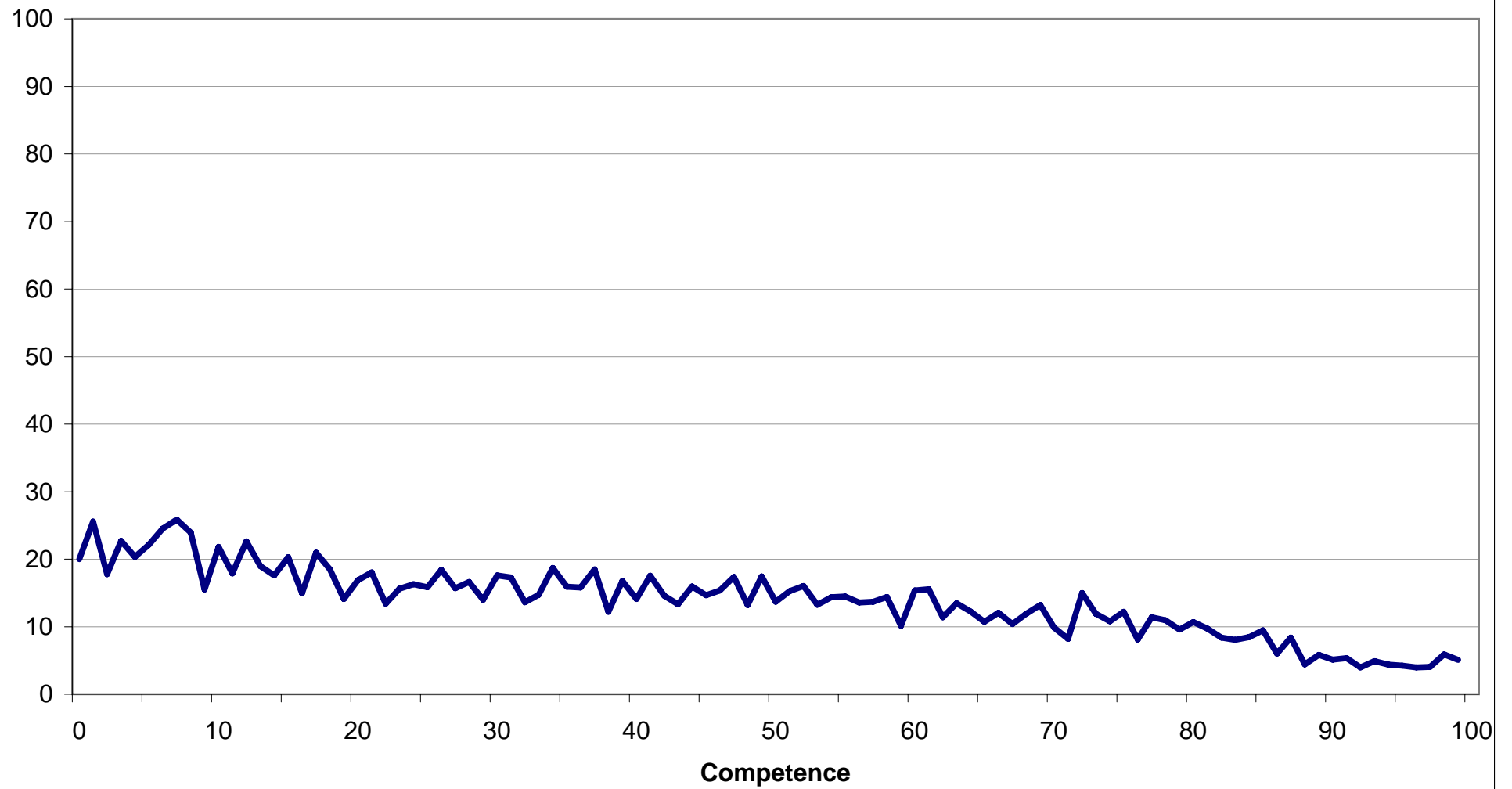
Distance to friend for SignallingCost = 0



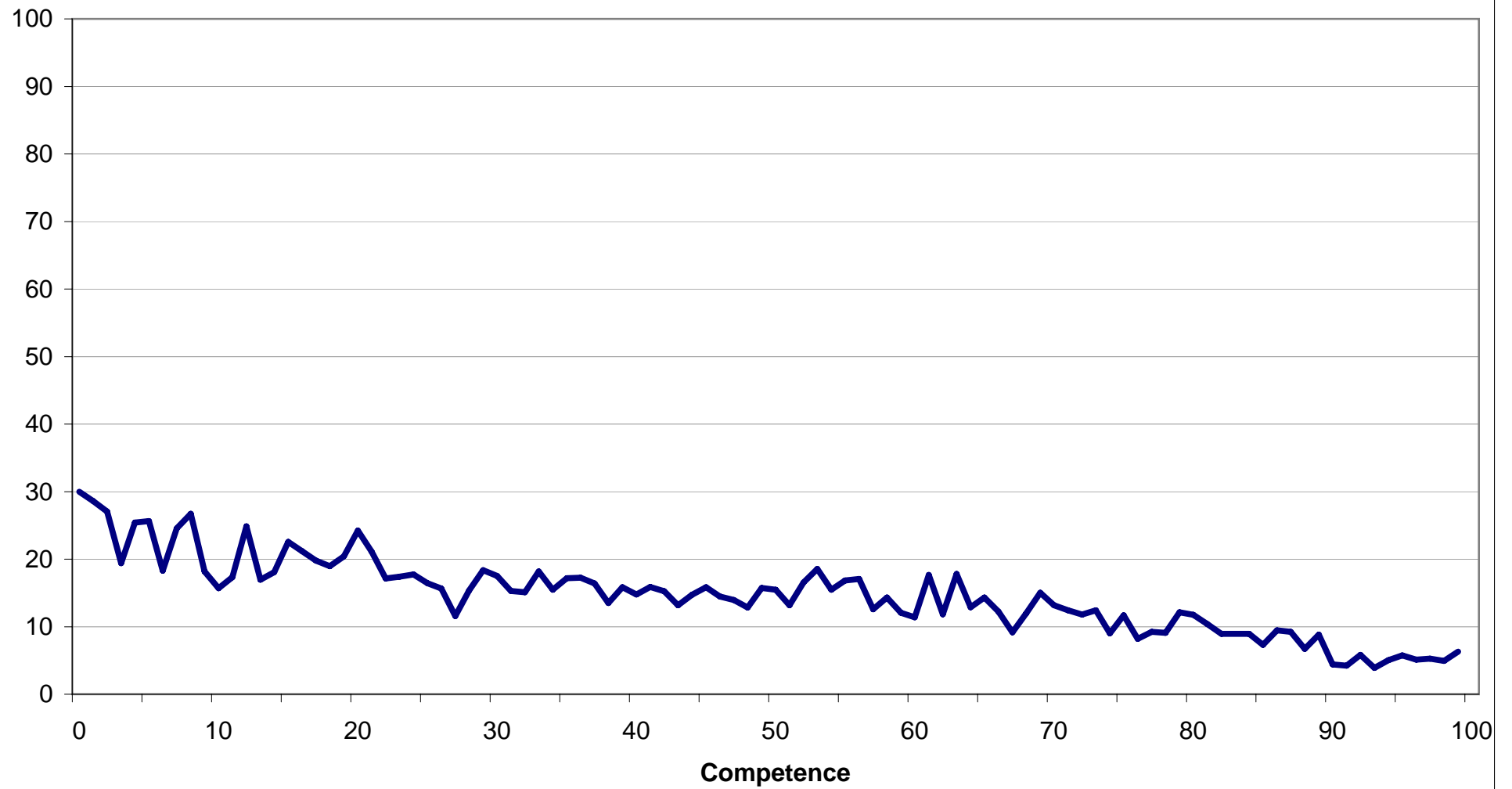
Distance to friend for SignallingCost = 10



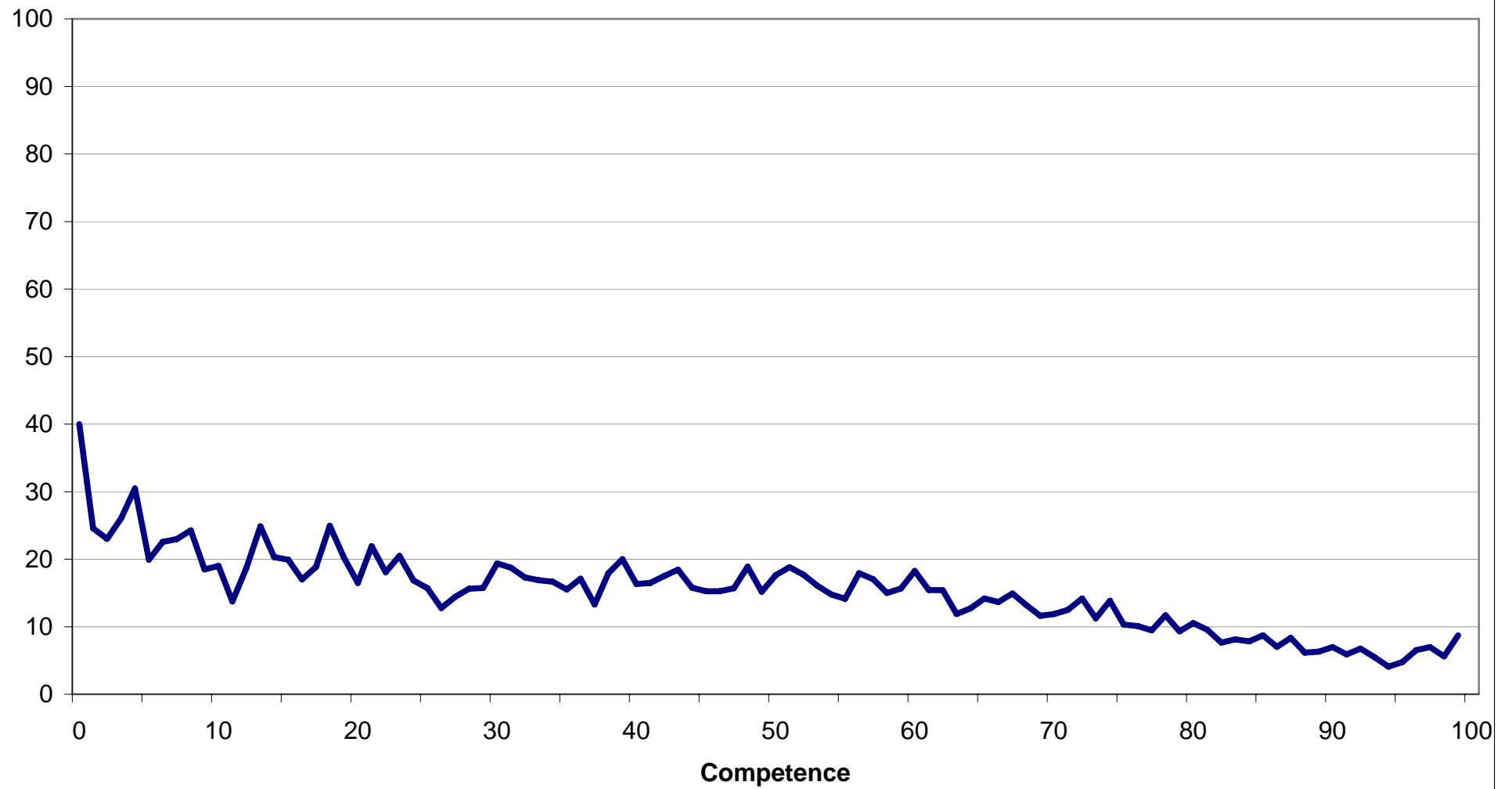
Distance to friend for SignallingCost = 20



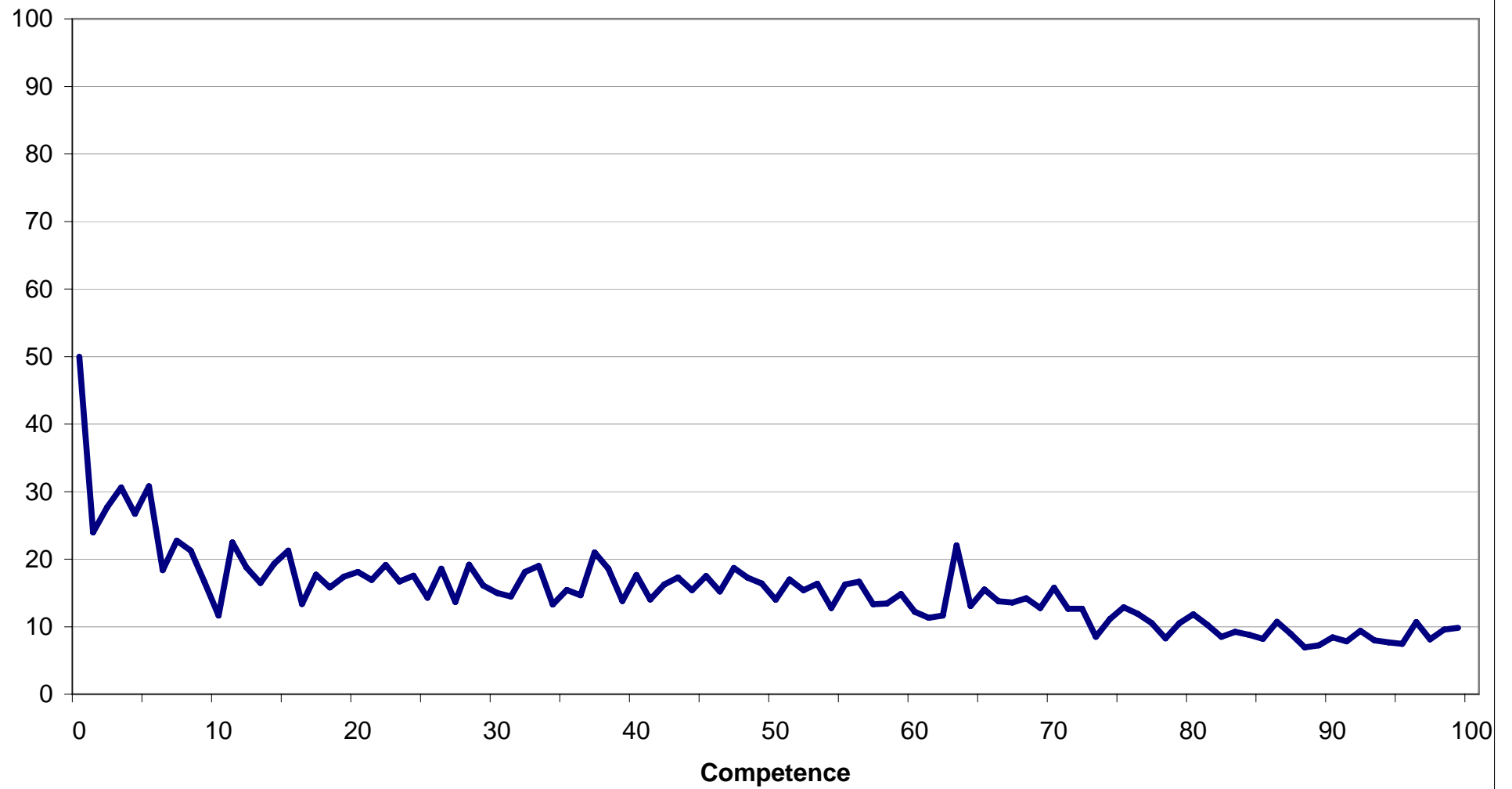
Distance to friend for SignallingCost = 30



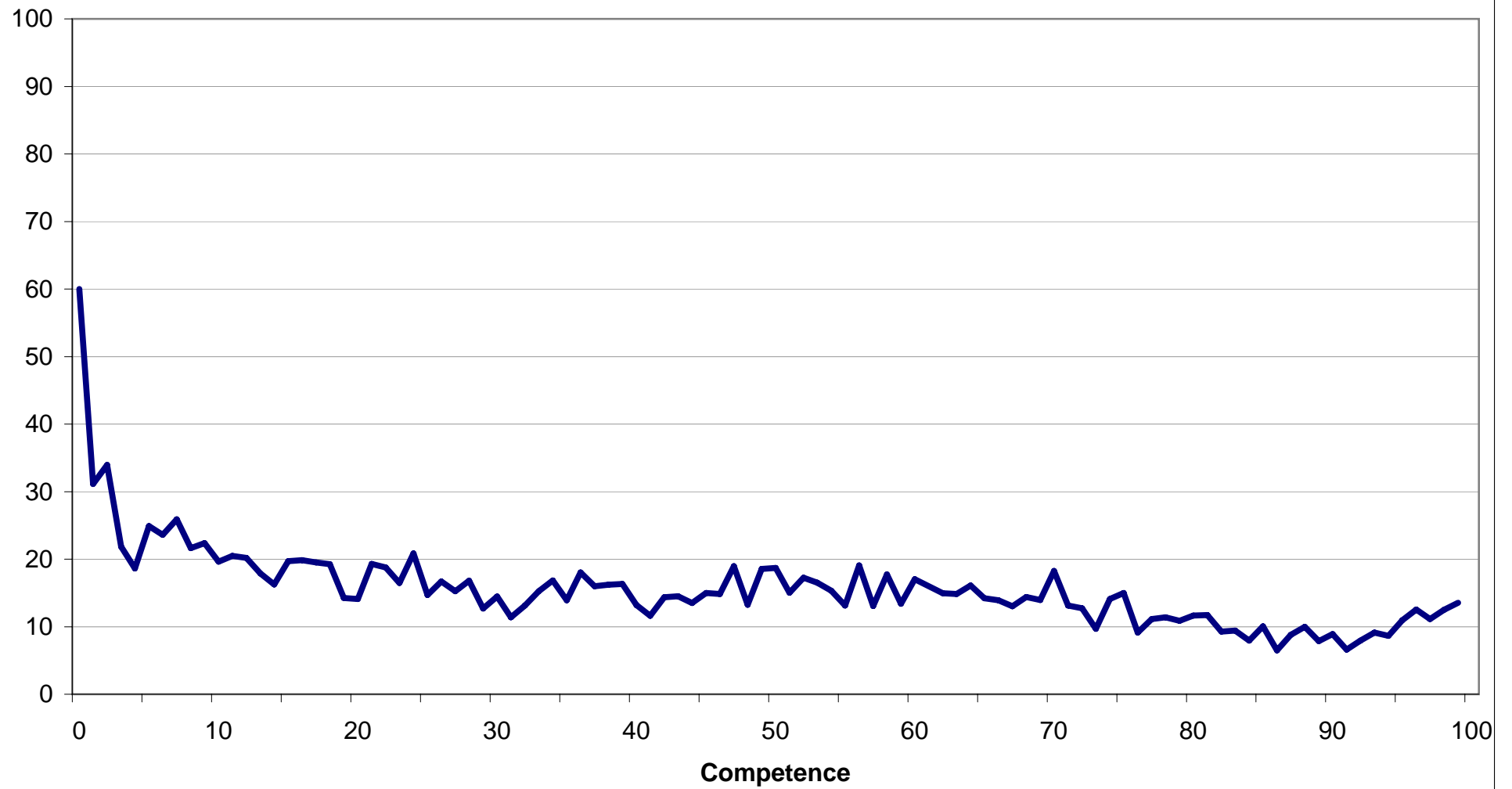
Distance to friend for SignallingCost = 40



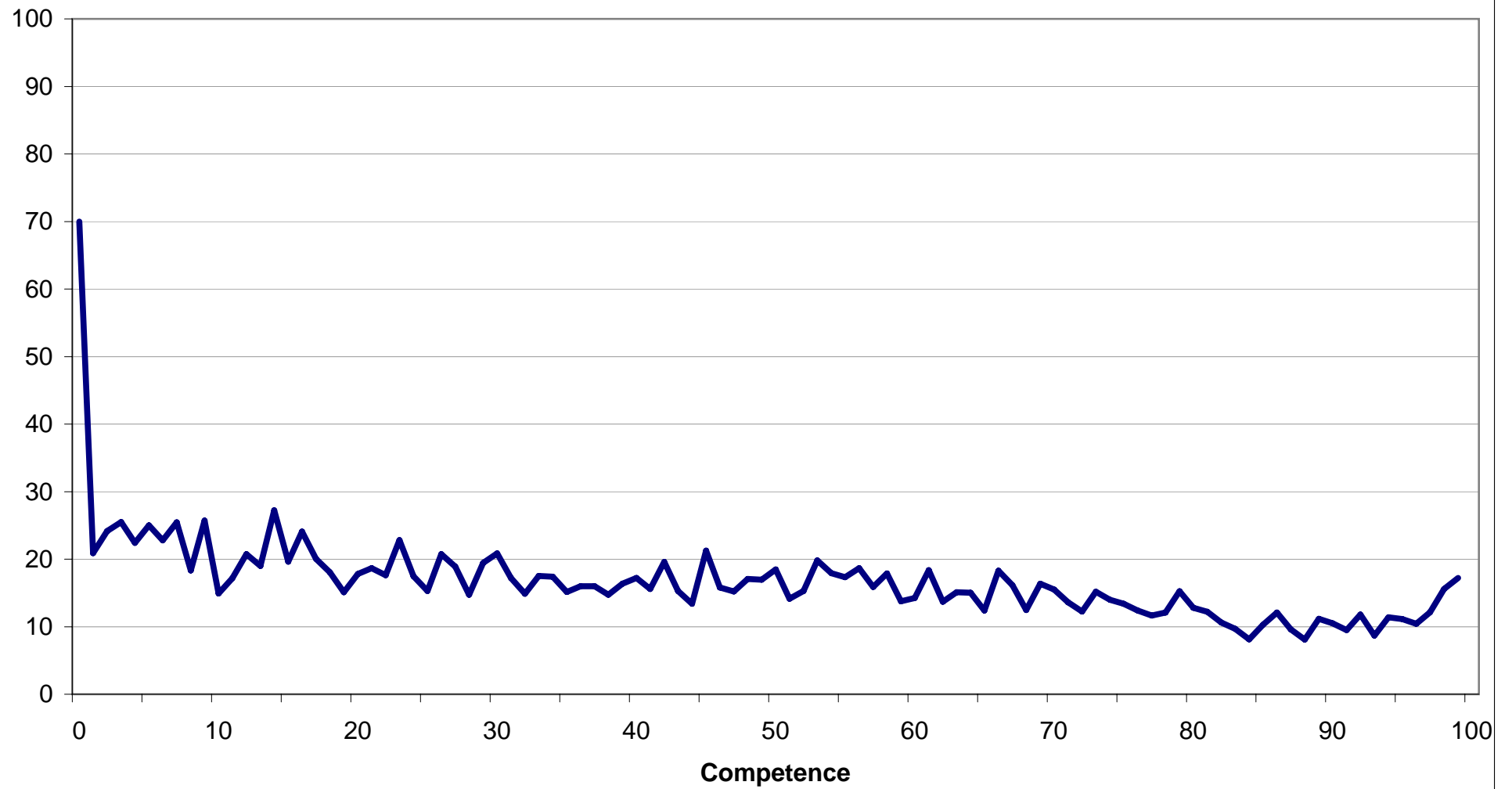
Distance to friend for SignallingCost = 50



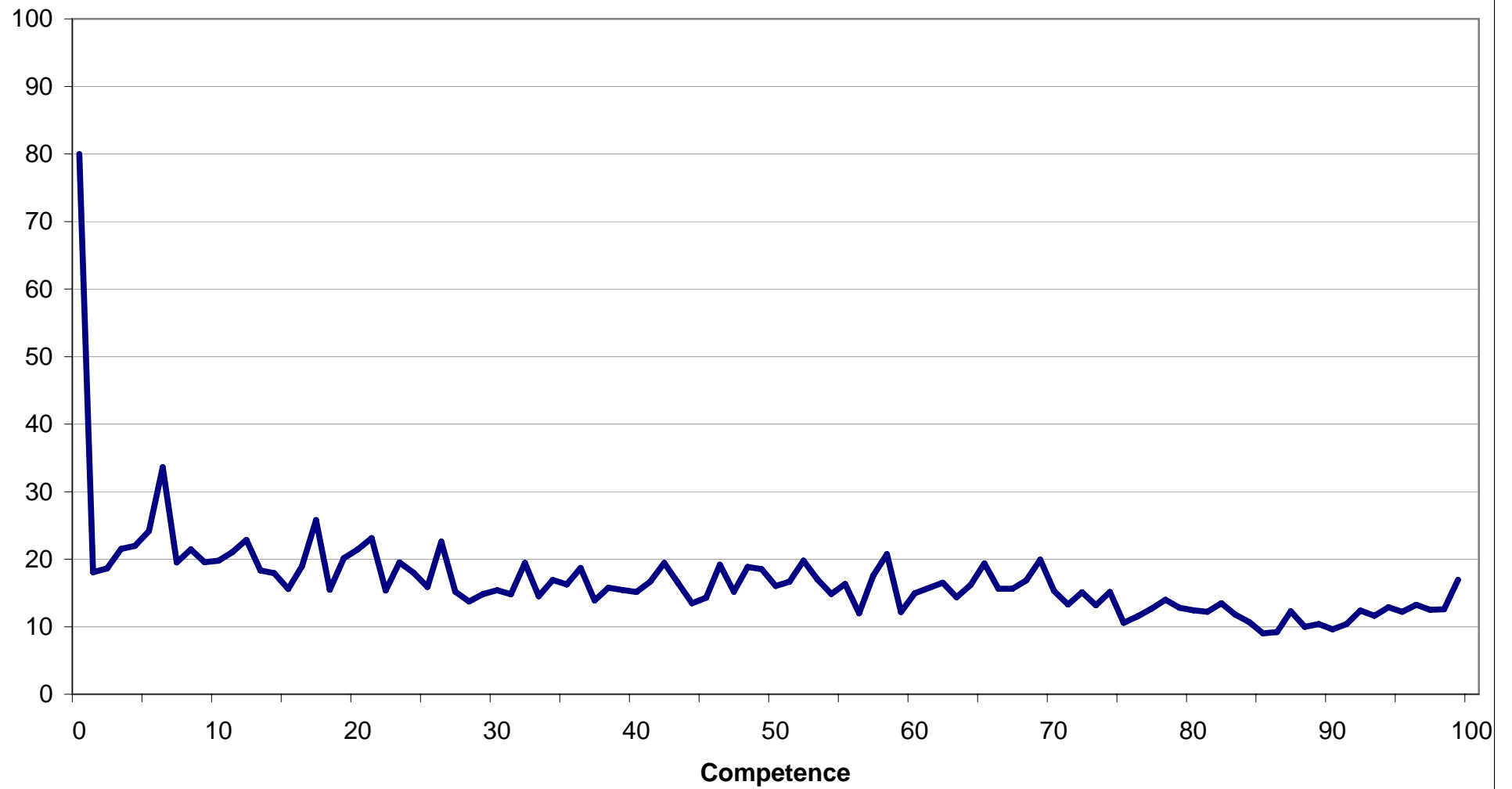
Distance to friend for SignallingCost = 60



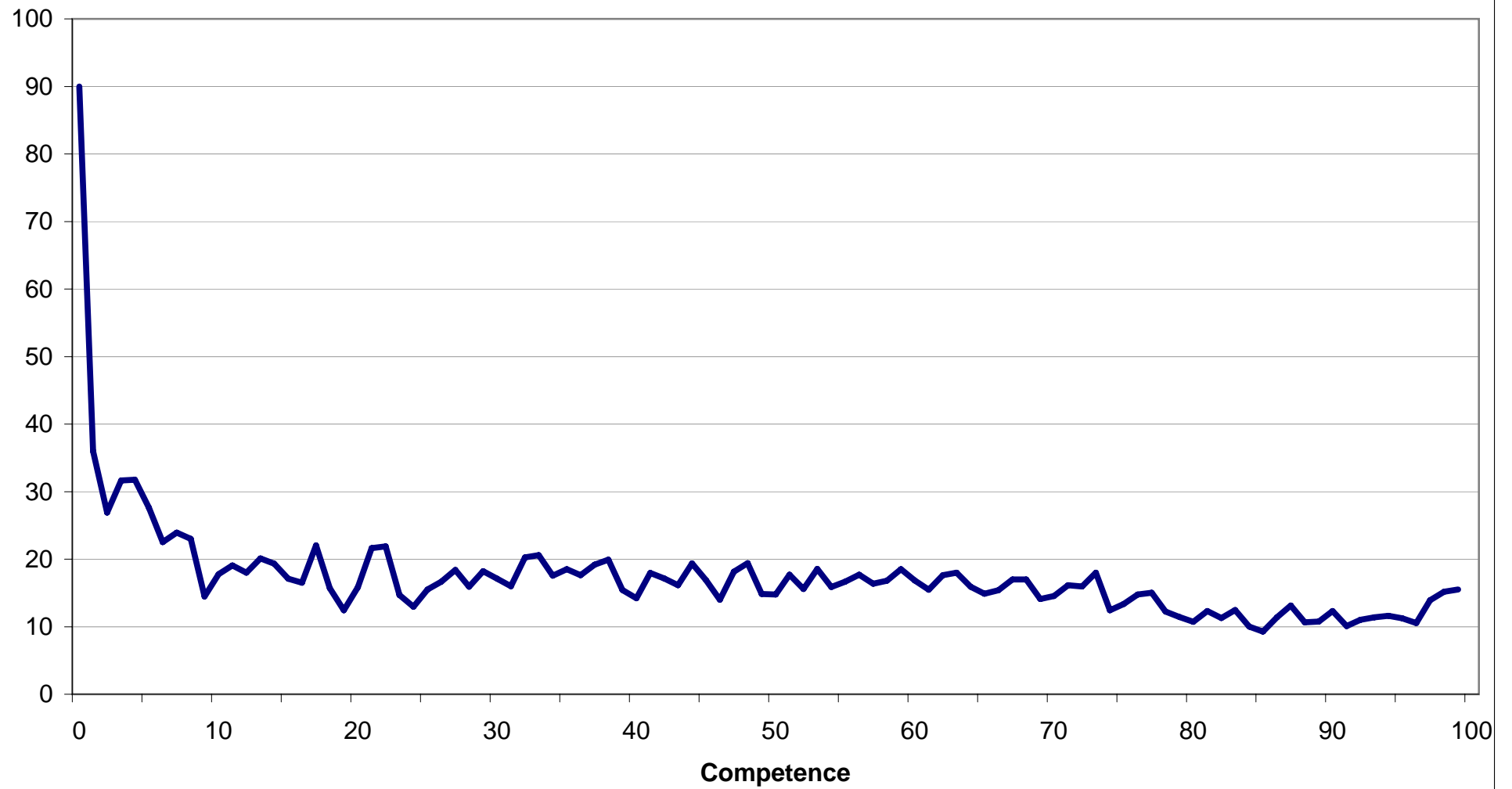
Distance to friend for SignallingCost = 70



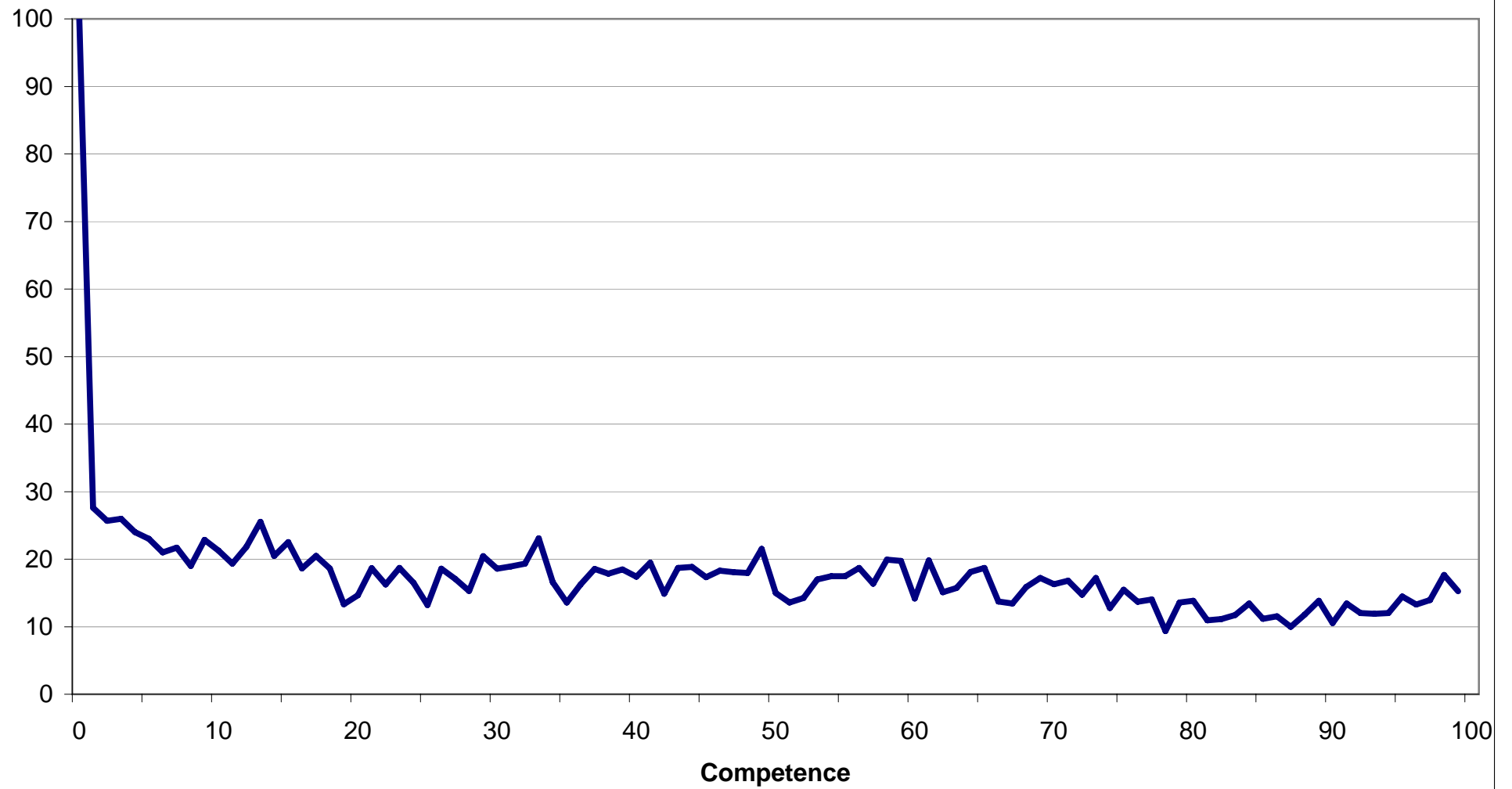
Distance to friend for SignallingCost = 80



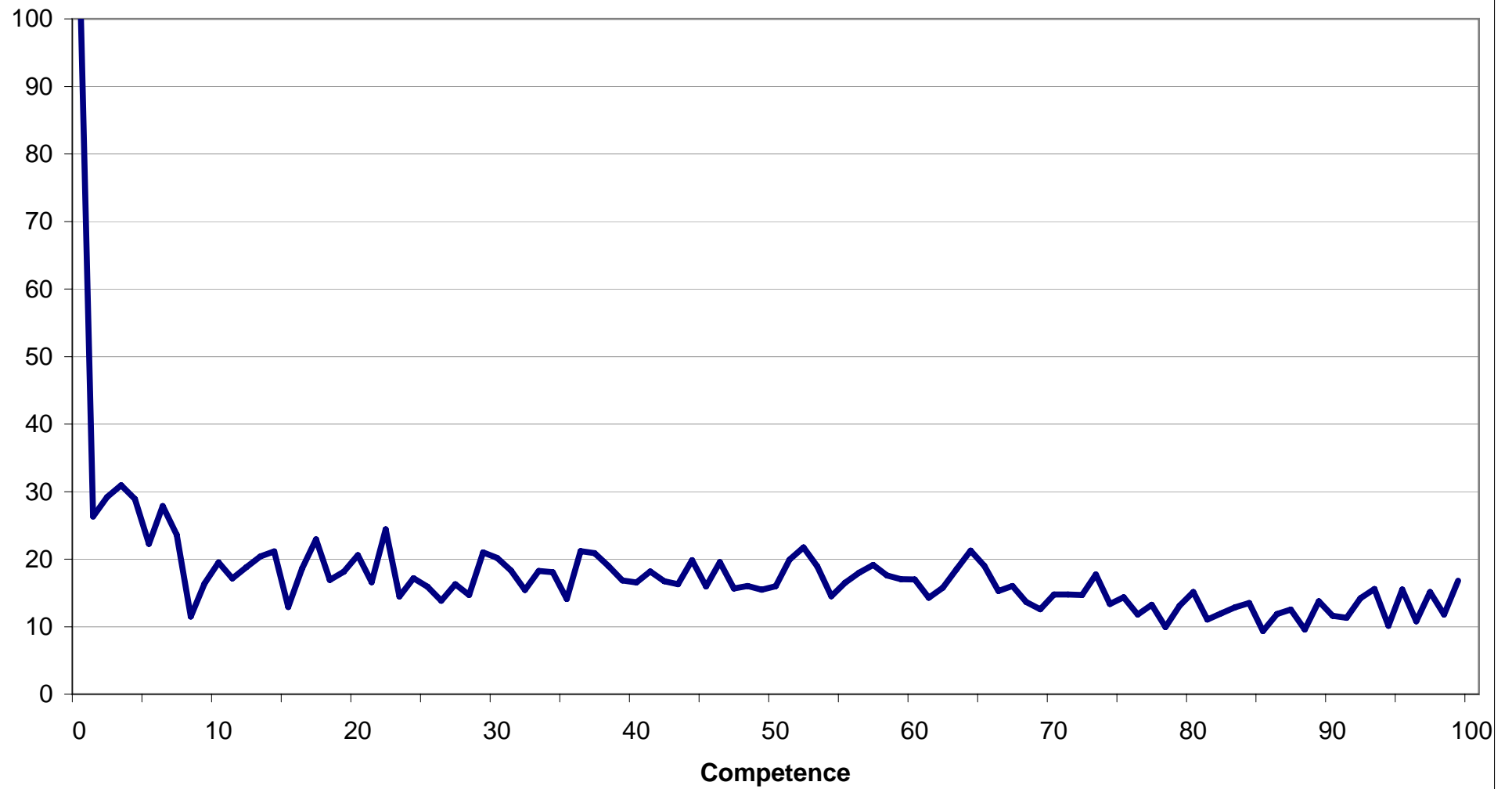
Distance to friend for SignallingCost = 90



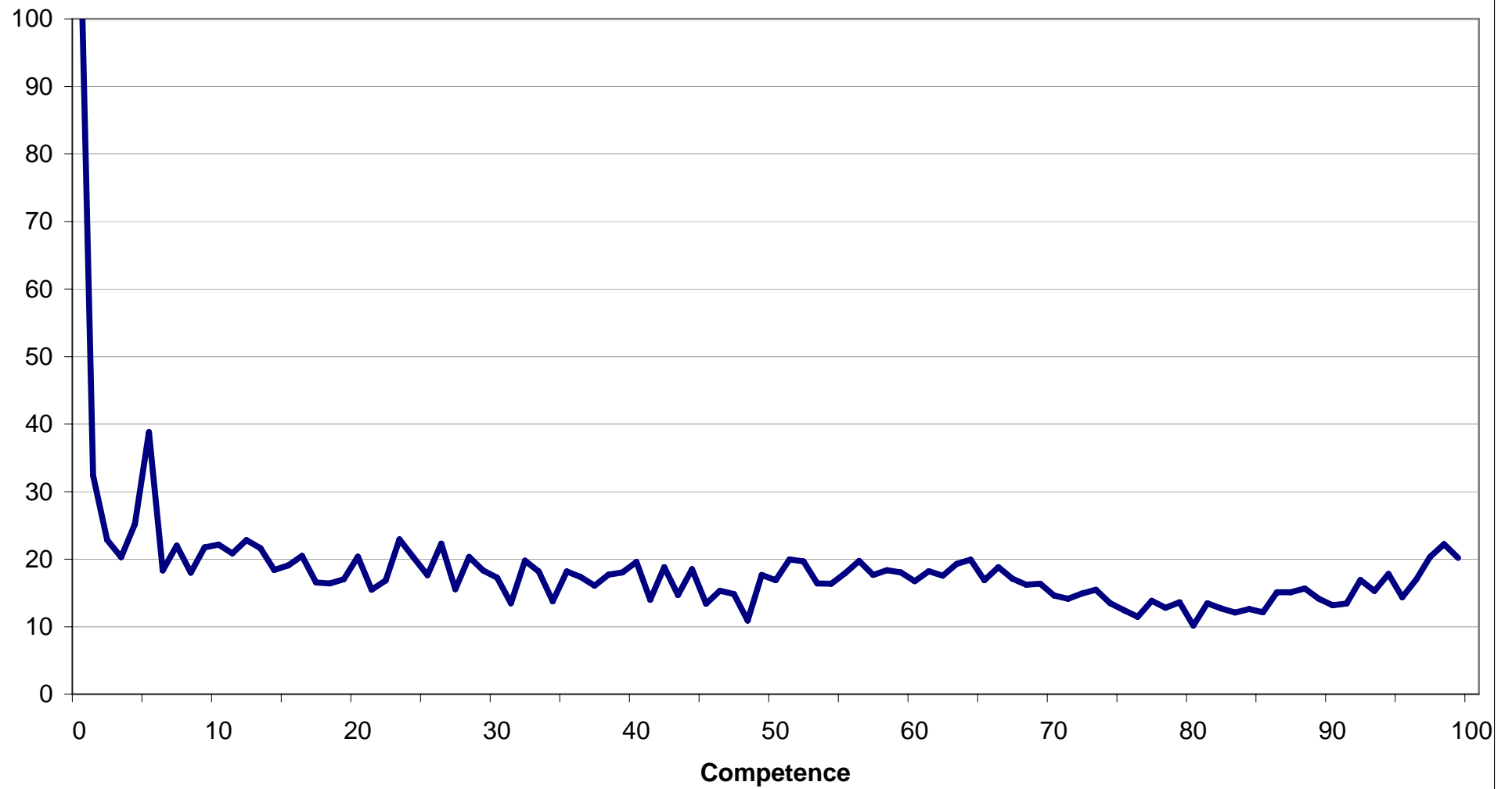
Distance to friend for SignallingCost = 100



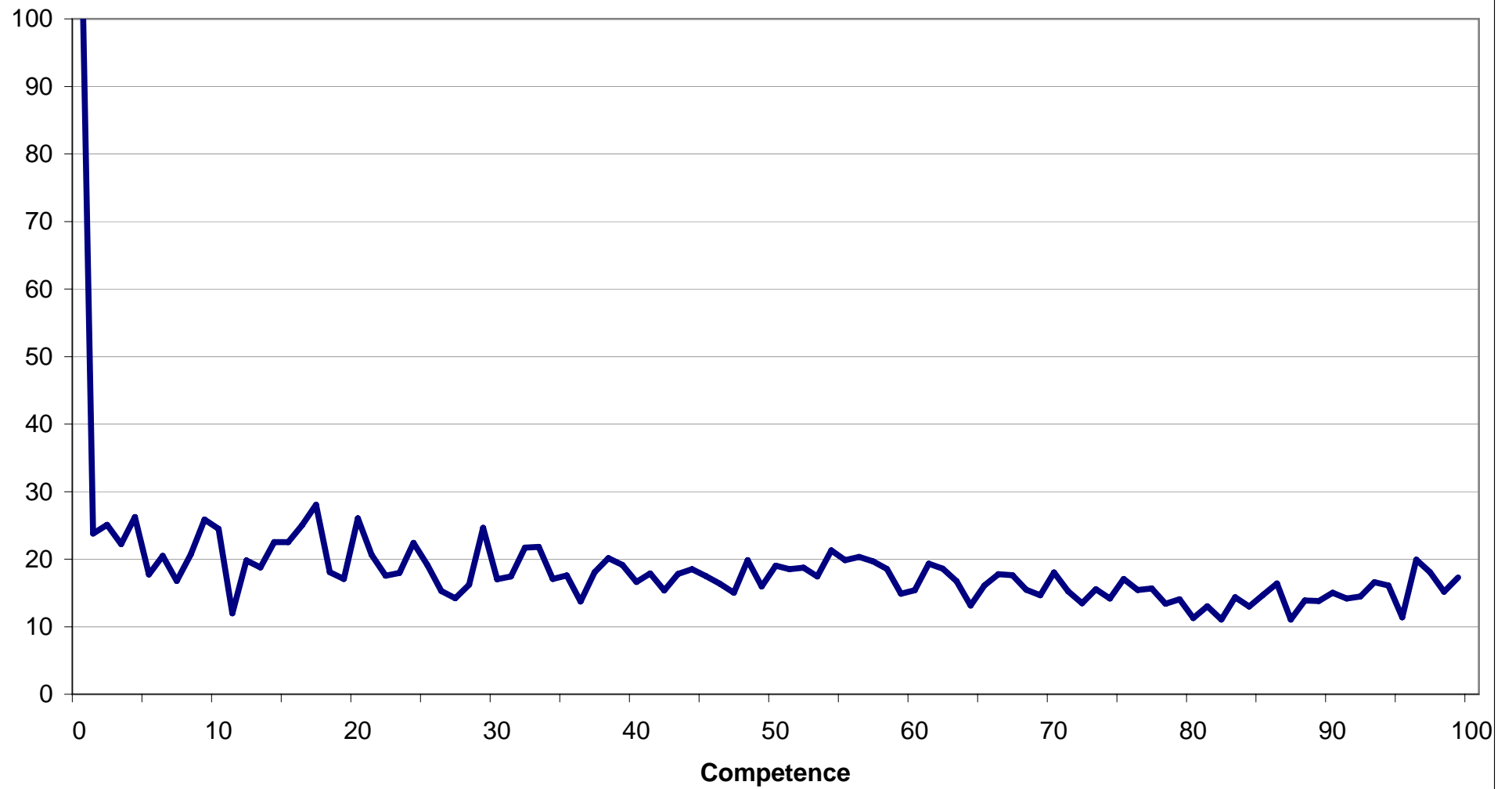
Distance to friend for SignallingCost = 110



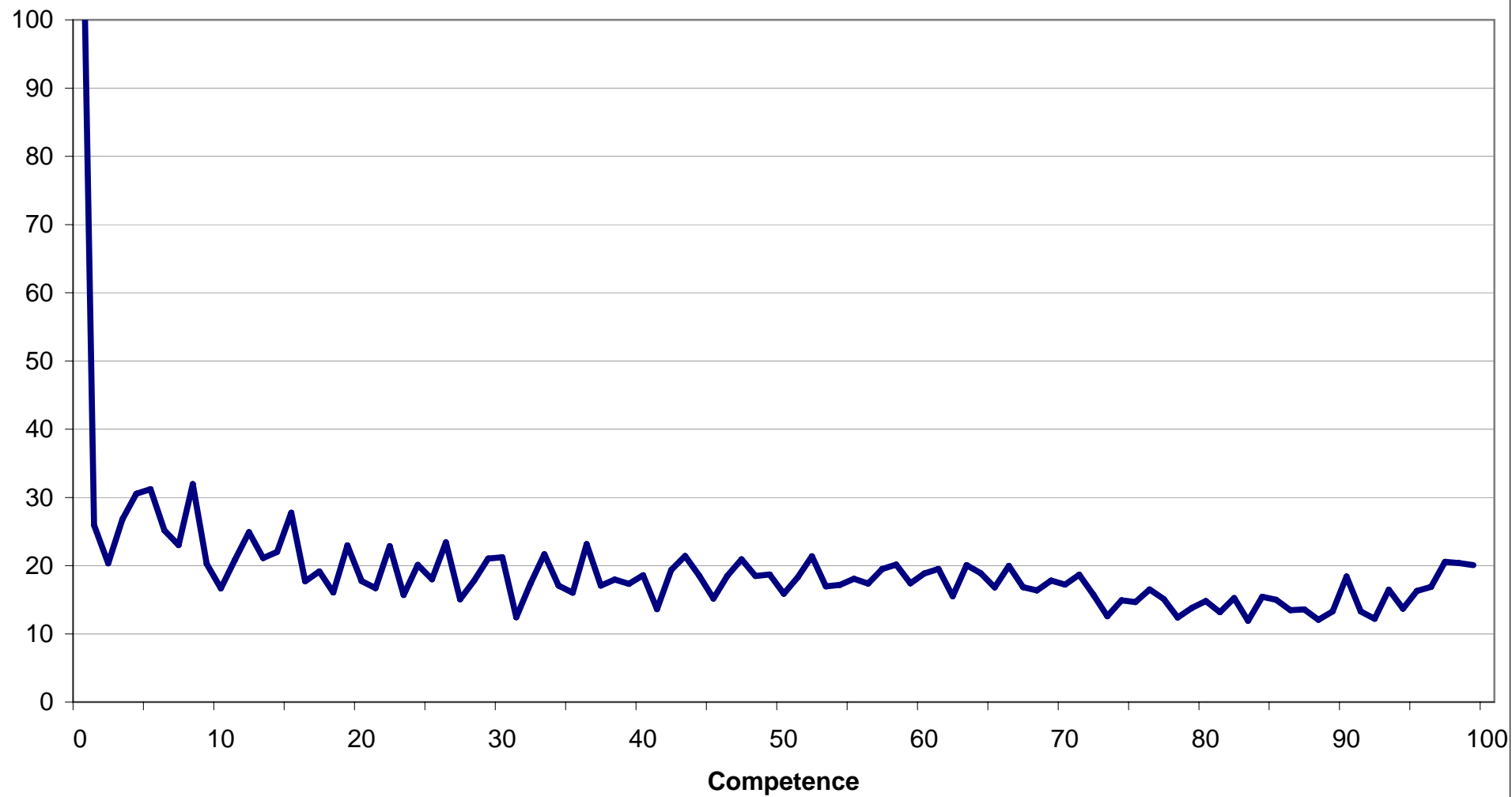
Distance to friend for SignallingCost = 120



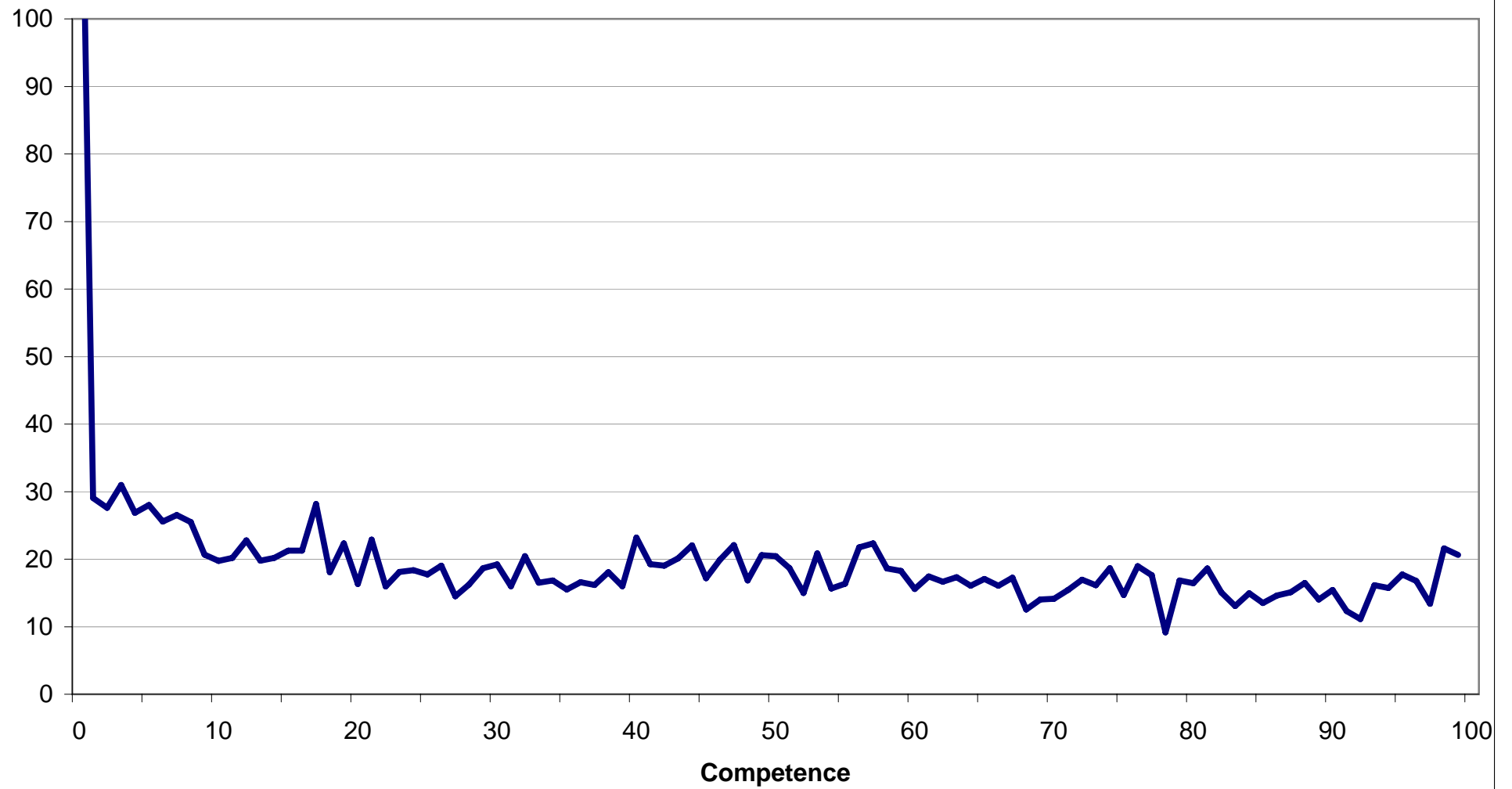
Distance to friend for SignallingCost = 130



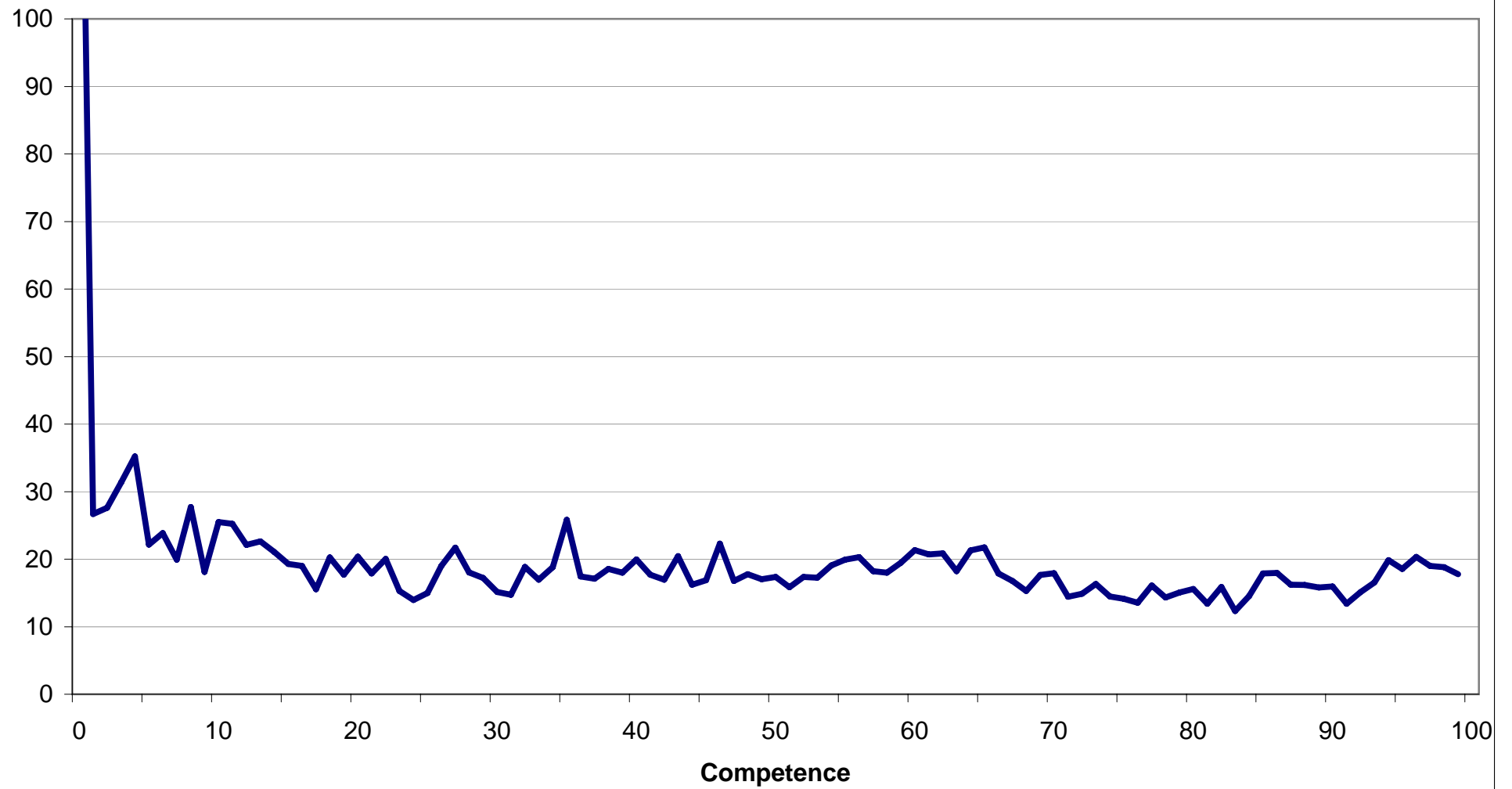
Distance to friend for SignallingCost = 140



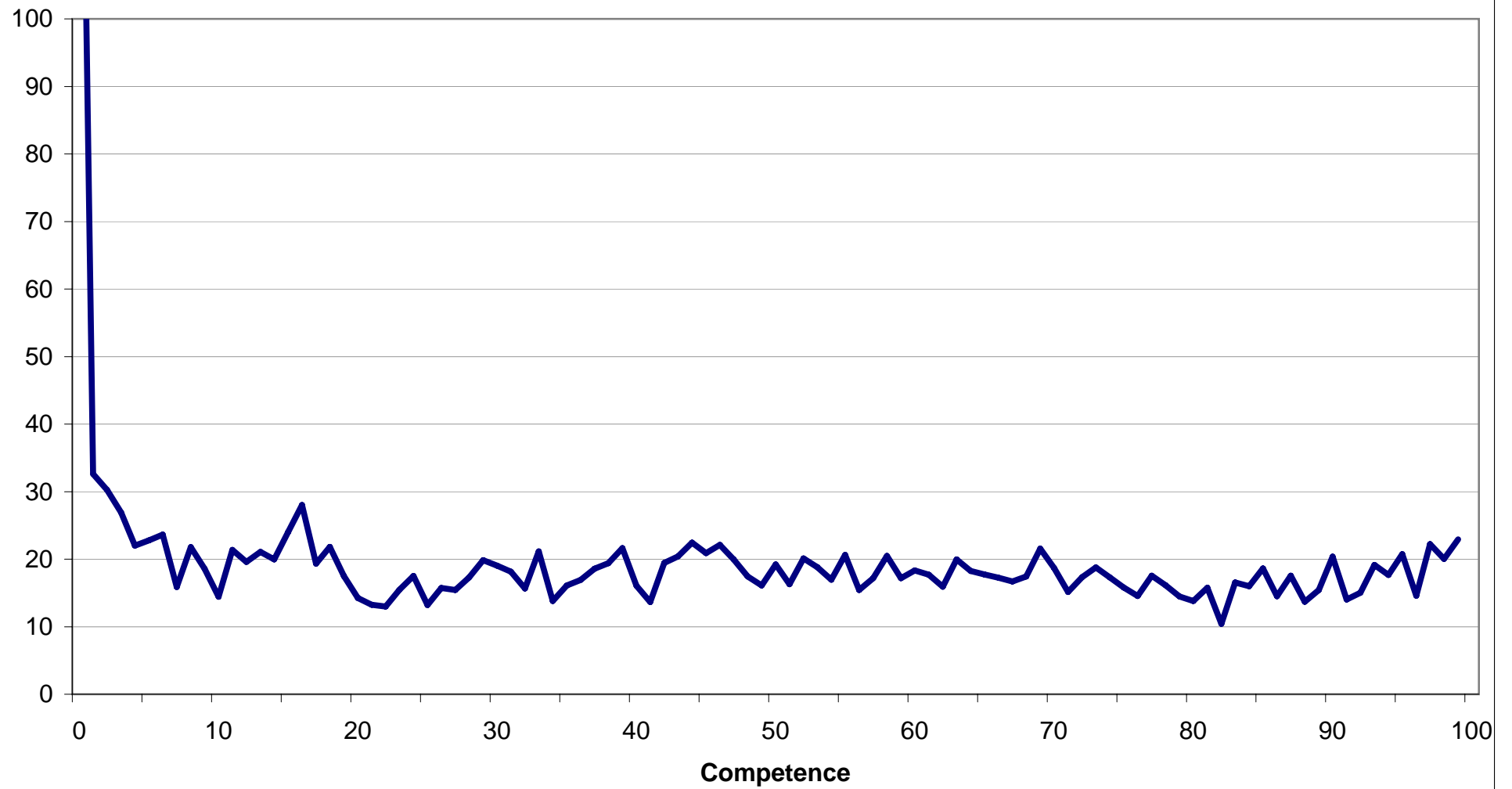
Distance to friend for SignallingCost = 150



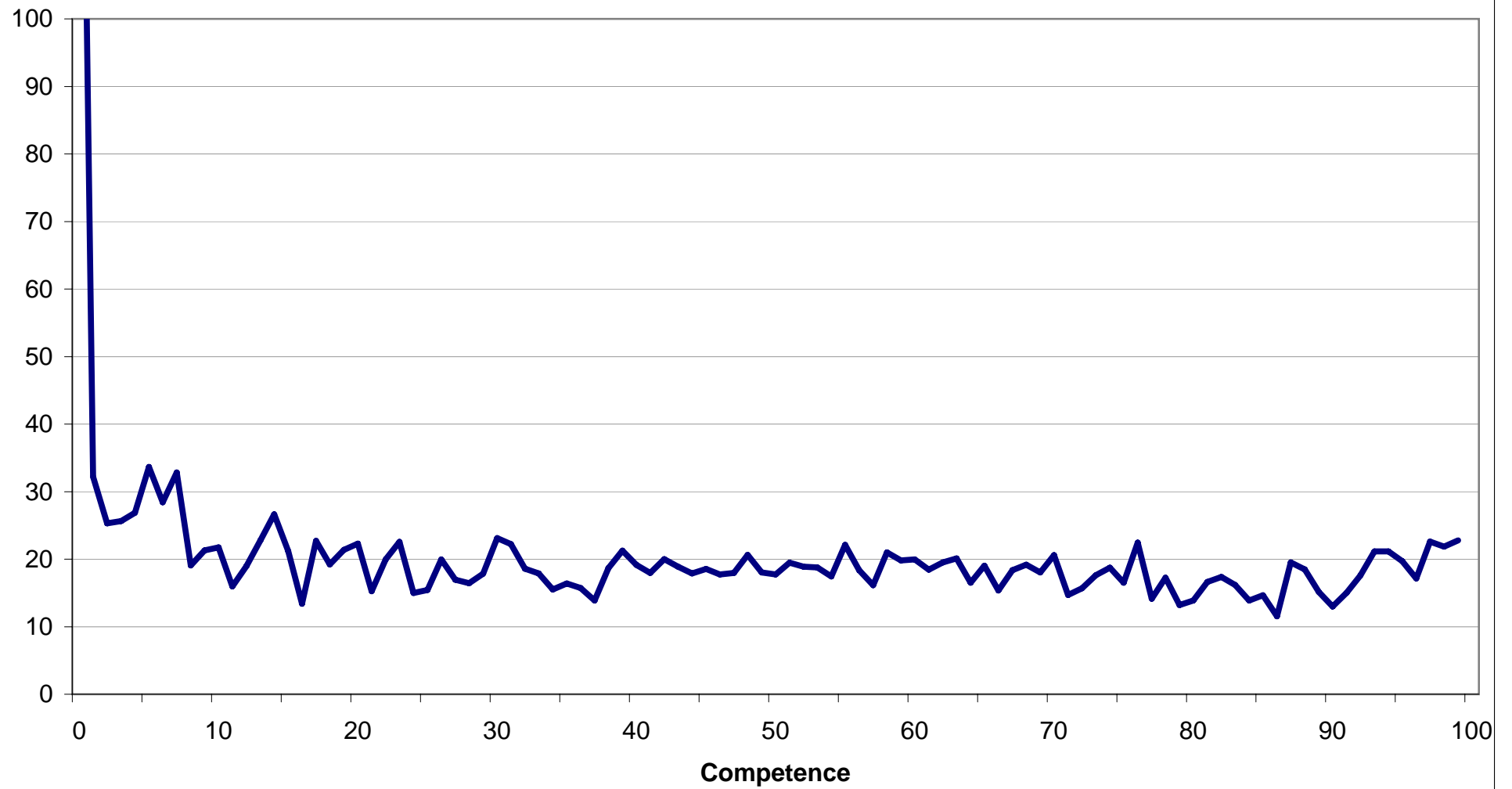
Distance to friend for SignallingCost = 160



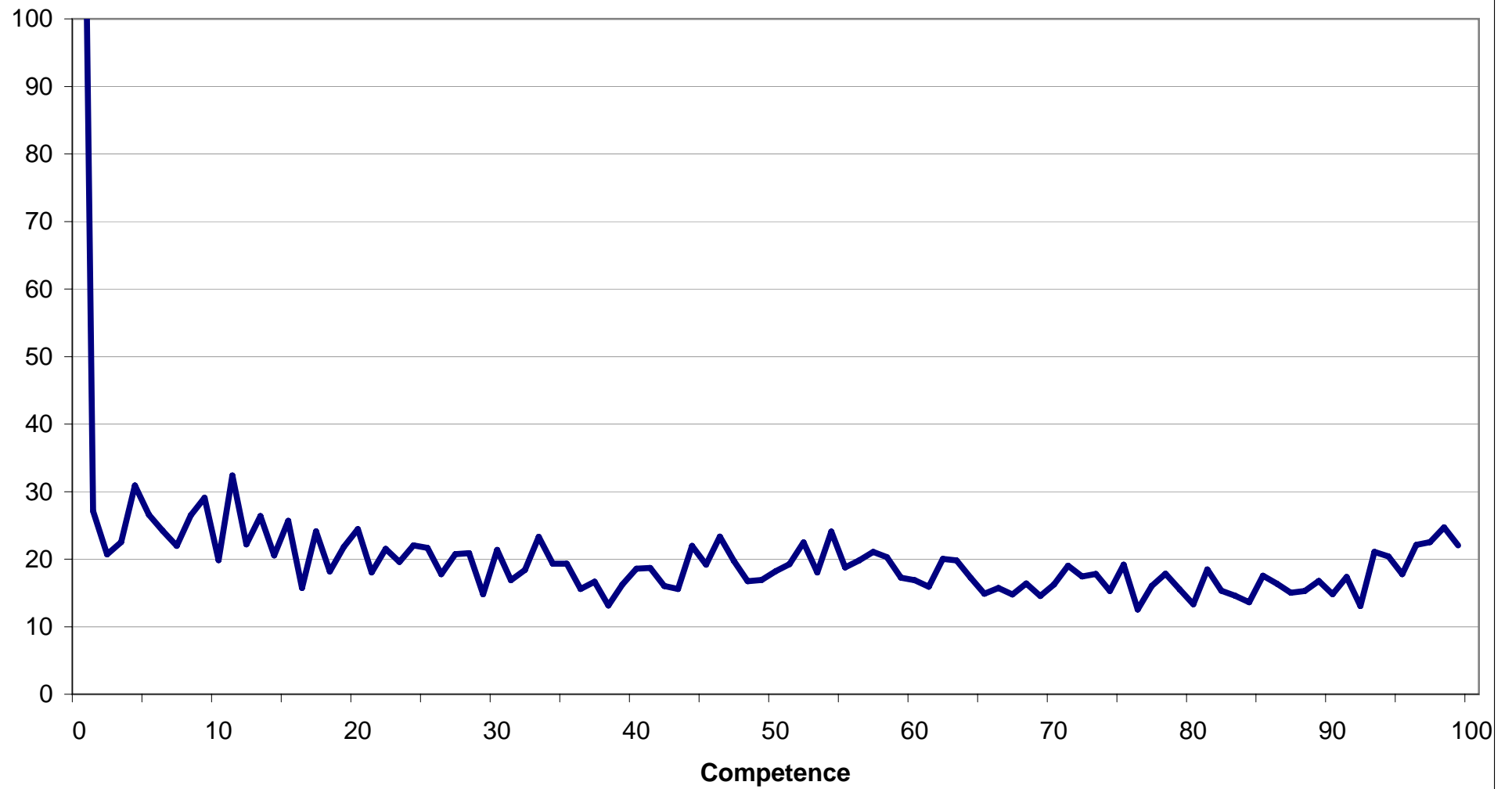
Distance to friend for SignallingCost = 170



Distance to friend for SignallingCost = 180



Distance to friend for SignallingCost = 190



Distance to friend for SignallingCost = 200

