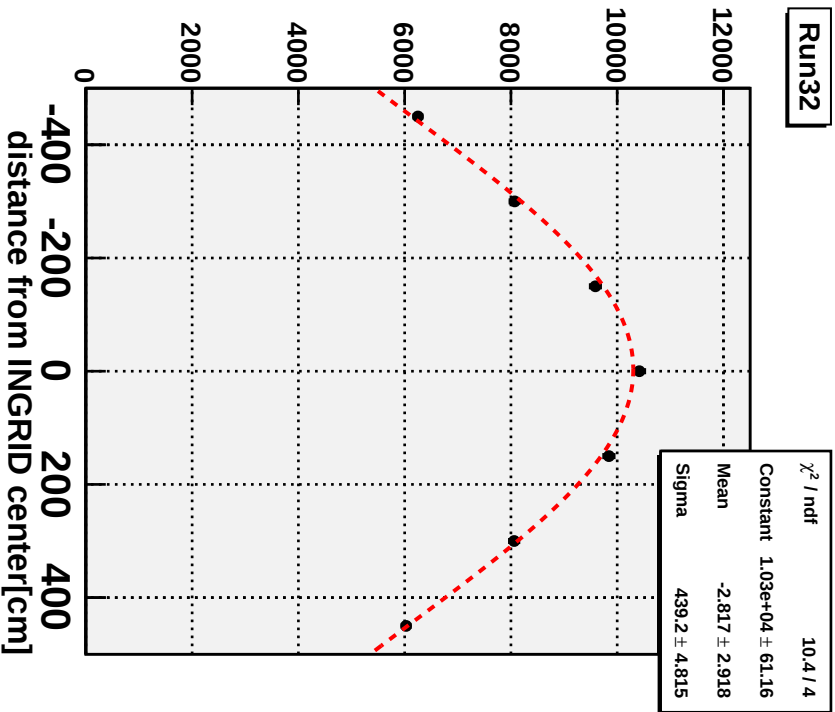


Run32



Run32

