

add(4.8)

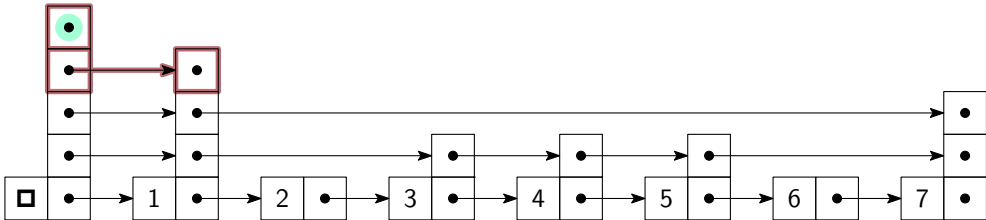
L_4

L_3

L_2

L_1

L_0



sentinel