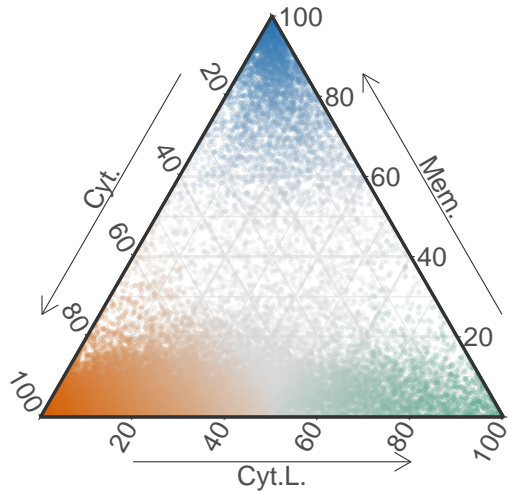


# Control



# UPR

