JITFIX sorted I	list										
Games .HACK//Link	Playable? Yes	Core Type JIT	CPU Clock	GPU Clock 460 MHz (max handheld)	EmuPSP Clock Off	Framerate Full	Submitter/Validater HyperActiv	Enhancements 2x resolution	Notes		No Yes
3rd Birthday Ace Combat X: Skies of Deception	Yes Yes*	JIT	714 MHz			Full	plaidman Blackforce, plaidman	Extraordion	full speed but pitch and roll controls are very very slow		Semi Yes*
Asphalt Urban GT2	No	JIT		307 MHz (stock handheld)		-	Blackforce		Game crashes on startup		Completable
Assassins Creed ATV Offroad Fury - Blazin Trails	Yes Yes*	JIT JIT	1020 MHz 1785 MHz	307 MHz (stock handheld) 460 MHz (max handheld)	N/A N/A	Full Full	bottmint	Test Run at 2x resolution	(art gone). Need more testing time (freezes after ~5 seconds of gameplay with JTF/INAL_PUBLIC build) works fine but has glitchy road textures		
BlazBlue Calamity Trigger Burnout Dominator	Yes Yes	JIT	1020 MHz	307 MHz (stock handheld) 307 MHz (stock handheld)	N/A	Full	Blackforce Blackforce		Text is slightly glitched, everything else works		
Burnout Legends	Yes	JIT	1020 MHz	307 MHz (stock handheld)	N/A	Full	Blackforce, Arnie	tested up to 3x resolution	Can play using the 60fps cheat, overclock required for that. Works fine at stock for 30fps - Arnie		
Call of Duty: Roads To Victory	Yes	JIT	1785 MHz	460 MHz (max handheld)	Off	Mostly Full	PT	1440x816	Played the first 2 missions, mostly full speed with occasional framerate drops and periodic hard drops at random points.		
Castlevania - The Dracula X Chronicles Coded Arms: Contagion	Yes*	JIT				Full	ZornTaov	960 x 544	Videos don't play at all. Mash Start to skip opening video to get to the menu after the Konami logo, turn OFF Fast Memory to fix level backgrounds and invincible Richter.		
Colin McRae Dirt 2	Yes Semi	JIT JIT	1581 MHz	460 MHz (max handheld) 460 MHz (max handheld)	Off	Full Mostly Full	Amie plaidman	Tested up to 3x resolution 2x resolution	Works just fine on latest build, requires GPU overclock to achieve full speed at 3x resolution some slight slowdown but glitchy textures on cars		
Corpse Party - Book of Shadows Crash Of The Titans	Yes Yes	JIT JIT	918 MHz	307 MHz (stock handheld) 307 MHz (stock handheld)	333MHz	Full Mostly Full	Blackforce BatbylsOk		Certain attacks feel clunky but cant tell if slow or just how the game works		
Crash: Mind Over Mutant Crash: Tag Team Racing	Yes*	JIT JIT	1224 MHz	384 MHz (stock handheld) 384 MHz (stock handheld)	333MHz 333MHz	Half Speed Mostly Full	BatbylsOk BatbylsOk, plaidman	1440x816	Needs VERTEXJIT build. Having a save stops you from getting ingame* use savestates to get ingame, Tomb park is more demanding on hardware, achieved game ending.		
Crazy Taxi Crisis Core Final Fantasy VII	No No	JIT JIT	N/A	384 MHz (stock handheld)	Off	N/A Full	plaidman ZornTaov	960x544	more demanding on nationale, achieved game entiting, menus are fine, crash when you get into game Video Cutscenes are liefs with smooth audio. FMV cutscenes are fine		
CRUSH	Yes Yes	JIT	1581 MHz		Off	Full	plaidman	2x resolution	, , , , , , , , , , , , , , , , , , , ,		
Dave Mirra BMX Challenge Daxter	Yes Yes	JIT JIT		460 MHz (max handheld) 307 MHz (stock handheld)	Off	Full Full	PT ZornTaov	1440x816 960x544	Played a few races without any framerate drops or graphical issues. NOTE: don't play this game, its not fun. Cutscenes are jerky but have smooth audio, probably fimpeg issue		
Dead or Alive Paradise Digimon Adventure	No Yes	JIT JIT		384 MHz (stock handheld) N/A	Off N/A	N/A Full	plaidman switchmayne	5003,044	Colscenes are jerky but neve smooth about, probably simpley issue boots to black screen, does not crash lazy addition bug switchmayne for proper one		
Digimon World Re:Digitized	Yes	JIT		307 MHz (stock handheld)	Off	Full	ZomTaov, Amie	960x544	Same runs just fine, requires CPU overclock if using 60fps patch. English version 1.1 - Amie		
Disgaea - Afternoon of Darkness Every Extend Extra	Yes Yes	JIT JIT	1020 MHz	384 MHz (stock handheld) 460 MHz (max handheld)		Full Full	plaidman plaidman	2x resolution			
Exit Fat Princess	Yes Semi	JIT JIT	1020 MHz	384 MHz (stock handheld) 460 MHz (max handheld)		Full Half Speed	plaidman plaidman	2x resolution 2x resolution	half speed		
Fate/Extra	Yes	JIT		307 MHz (stock handheld)	N/A	Full	Blackforce	Ex (Capitation)	nair spieco Needs 1.2 GHz OC to run at full speed Audio distortion glitch - more here: https://github.com/hrydgard/ppsspp/issues/9956; Turn		
Final Fantasy Tactics:WOTL Final Fantasy Type-0	Yes" Yes"	JIT JIT		384 MHz (stock handheld) 307 MHz (stock handheld)	Off N/A	Full Full	Gotan Gotan	960 x 544 Tested up to 3x resolution	Audio distortion gitter - more here: https://github.com/nrydgard/ppssppnssues/9956; Turn off Fast Memory Cutscenes lag and there's white shadows graphical gittch		-
God of War: Chains of Olympus	Yes*	JIT		460 MHz (max handheld)	Off	Mostly Full	PT	1440x816	Colscenes say and where s write snadows graphical girton. Played the first hour of the game, you NEED the 30fps cheat for this game to work right, it runs close to fullspeed with frequent minor drops.		
God of War: Ghost's Of Sparta	Yes*	JIT	1020 MHz	307 MHz (stock handheld)	N/A	-		Test Run at 2x resolution	Very slow. 30 FPS cheat help a little. Need more testing time If you set "locked CPU" to 222mhz, the game will run at 30fps. Menu navigation will be less unbearable but still slow - Arnie		
Gran Turismo Grand Theft Auto: Chinatown Wars	Semi Yes	JIT JIT	714 MHz	384 MHz (stock handheld) 384 MHz (stock handheld)		Mostly Full Full	plaidman, Amie anonymous, plaidman		Need more testing time	 	
GTA LCS VCS Hatsune Miku Project Diva	Yes*	JIT JIT		307 MHz (stock handheld) 307 MHz (stock handheld)	N/A N/A	Full -	thepspgamer	Test Run at 2x resolution	Freeze car ride annoying bug. Need more testing time Crashes after logo's		
Hatsune Miku Project Diva 2nd Hatsune Miku Project Diva Extend	No No	JIT JIT	1020 MHz	307 MHz (stock handheld) 307 MHz (stock handheld)		-	Blackforce thepspgamer		Game crashes on loadup Nothing happens after intro logo's		
Hot Shots Golf - Open Tee 2 Initial D Street Stage	Semi Yes	JIT	1581 MHz	460 MHz (max handheld) 384 MHz (stock handheld)		Half Speed Full	plaidman LandisSeralian	2x resolution	full speed, but when you're making a shot the game slows down to less than half speed Has occasional stutter during the storyboard segments but ofherwise runs flawlessly.		
Jak and Daxter - The Lost Frontier Jeanne d'Arc	Yes	JIT JIT	1224 MHz	460 MHz (max handheld) 307 MHz (stock handheld)	N/A	Full	Arnie Blackforce	Tested up to 3x resolution	Cutscenes tend to lag or be a bit slow		
Juiced 2 - Hot Import Nights Killzone: Liberation	Semi	JIT JIT		307 MHz (stock handheld)		Mostly Full	Blackforce, Arnie PT	960 x 544	Game runs with 50FPS on max OC and has graphic glitches. But it's playable		
Kingdom Hearts: Birth by Sleep	Yes	JIT	1785 MHz		Off	Mostly Full	PT	1440x816 60FPS Hack	Game boots -> loading bar in game starts -> Retroarch crashes. Played through Ventus' first world with no graphical issues and very minute uncommon framerate drops. (60 FPS cheat works great but framerate drops are more common)		
LEGO Star Wars II The Original Trilogy	Yes	JIT		460 MHz (max handheld)		Full	PT	960 x 544	Tested the first 30 mins running side by side with a real PSP the game runs identical. Played the first 2 levels with 0 framrate dips or graphical glitches. Game looks great		
LEGO Star Wars III The Clone Wars LittleBigPlanet	Yes Yes	JIT JIT		460 MHz (max handheld) 307 MHz (stock handheld)	Off N/A	Full Full	PT	1440x816 Test Run at 2x resolution	upscaled. (intro and tutorial videos now works). Need more testing time		
LocoRoco LocoRoco 2	Yes Yes	JIT	1020 MHz	307 MHz (stock handheld) 307 MHz (stock handheld)	N/A	Full	Maurice	Test Run at 2x resolution 1440x816	(art gone). Need more testing time Cutscenes lag and may cause Retroarch to freeze if not skipped		
Lord of the Rings Aragorns Quest Lumines	Yes Yes	JIT JIT	1785 MHz	460 MHz (max handheld) 460 MHz (max handheld)	Off	Full	PT plaidman	960 x 544 2x resolution	Tested the first hour, I didn't experience any irregular frame drops/issues.		
Megaman Maverick Hunter X	Yes	JIT	1020 MHz	307 MHz (stock handheld)	Off	Full	ZornTaov	960x544	Video Cutscenes are jerky with smooth audio, FMV cutscenes are fine		
Megaman Powered Up Metal Gear Solid: Peace Walker	Yes Yes	JIT JIT		307 MHz (stock handheld)		Full	ZornTaov ZornTaov	960x544 960x544	Video Cutscenes are jerky with smooth audio, FMV cutscenes are fine no FPS cheats tried when testing, supposedly should work		
Metal Slug XX Midnight Club 3: Dub Edition	Yes No	JIT JIT	1785 MHz	384 MHz (stock handheld) 460 MHz (max handheld)	Off	Full -	plaidman PT	960 x 544	Menu boots but blackscreen once you start a race.		
Midnight Club 3: LA Remix Monster Hunter Freedom Unite	Yes*	JIT JIT		384 MHz (stock handheld)	N/A Off	30 Full	HyperActiv plaidman		Seemingly all cutscenes are very jerky. However in game runs at 30 FPS about 85% of the time. High traffic areas lower framerate to 16-23 FPS in some cases. Very playable still.		
Mortal Kombat Unchained	Yes Yes	JIT		384 MHz (stock handheld) 460 MHz (max handheld)	Off	Full	plaidman	2x resolution	Game runs slow but otherwise OK, requires cheat patches to fix PPSSPP related issues -		
Motorstorm Arctic Edge	Semi	JIT	1785 MHz	460 MHz (max handheld)	N/A	Low	Arnie, Blackforce	Tested up to 3x resolution	Game runs slow but otherwise OK, requires cheat patches to fix PPSSPP related issues - ask in retroNX discord for the patches. Internal cheats system must be enabled for this - Arnie		
NBA Street: Showdown Need for Speed Undercover	Yes Yes	JIT JIT		460 MHz (max handheld) 460 MHz (max handheld)	Off	Mostly Full Full	PT plaidman	1440x816 2x resolution	Played 2 pick-up-game, no issues but minor frame-rate dips here and there.		
Need for speed underground: Rivals Need for Speed: Most Wanted	Yes Yes	JIT JIT	1224 MHz	460 MHz (max handheld) 307 MHz (stock handheld)	N/A	Full	Amie	tested up to 3x resolution	Game works perfectly on the latest build of PPSSPP. (art gone). Need more testing time		
NFL Street 2 Unleashed NFL Street Vol 3.	Yes	JIT JIT	1785 MHz	460 MHz (max handheld) 460 MHz (max handheld)	Off	Full	PT PT	1440x816 1440x816	Played 2 full games with 0 frame rate dips or graphical glitches. Menu boots but does not progress past.		
OutRun 2006 - Coast 2 Coast Pacman World 3	Yes Yes	JIT JIT	1581 MHz	460 MHz (max handheld) 307 MHz (stock handheld)	Off	Full Mostly Full	plaidman BatbylsOk	2x resolution	Visual gillches on pacman's motion blur? / animation, otherwise seemingly fine		
Pangya Fantasy Golf	No No	JIT	1581 MHz	460 MHz (max handheld)		N/A	plaidman	2x resolution	does not boot		
Patapon 3	Yes*	JIT	1581 MHz	307 MHz (stock handheld)	Off N/A	Full	piaidman	zx resolution Test Run at 2x resolution	full speed but RA has some input delay that can be frustrating Menu sound very laggy, ingame have some performance trouble to. But runs almost fullspeed. Need more testing time		
Persona 3 Portable Phantasy Star Portable 2	Yes Yes	JIT JIT		307 MHz (stock handheld)		Full Full	Blackforce plaidman	2x resolution			
Pop n Music Portable	No No	JIT	1785 MHz	307 MHz (stock handheld)	N/A	-	thepspgamer		Crashes on boot		
PoP: Revelations Prinny	Yes* Yes	JIT JIT	1581 MHz	307 MHz (stock handheld) 460 MHz (max handheld)	Off	Full	plaidman	2x resolution	Still needs savestate trick(blackscren). Need more testing time voices are a bit garbied		
Prinny 2 PSP Minis Angry Birds	Yes Yes*	JIT		384 MHz (stock handheld)		Full	plaidman HyperActiv	2x resolution	voices are a bit garbled Because Diagonal analog stick isn't working properly, the game is sort of unplayable. Otherwise if seems to work well everywhere else.		
PSP Minis Hero of Sparta	Yes*	JIT		384 MHz (stock handheld)	N/A	Full	HyperActiv		Otherwise it seems to work well everywhere else. Intro movie is jerky, however once in menu, plays at 30FPS. Also, in game videos (FMV?) run at full speed. Game plays well.		
PSP Minis N.O.V.A.	Yes*	JIT		384 MHz (stock handheld)	333MHz	Full	HyperActiv		intro video is jerky, audio stutters frequently, however the game itself still plays at full speed. (sometimes 23-29 fps but playable still)		
PSP Minis Tehra Dark Warrior PSP Minis Tetris	Yes" Yes	JIT JIT		384 MHz (stock handheld) 384 MHz (stock handheld)		Full Full	HyperActiv HyperActiv		Intro video is fine, in game video looks alright too. 30 FPS		
PSP Minis Zenonia	Yes*	JIT	1581 MHz	384 MHz (stock handheld)	333MHz	Half Speed	HyperActiv	960 x 544	Game seems to play fine - however RA reports 15-23 FPS even with locked CPU speed and lower resolution.		
Pursuit Force - Extreme Justice Race Driver 2006	Yes* Semi	JIT JIT	1581 MHz	460 MHz (max handheld) 460 MHz (max handheld)	Off	Full Full	plaidman	2x resolution	A few minor graphical issues (sometimes you will sink into the road for some reason) glitch when loading race in career mode		
Ratchet & Clank: Size Matters Resistance Retribution	Yes* Semi	JIT JIT	1785 MHz		N/A	Full Low	ZomTaov, Amie Amie	960x544	DISABLE "FAST MEMORY" for the game to load properly, runs full speed - Arnie DISABLE "FAST MEMORY" to play the game properly - still runs slow though - Arnie		
Ridge Racer 2 Secret Agent Clank	Yes	JIT		307 MHz (stock handheld)		Full	Blackforce		Video Cutscenes are slideshows no matter what CPU OC level, Turn off Fast Memory to	 	
Sega Rally Revo	Yes* Yes	JIT JIT	1581 MHz	768 MHz (stock docked) 460 MHz (max handheld)	Off	N/A Full	ZornTaov plaidman	960x544 2x resolution	load into the first or maybe all worlds		
Shrek: The Third Simpsons	Yes Yes*	JIT JIT	1020 MHz	460 MHz (max handheld) 307 MHz (stock handheld)	N/A	Full Full	PT	1440x816 Test Run at 2x resolution	Homer still brown :smugpepe:. Need more testing time		
SOCOM U.S Navy SEALs: Fireteam Bravo 3 Sonic Rivals	Semi	JIT	1785 MHz	460 MHz (max handheld)	Off	Half Speed	PT	1440x816	Some levels will black screen on load, the levels that do load run around half speed. Crashes a little while into stage 2 act 1 of Sonic, bloom is super high and everything is		-
Sonic Rivals 2	Semi Yes*	JIT JIT	714 MHz 714 MHz	768 MHz (stock docked) 768 MHz (stock docked)	Off	Full Full	ZornTaov ZornTaov	960x544 960x544	bright bloom is super high and everything is bright		
Soulcalibur: Broken Destiny	Semi	JIT		768 MHz (stock docked)	Off	27-57	ZornTaov	960x544	Can't actually play a match (loads forever). Changing menus make the FPS dip. Character creator works but FPS chugs on attaching different parts.		
SpiderMan 2 Splinter Cell: Essentials	Yes Yes*	JIT JIT	1785 MHz	460 MHz (max handheld) 460 MHz (max handheld)	Off	Full Mostly Full	PT PT	1440x816 1440x816	Played the first two missions, no slowdowns or graphical issues. Played through the first mission with no problem, some minor graphical issues and rare framerate dis-		
Split/Second Velocity	Yes	JIT		307 MHz (stock handheld)		Full	Blackforce		Menu's are difficult to navigate, gameplay is nearly constant full speed but severe ground		
SSX: On Tour Star Wars BattleFront: 2	Semi	JIT	1785 MHz		Off	Mostly Full	PT	960 x 544	clipping makes it difficult to play. Game works just fine in latest build, requires CPU and GPU overclocks to get higher than		
Star Wars BattleFront: 2 Star Wars BattleFront: Elite Squadron	Yes Yes*	JIT JIT	1581 MHz 1785 MHz	460 MHz (max handheld) 460 MHz (max handheld)	Off	Full 15-21	PT, Arnie PT	960 x 544 960 x 544	2x resolution Menus work fine, no recognisable visual glitches but gameplay runs around half speed.		
Star Wars battlefront: Renegade Squadron	Yes	JIT		460 MHz (max handheld)	Off	Mostly Full	PT	1440x816	Menus work fine, no recognisable visual glitches, gameplay runs at fullspeed with minor dips.		
Star Wars: The Force Unleashed Street Fighter Alpha 3 Max	Yes Yes	JIT JIT		460 MHz (max handheld) 384 MHz (stock handheld)	Off	Half Speed Full	PT plaidman	1440x816	Game loads fine but actual gameplay is about half the speed that it should be.		
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Super Monkey Ball Adventure Super Stardust Portable	Yes* Yes	JIT JIT	1785 MHz	384 MHz (stock handheld) 460 MHz (max handheld)		Mostly Full Full	plaidman Amie	Tested up to 3x resolution	menus are very slow but gameplay is good with full overclock. later levels might be slower runs flawlessly Runs full 60fps for a bit, then randomly dips to < 10, then back to 60. Not worth playing at		

								I	Menus and videos work fine, no graphical issues. The fps displays as 50-60 but the		1	1	1
Syphon Filter: Logans Shadow Tactics Ogre	Yes Yes*	JIT JIT	1785 MHz	460 MHz (max handheld) 384 MHz (stock handheld)	Off N/A	Half Speed Mostly Full	PT Dreamboum	1440x816 960 x 544	gameplay feels about half speed. Slowdowns whenever UI shows up (menu selection, battle menu selection)				
Tekken 6	Yes*	JIT	1224 MHz	307 MHz (stock handheld)	N/A	Full	Blackforce	Test Run at 2x resolution	Needs 1.2 GHz OC to run at 60 FPS; Minor model flickering				
Tekken Dark Resurrection Tenchu: Shadow Assasin	Yes Yes	JIT JIT	1785 MHz	460 MHz (max handheld) 460 MHz (max handheld)	Off	Full Full	plaidman PT	2x resolution 1440x816	Played the first two levels, I didn't see any graphical issues or framerate drops.				
Test Drive Unlimited Tomb Raider Anniversary	No.	JIT JIT	1785 MHz	384 MHz (stock handheld) 460 MHz (max handheld)	Off	Very Low Full	plaidman plaidman	2x resolution	just suuuper sloooow				
Tomb Raider Legend	Yes Yes	JIT		460 MHz (max handheld)	Off	Full	plaidman	2x resolution	verrrry occasional slowdown verrrry occasional slowdown				
Tony Hawks Underground 2 Remix	Yes	JIT	1224 MHz	384 MHz (stock handheld)	333MHz	Full	BatbylsOk	960x544 60FPS Hack	Fullspeed most of the time, with random second long slowdowns; May need GPU overclock to achieve high IR with no drops				
Toradora [English Patched]	Yes	JIT	1581 MHz	460 MHz (max handheld)	Off	Full	HyperActiv	2x resolution	Make sure to press O on installing system data to get past main menu, otherwise, game seems to play in full.				
Twisted Metal - Head On Ultimate Ghosts and Goblins	Yes Yes	JIT JIT		384 MHz (stock handheld) 768 MHz (stock docked)	Off	Full Full	plaidman ZornTaov	960x544					
Untold Legends - Brotherhood of the Blade	Yes*	JIT	1020 MHz	460 MHz (max handheld)	N/A N/A	Full	Amie		DISABLE "FAST MEMORY" to fix rendering issues, game runs full speed - Arnie				
Untold Legends - Warriors Code UP	Yes* Yes	JIT JIT	1020 MHz	460 MHz (max handheld) 307 MHz (stock handheld)	N/A	Full -	Amie	Test Run at 2x resolution	DISABLE "FAST MEMORY" to play the game properly - runs full speed. Arnie (art with textures gone), some lags. Need more testing time				
Valkyria Chronicles 2 Valkyria Chronicles 3 Extra Edition	Yes Yes	JIT JIT	1020 MHz	307 MHz (stock handheld) 307 MHz (stock handheld)	N/A N/A	Full Full	Blackforce Blackforce		English Patched Version				
Viewtiful Joe: Red Hot Rumble	Yes	JIT		460 MHz (max handheld)	Off	Mostly Full	PT	1440x816	Played about 20 mins, I didn't see any graphical issues, the framrate diped a few times but was not reflected in the framerate counter.				
Wipeout Pulse	Yes*	JIT	1785 MHz	384 MHz (stock handheld)	Off	Full	plaidman, Arnie	Tested up to 2x resolution	DISABLE "FAST MEMORY" to stop the crashes - Arnie				
WipEout Pure Zero no Kiseki	No Yes	JIT JIT	1020 MHz 1785 MHz	307 MHz (stock handheld) 307 MHz (stock handheld)	N/A 333MHz	Full	Blackforce jujuforce	Tested up to 3x resolution	Game crashes in loading screen before a race English Patch; Works perfectly at 3x; doesn't work with a voice patch				
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