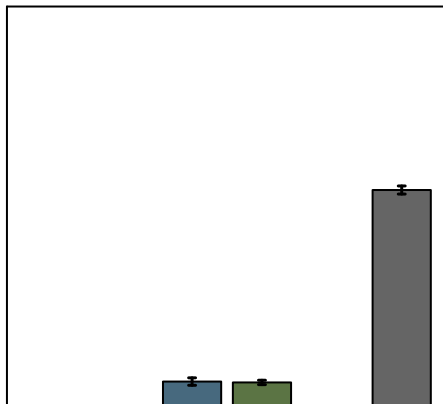


neg control\_oneuLcontrolL1



neg control\_oneuLcontrolL2

