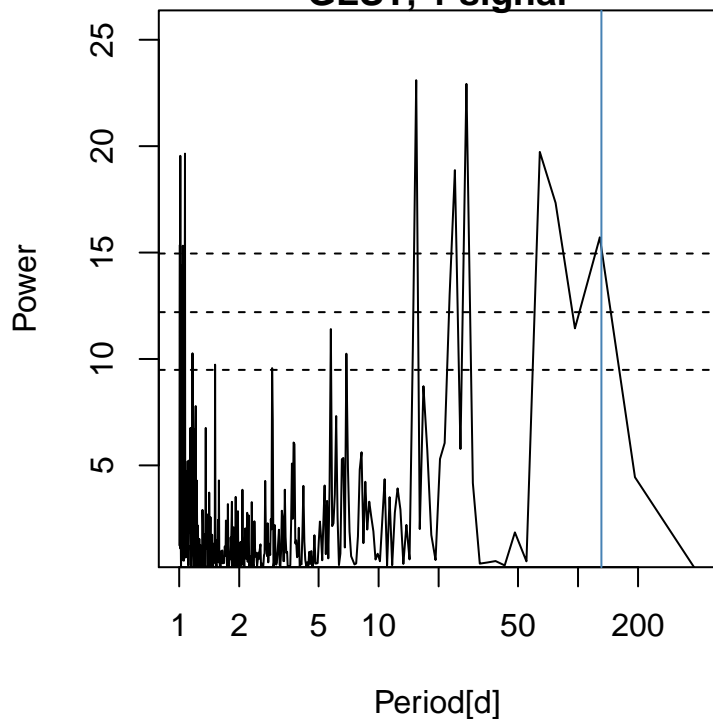
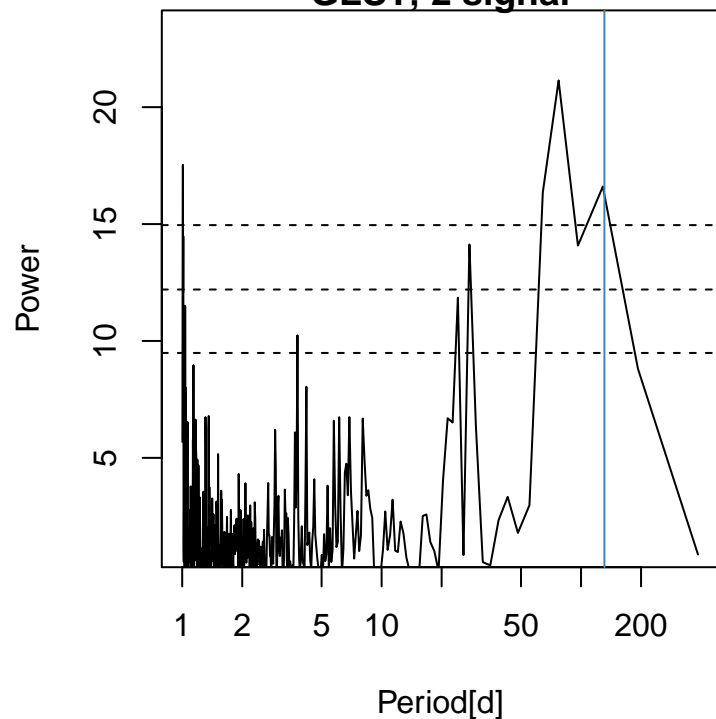


GLST; 1 signal**GLST; 2 signal****GLST; 3 signal**