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TREE VIEW NEW TOPIC POST REPLY

**Launch failed. Binary not found.** [message #1437980]

Sun, 05 October 2014 09:05 ▼

[Marcus Santo](#)

**Messages:** 8 Junior Member

**Registered:** October 2014

Hello, I have a problem with Eclipse.

I can't run any C/C++ project using Eclipse. It says "Launch failed. Binary not found."

Yes, I built the project, yes the binaries exist in "Debug" and "Release" folder and yes I can execute them directly.

What could be the problem?

Thank you for the attention.

[Updated on: Sat, 11 October 2014 14:08]

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**Re: Launch failed. Binary not found.** [message #1440458 is a reply to [message #1437980](#)]Wed, 08 October 2014 11:43 ▲▼

[Axel Mueller](#)

**Messages:** 1973 Senior Member

**Registered:** July 2009

[http://help.eclipse.org/luna/topic/org.eclipse.cdt.doc.user/tasks/cdt\\_o\\_run.htm](http://help.eclipse.org/luna/topic/org.eclipse.cdt.doc.user/tasks/cdt_o_run.htm)

Before you ask

- search this forum

- see the FAQ <http://wiki.eclipse.org/CDT/User/FAQ>

- google

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**Re: Launch failed. Binary not found.** [message #1442694 is a reply to [message #1440458](#)]Sat, 11 October 2014 14:11 ▲▼

[Marcus Santo](#)

**Messages:** 8 Junior Member

**Registered:** October 2014

I figured out by myself:

Right click on the project > Properties > C/C++ Build > Settings > Binary Parsers > Select just Windows PE and move it up

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**Re: Launch failed. Binary not found.** [message #1600656 is a reply to [message #1442694](#)]Wed, 04 February 2015 11:44 ▲▼

[kiran pittan](#)

**Messages:** 1 Junior Member

**Registered:** February 2015

i tried it. But no use ... still shows the same error



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**Re: Launch failed. Binary not found.** [message #1659804 is a reply to [message #1600656](#)]

Mon, 09 March 2015 00:38 ▲▼

[Brian Smith](#)


**Messages:** 2 Junior Member

**Registered:** March 2015

I have also selected Windows PE as binary parser. Still I get the same error message: "Launch failed. Binary not found." I have Eclipse Luna.

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 [Re: Launch failed. Binary not found.](#) [[message #1690781](#)] is a reply to [message #1659804](#)] Tue, 31 March 2015 09:05 ▲▼

 [Paul Sonnenfeld](#)


**Messages:** 1 Junior Member

**Registered:** March 2015

wow, i have the same problem with the windows operating system... has someone a solution yet?

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 [Re: Launch failed. Binary not found.](#) [[message #1693857](#)] is a reply to [message #1442694](#)] Tue, 28 April 2015 19:53 ▲▼

 [gyovanny cavazos](#)


**Messages:** 1 Junior Member

**Registered:** April 2015

thanks it worked like a charm but do i have to be doing this every time i do a different project?

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 [Re: Launch failed. Binary not found.](#) [[message #1694255](#)] is a reply to [message #1659804](#)] Sun, 03 May 2015 20:25 ▲▼

 [Shankar mata](#)

**Messages:** 1 Junior Member

**Registered:** May 2015

I got the same problem and followed all the step but was getting the same error,

Then i selected "project" from the menu and clicked "Build All", my binaries generated in my project and i can able to execute the file.

Try , hope it will help you

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 [Re: Launch failed. Binary not found.](#) [[message #1694913](#)] is a reply to [message #1694255](#)] Sat, 09 May 2015 04:55 ▲▼

 [Ali Ahmad](#)

**Messages:** 2 Junior Member

**Registered:** May 2015

I have the same problem,i've attached an example of the problem. i have tried all above suggestions but problems remains and its still not creating binaries mostly when we works with multiple functions

error says,

C:/MinGW/x86\_64-w64-mingw32/lib/./lib/libmingw32.a(lib64\_libmingw32\_a-crt0\_c.o):crt0\_c.c:(.text+0x46): undefined reference to `WinMain'  
collect2.exe: error: ld returned 1 exit

waiting for helpful response. Thank you.



- Attachment: [eclipsedebugprob.PNG](#)  
(Size: 103.73KB, Downloaded 5469 times)

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 [Re: Launch failed. Binary not found.](#) [[message #1695089](#)] is a reply to [message #1694913](#)] Tue, 12 May 2015 00:20 ▲▼

 [David Wegener](#)

**Messages:** 1441 Senior Member

**Registered:** July 2009

On 05/11/2015 08:04 AM, Ali Ahmad wrote:

> I have the same problem,i've attached an example of the problem. i have tried all above suggestions but problems remains and its still not creating binaries mostly when we works with multiple functions

> error says,

> C:/MinGW/x86\_64-w64-mingw32/lib/./lib/libmingw32.a(lib64\_libmingw32\_a-crt0\_c.o):crt0\_c.c:(.text+0x46): undefined reference to `WinMain'

> collect2.exe: error: ld returned 1 exit

>

> waiting for helpful response. Thank you.

>

Assuming that functions.cpp is supposed to contain the entry point for your program, you need to change the spelling of the mian function to be main.

[Report message to a moderator](#)**Re: Launch failed. Binary not found.** [message #1695339] is a reply to [message #1695089](#) Wed, 13 May 2015 14:26 ▲▼💡 [Ali Ahmad](#)**Messages:** 2 Junior Member**Registered:** May 2015

Thanks, actually my sight never went to that line.

but it supposed to give error with description about that spelling mistake.

[Report message to a moderator](#)**Re: Launch failed. Binary not found.** [message #1695393] is a reply to [message #1695339](#) Thu, 14 May 2015 00:44 ▲▼💡 [David Wegener](#)**Messages:** 1441 Senior Member**Registered:** July 2009

On 05/13/2015 09:26 AM, Ali Ahmad wrote:

&gt; Thanks, actually my sight never went to that line.

&gt; but it supposed to give error with description about that spelling mistake.

&gt;

What you initially typed is a valid function name so the only error that you can expect in this case is the error that you received when the linker tried to link your executable.

[Report message to a moderator](#)**Re: Launch failed. Binary not found.** [message #1696634] is a reply to [message #1442694](#)

Wed, 27 May 2015 14:57 ▲▼

💡 [Sachin Patel](#)**Messages:** 1 Junior Member**Registered:** May 2015

What you figured out by yourself doesn't work. I still have the same problem about "Binary not found." Is there anything else that can be done to fix this problem.

[Report message to a moderator](#)**Re: Launch failed. Binary not found.** [message #1702790] is a reply to [message #1437980](#) Fri, 24 July 2015 14:51 ▲▼💡 [Lian Yang](#)**Messages:** 1 Junior Member**Registered:** July 2015**Project > Properties > Run/Debug Settings**

Click 'New...' button

Choose 'C/C++ Application' and then **Edit Configuration** window will be opened.Enter **Debug/"your project name"** in C/C++ Application box(?) on the **Main** tab.

I figured out this problem by using this solution.

hope it will help you.



- Attachment: [Screen Shot 2015-07-24 at 11.48.08 PM.png](#)  
(Size: 161.43KB, Downloaded 13328 times)

[Report message to a moderator](#)**Re: Launch failed. Binary not found.** [message #1706758] is a reply to [message #1437980](#) Sun, 30 August 2015 09:35 ▲▼💡 [Tauseef Khan](#)**Messages:** 1 Junior Member**Registered:** August 2015

I changed the preferred tool chain to Cygwin gcc and now it works very well. have a look at the image.



- Attachment: [binary\\_not\\_found.jpg](#)  
(Size: 152.48KB, Downloaded 16494 times)

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[Re: Launch failed. Binary not found.](#) [[message #1717683](#) is a reply to [message #1706758](#)]Tue, 15 December 2015 19:52 ▲▼

[Shaul Fridman](#)

**Messages:** 1 Junior Member

**Registered:** December 2015

In Eclipse at Mac:

Project Properties\C/C++ build\Settings\Binary Parsers\

I added: "Mach-O 64 Parser"

All Good 😊

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[Re: Launch failed. Binary not found.](#) [[message #1718538](#) is a reply to [message #1437980](#)]Sat, 26 December 2015 14:50 ▲▼

[Naheed Rihan](#)

**Messages:** 1 Junior Member

**Registered:** December 2015

Hey guys, I am still facing the above mentioned issue, 'Binary not found'.

Does any else have a possible solution for Eclipse Mars.1?

Thanks

[Report message to a moderator](#)



[Re: Launch failed. Binary not found.](#) [[message #1720041](#) is a reply to [message #1437980](#)]

Thu, 14 January 2016 00:09 ▲▼

[Dennies Chung](#)

**Messages:** 1 Junior Member

**Registered:** January 2016

Hey,

Try following these steps:

1. Run configurations...
2. Under the "main" tab, and in the C/C++ Application textbox: hit the browse button
3. in your workspace file or wherever you save your documents, open your program file, click on "Debug", click your source folder, and click on the file with the file extension "\*\*\*\*.d"
4. hit OK at the bottom of the screen
5. Build the program and run it
6. Go back to Run configurations
7. Under the "main" tab, and in the C/C++ Application textbox: hit the browse button
8. In your workspace file or wherever you save your documents, open your program file, click on "Debug", and click on your program with the little eclipse icon

you are now set to employ your program.

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[Re: Launch failed. Binary not found.](#) [[message #1722656](#) is a reply to [message #1694255](#)]Mon, 08 February 2016 06:14 ▲▼

[Daniel Daigle](#)

**Messages:** 2 Junior Member

**Registered:** February 2016

This worked for me, Thank you!

[Report message to a moderator](#)



[Re: Launch failed. Binary not found.](#) [[message #1724794](#) is a reply to [message #1694255](#)]Fri, 26 February 2016 06:54 ▲▼

[victor jian](#)


**Messages:** 1 Junior Member

**Registered:** February 2016

can running, thanks.

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 **Re: Launch failed. Binary not found.** [message #1725651] is a reply to [message #1437980](#) Sat, 05 March 2016 19:37 ▲▼

 [Kalpa Vrikcha Barbosa](#)

**Messages:** 1 Junior Member

**Registered:** March 2016

Try it:

In "Project Explorer" view:

Right-click on the project > Run As... > Local C/C++ Application;

This generate the executable 😊

After...

Right-click on the project > RunAs > Run Configurations...

In Run Configurations:

Right-click on C/C++ Application > New:

In C/C++ Application, click in "Browse..." then, select the executable.

Now, it's work! 😊

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 **Re: Launch failed. Binary not found.** [message #1727745] is a reply to [message #1437980](#)

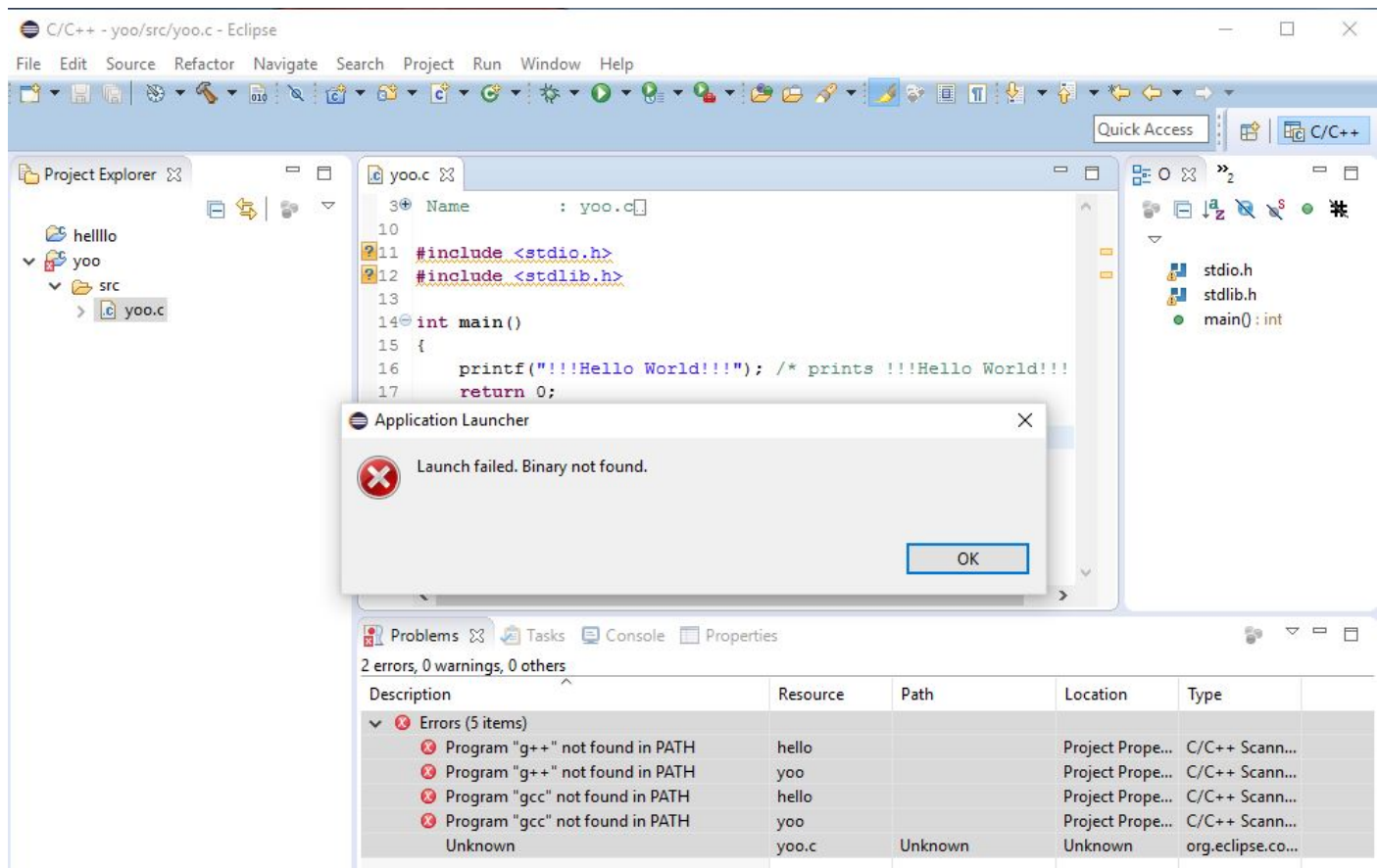
Sat, 26 March 2016 15:57 ▲▼

 [bradley barreto](#)

**Messages:** 2 Junior Member

**Registered:** March 2016

I too have the same problem n have no solution for this ... someone help!!




Description	Resource	Path	Location	Type
Program "g++" not found in PATH	hello		Project Prope...	C/C++ Scann...
Program "g++" not found in PATH	yoo		Project Prope...	C/C++ Scann...
Program "gcc" not found in PATH	hello		Project Prope...	C/C++ Scann...
Program "gcc" not found in PATH	yoo		Project Prope...	C/C++ Scann...
Unknown	yoo.c	Unknown	Unknown	org.eclipse.co...

•  Attachment: [erreur.JPG](#)

(Size: 89.90KB, Downloaded 298961 times)

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 [Re: Launch failed. Binary not found.](#) [[message #1727746](#) is a reply to [message #1725651](#)]Sat, 26 March 2016 16:04 ▲▼

 [bradley barreto](#)


**Messages:** 2 Junior Member

**Registered:** March 2016

which executable file should i select ?

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 [Re: Launch failed. Binary not found.](#) [[message #1727762](#) is a reply to [message #1727746](#)]Sun, 27 March 2016 00:37 ▲▼

 [David Vavra](#)

**Messages:** 1410 Senior Member

**Registered:** October 2012

*Quote:*


which executable file should i select ?

None. You don't have one. Eclipse can't find GCC to make it.

This may help: <http://www.eclipse.org/forums/index.php/t/697857/>

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 [Re: Launch failed. Binary not found.](#) [[message #1737827](#) is a reply to [message #1727745](#)]Wed, 13 July 2016 10:38 ▲▼

 [veena ma](#)

**Messages:** 1 Junior Member

**Registered:** July 2016

Follow eclipse help content to begin with c\c++ programming.

It helps to get out of errors mentioned above.

E:\Veena\ccpp help to begin




- Attachment: [ccpp help to begin.PNG](#)

(Size: 146.57KB, Downloaded 4119 times)

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 [Re: Launch failed. Binary not found.](#) [[message #1739852](#) is a reply to [message #1437980](#)]Fri, 05 August 2016 04:24 ▲▼

 [Durgarao Adari](#)

**Messages:** 1 Junior Member

**Registered:** August 2016



None of these solutions worked for me. If anyone still has problems try this one which worked for me.


In other forums I found that MinGw path needs to be set after installing the same. The path typically is C:\MinGW\bin\.

Once I added in the path and built the project, it worked fine.

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  [Re: Launch failed. Binary not found.](#) [[message #1745033](#) is a reply to [message #1694255](#)]Tue, 04 October 2016 11:06 ▲▼

 [sami aydogan](#)


**Messages:** 1 Junior Member

**Registered:** October 2016

 Thank you for your solution.I solved the problem

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 [Re: Launch failed. Binary not found.](#) [[message #1773686](#) is a reply to [message #1694255](#)]Tue, 03 October 2017 02:30 ▲▼

 [ban rien](#)


**Messages:** 1 Junior Member

**Registered:** October 2017

Thank you, you are right, before execute the c++ code , we need to build it or that means compile.

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 [Re: Launch failed. Binary not found.](#) [[message #1775598](#) is a reply to [message #1717683](#)]Thu, 02 November 2017 02:07 ▲▼

 [Jake Bergal](#)

**Messages:** 1 Junior Member

**Registered:** November 2017


*Shaul Fridman wrote on Tue, 15 December 2015 19:52*

In Eclipse at Mac:  
Project Properties\C\C++ build\Settings\Binary Parsers\  
I added: "Mach-O 64 Parser"  
All Good 😊

Worked for me as well, Thank You!

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 [Re: Launch failed. Binary not found.](#) [[message #1780228](#) is a reply to [message #1702790](#)]Thu, 18 January 2018 21:31 ▲▼

 [YanWei Li](#)

**Messages:** 1 Junior Member

**Registered:** January 2018

Thanks, it works. I'm surprised that this debugging function can actually create a binary.

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 [Re: Launch failed. Binary not found.](#) [[message #1787191](#) is a reply to [message #1437980](#)]

Mon, 21 May 2018 17:21 ▲▼

 [Mukesh Lekhrjani](#)

**Messages:** 12 Junior Member

**Registered:** May 2018

Hello All...

I had the same same problem... - but i did these things by YOUR suggestions :

- 1) select windows PE and move up to top.
- 2) build-all

at once it told me, the "make" application is not found in the path.

then, i updated the PATH - Environment Variable with the path that had make.exe " C:\MinGW\msys\1.0\bin "

but, what i noticed is, each time you may any change.. to path or what ever.. i had to delete the project and (its directory from the workspace) and re-create it..


lastly it worked after re-creating.. and following the 1st 2 steps again.. it FINALLY worked..

Thanks to all your inputs..

I am proud of being a member of the eclipse community

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 [Re: Launch failed. Binary not found.](#) [[message #1790384](#) is a reply to [message #1787191](#)]Fri, 08 June 2018 23:12 ▲▼

 [D R](#)

**Messages:** 1 Junior Member

**Registered:** June 2018

I updated path as per suggestion by Mukesh and it worked!! My c++ program now compiles in Eclipse!

Changed  
From

PATH - Environment Variable with the path " C:\MinGW\bin "

To



PATH - Environment Variable with the path that had make.exe " C:\MinGW\msys\1.0\bin "

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[Re: Launch failed. Binary not found.](#) [[message #1793475](#)] is a reply to [message #1720041](#) | Wed, 08 August 2018 20:42 ▲▼

[Rômulo da Silva Marques](#)

**Messages:** 1 Junior Member

**Registered:** August 2018

I had the same problem present and your solution worked fine for me. I'm using Eclipse on Ubuntu Photon. Thanks body.

[Report message to a moderator](#)



[Re: Launch failed. Binary not found.](#) [[message #1794178](#)] is a reply to [message #1706758](#) | Sun, 26 August 2018 06:41 ▲▼

[allie beckman](#)

**Messages:** 1 Junior Member

**Registered:** August 2018

*Quote:*

Project > Properties > Run/Debug Settings

Click 'New...' button

Choose 'C/C++ Application' and then Edit Configuration window will be opened.

Enter Debug/"your project name" in C/C++ Application box(?) on the Main tab.

I figured out this problem by using this solution.  
hope it will help you.

Attachment: Screen Shot 2015-07-24 at 11.48.08 PM.png  
(Size: 161.43KB, Downloaded 9391 times)

This worked for me thank you.

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[Re: Launch failed. Binary not found.](#) [[message #1799537](#)] is a reply to [message #1794178](#) |

Sat, 08 December 2018 21:42 ▲▼

[Brian Hoblin](#)

**Messages:** 10 Junior Member

**Registered:** May 2018

This is what fixed the issue for me:

- 1) remove/purge eclipse
- 2) re-download the eclipse installer
- 3) launcher the installer. You see the 3 horizontal bars with the exclamation point in the top- right corner? Click on that and update the installer.
- 4) continue installing eclipse like normal
- 5) "Check for Updates" as soon as eclipse opens
- 6) forgive yourself for not updating the installer in the first place

Note: Because the only issue I ever had with eclipse was the "Launch Failed. Binaries Not Found" issue I installed eclipse for c/c++ developers and then added Java, Python, etc... If you can't reinstall eclipse, I don't know how to help you.

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[Re: Launch failed. Binary not found.](#) [[message #1826104](#)] is a reply to [message #1442694](#) | Sun, 19 April 2020 16:55 ▲▼

 [Tony Sterrett](#)**Messages:** 3 Junior Member**Registered:** October 2011

I'm using Linux and I do not see a

'Settings &gt; Binary Parsers &gt; Select just Windows PE"


Settings do not have that option.

[Report message to a moderator](#) [profile](#)  [reply](#)  [QUOTE](#) [Re: Launch failed. Binary not found.](#) [message #1829712 is a reply to [message #1442694](#)]Thu, 09 July 2020 11:55 ▲▼ [Clifford Harrington](#)**Messages:** 2 Junior Member**Registered:** July 2020

In the new 2020 C++ for developers to set your Binary Parser go to:

Window &gt;&gt; Preferences &gt;&gt; C/C++ &gt;&gt; New C/C++ Project Wizard &gt;&gt; Makefile Project &gt;&gt; Binary Parsers &gt;&gt;

select the parser for your system - PE64 Windows Parser (for Windows is most common)

[Report message to a moderator](#) [profile](#)  [reply](#)  [QUOTE](#) [Re: Launch failed. Binary not found.](#) [message #1832898 is a reply to [message #1694255](#)]Tue, 29 September 2020 01:33 ▲▼ [Fernando Orozco](#)**Messages:** 1 Junior Member**Registered:** September 2020


Going to the tab 'Project' and the clicking 'Build All' solved it! Thanks so much!

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Tue, 29 September 2020 10:02 ▲▼

 [Mark Smith](#)**Messages:** 84 Member**Registered:** September 2020


Check this article

<https://stackoverflow.com/questions/17023235/eclipse-cdt-project-built-but-launch-failed-binary-not-found#:~:text=Simply%20select%20the%20project%20and%20press%20CTRL.%20%2B%20B%20.&text=I%20think%20I%20found%20solution.Binary%20Parsers%2C%20PE%20Windows%20Parser.>[Report message to a moderator](#) [profile](#)  [reply](#)  [QUOTE](#) [Re: Launch failed. Binary not found.](#) [message #1836924 is a reply to [message #1694255](#)]Mon, 18 January 2021 21:08 ▲▼ [Murshed Bin Asad Syed](#)**Messages:** 1 Junior Member**Registered:** January 2021

Select the "Project" from the top menu bar and click "All Build". It resolved the issue.

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Please check this one

<https://stackoverflow.com/questions/17023235/eclipse-cdt-project-built-but-launch-failed-binary-not-found>[Report message to a moderator](#) [profile](#)  [reply](#)  [QUOTE](#) [Re: Launch failed. Binary not found.](#) [message #1841494 is a reply to [message #1437980](#)]Wed, 19 May 2021 04:04 ▲▼ [Hannah Dasal](#)**Messages:** 2 Junior Member**Registered:** May 2021

I know when you build the program, it should create the binary file and debug folder with the executable file inside.

I realized that whenever I use capital letters in my C file name, the project won't create the binary.  
So, I just **USE LOWER-CASE LETTERS FOR THE C FILE NAME** and I never had this problem again.

Also, make sure:

- you have a [compiler and paths](#) are set up
- tick the [binary parser](#) according to your OS, and
- [save and build](#) your project before running.

I know this is an old post, but I hope this helps.

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[Re: Launch failed. Binary not found.](#) [message #1841563 is a reply to message #1841494]

Thu, 20 May 2021 17:07 ▲

[Tauno Voipio](#)

**Messages:** 689      Senior Member

**Registered:** August 2014

*Hannah Dasal wrote on Wed, 19 May 2021 07:04*

I know when you build the program, it should create the binary file and debug folder with the executable file inside.

I realized that whenever I use capital letters in my C file name, the project won't create the binary.  
So, I just **USE LOWER-CASE LETTERS FOR THE C FILE NAME** and I never had this problem again.

Also, make sure:

- you have a [compiler and paths](#) are set up
- tick the [binary parser](#) according to your OS, and
- [save and build](#) your project before running.

I know this is an old post, but I hope this helps.

This is not exactly correct: The critical part is the file extension (the part after the last period in the path name).

HELLO.c compiles fine, but HELLO.C and hello.C do not. The make utility is case-sensitive (as it should in everywhere but Windows), and it does not understand the upper case C.

--

Tauno Voipio

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