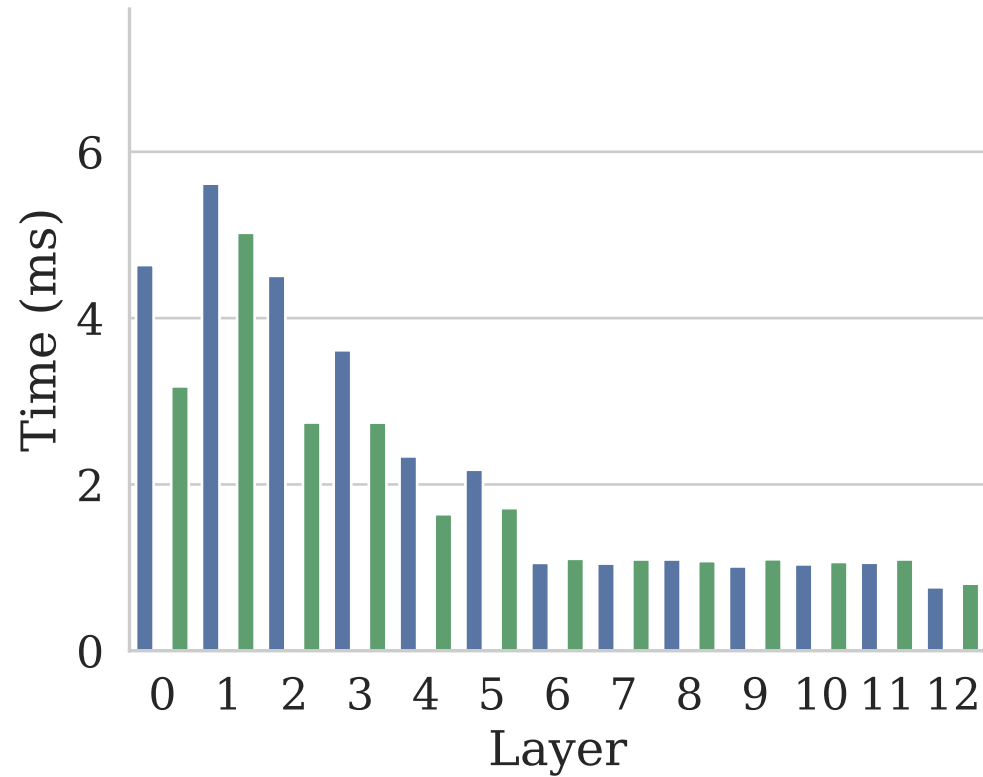
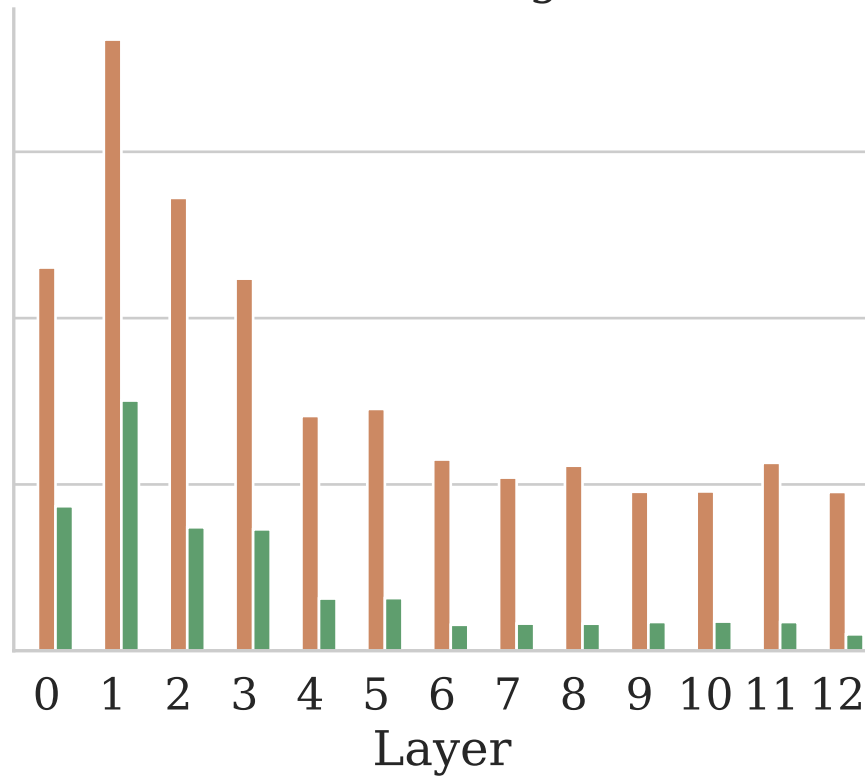


Src = GPU



Src = Big



Src = Little

