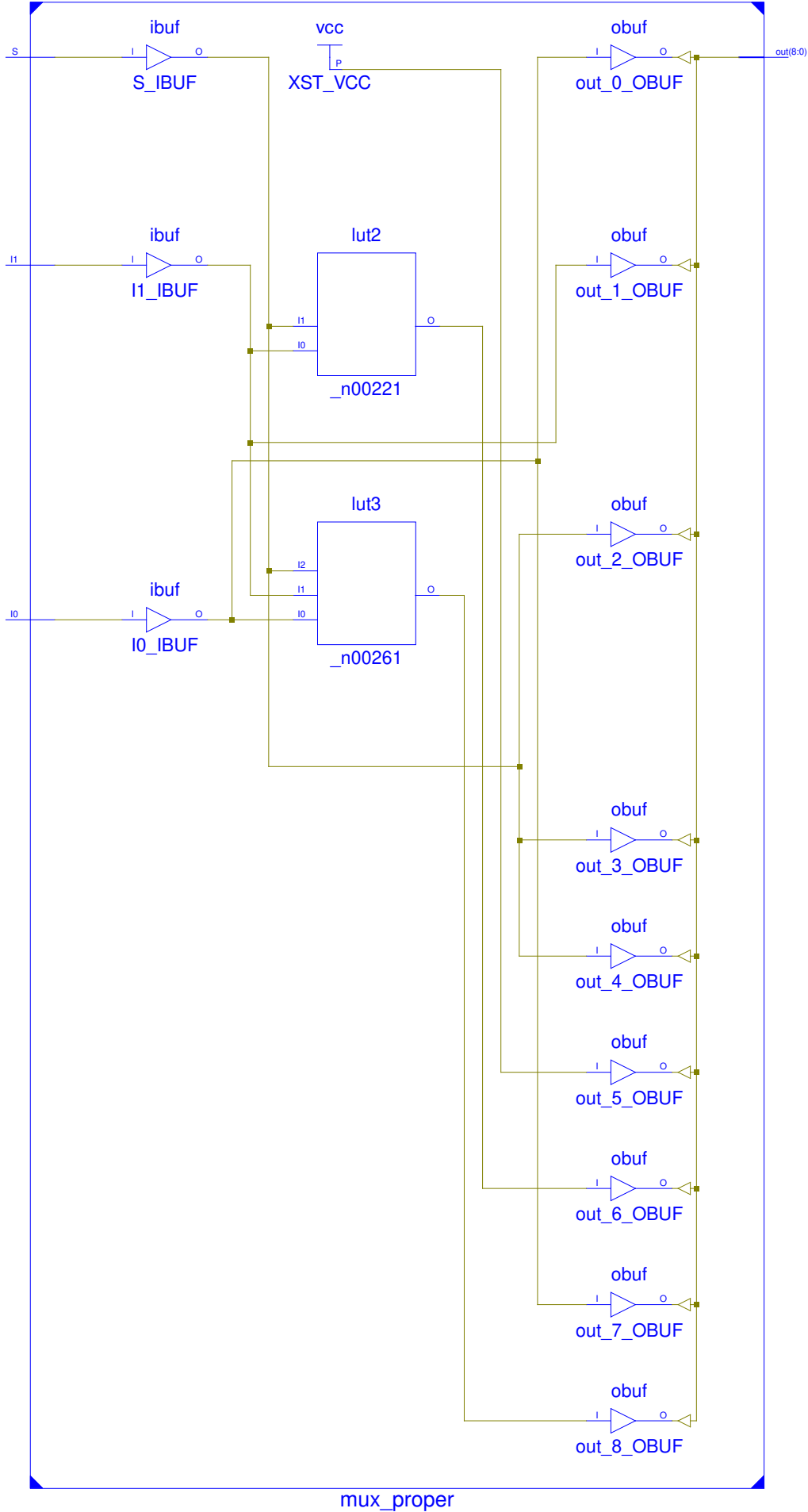


# mux\_proper:1



mux\_proper