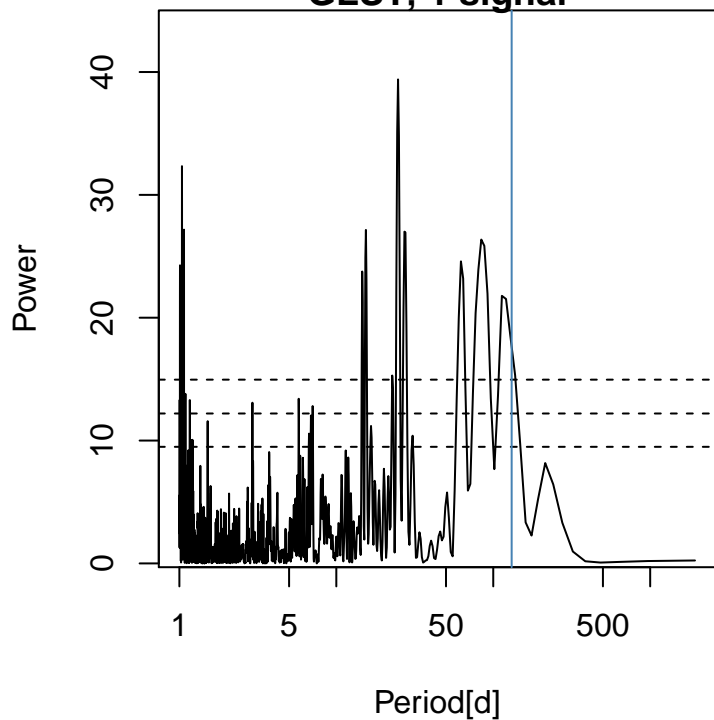
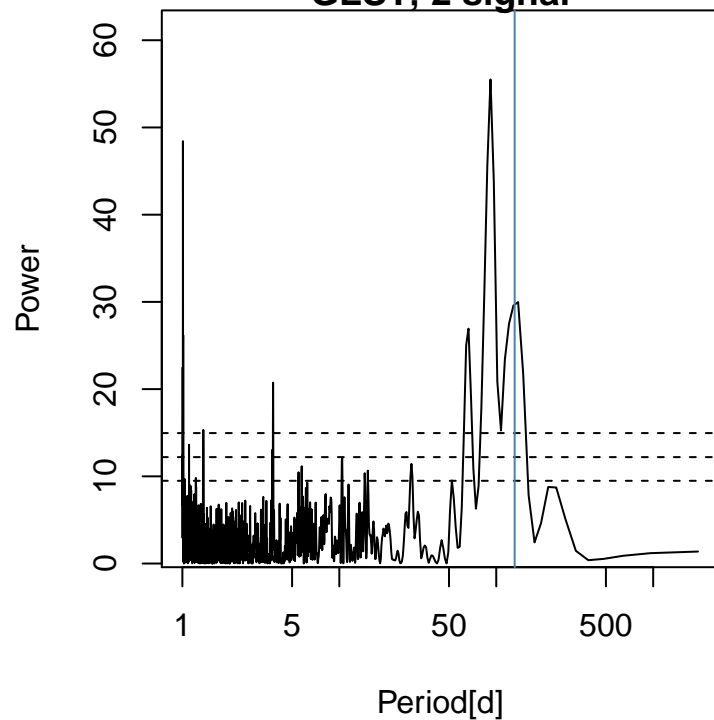


GLST; 1 signal



GLST; 2 signal



GLST; 3 signal

