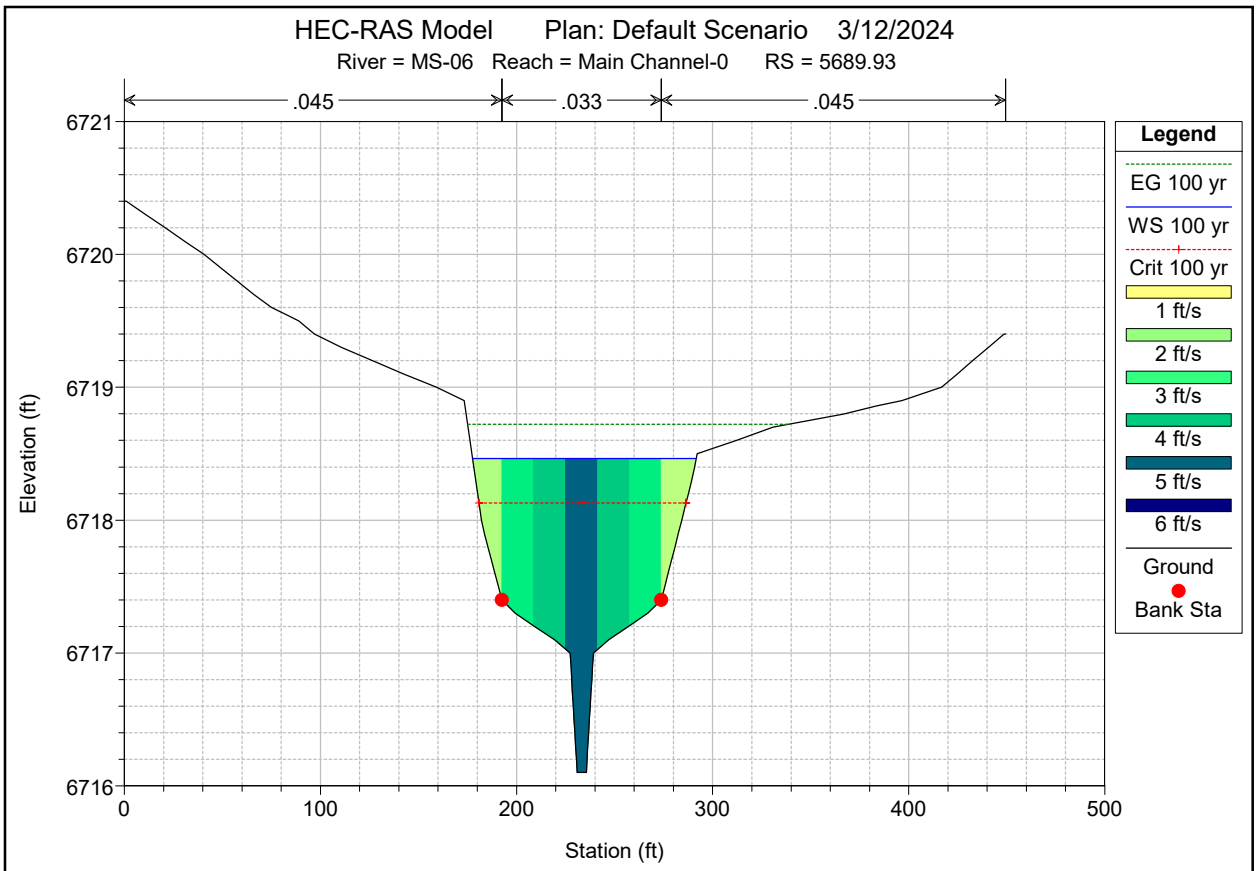

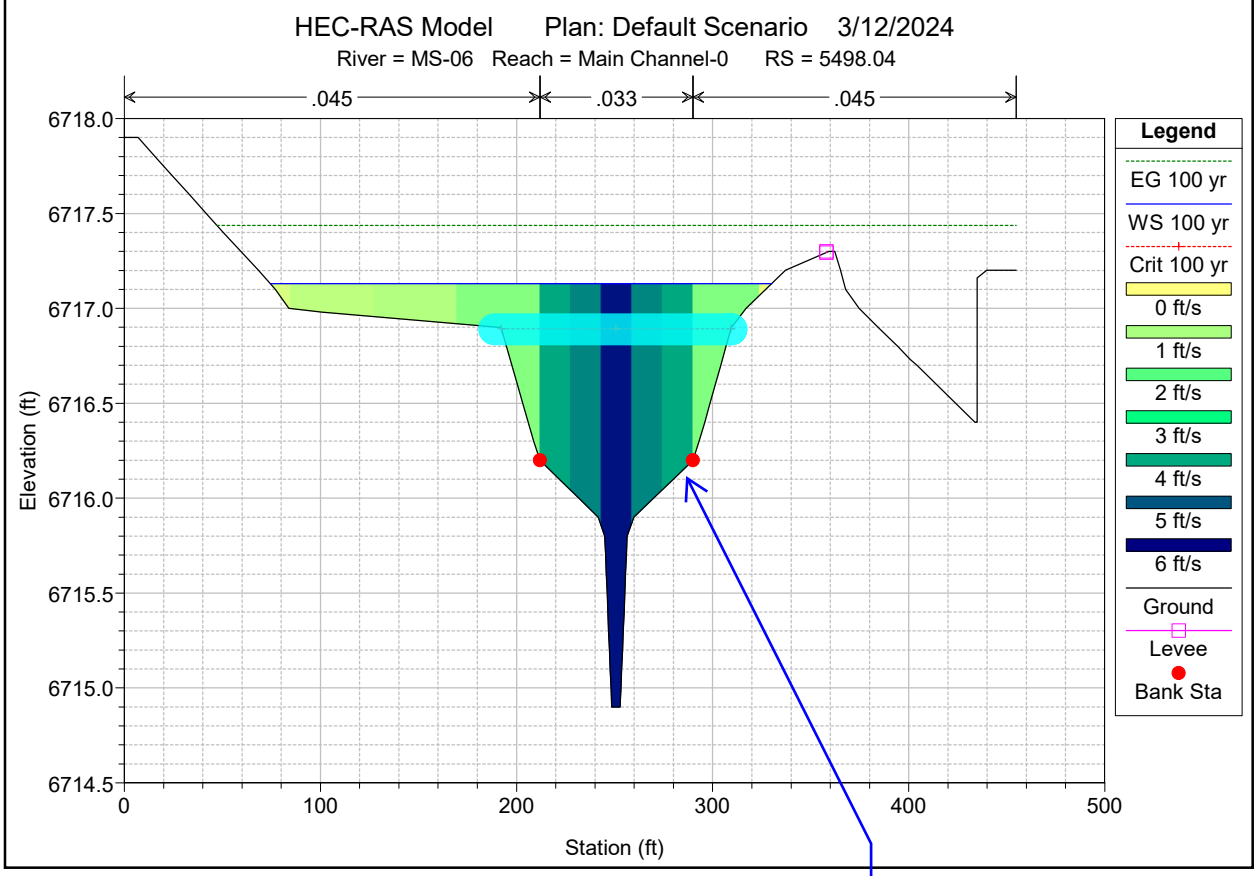

Consider adding a cutoff wall at the full graded width or at least to edges of 3 fps limits