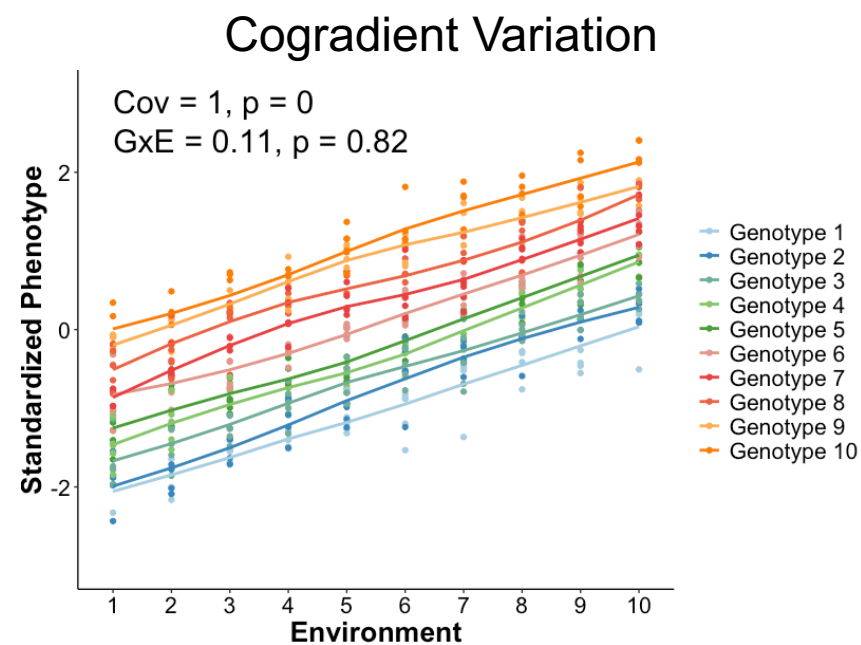
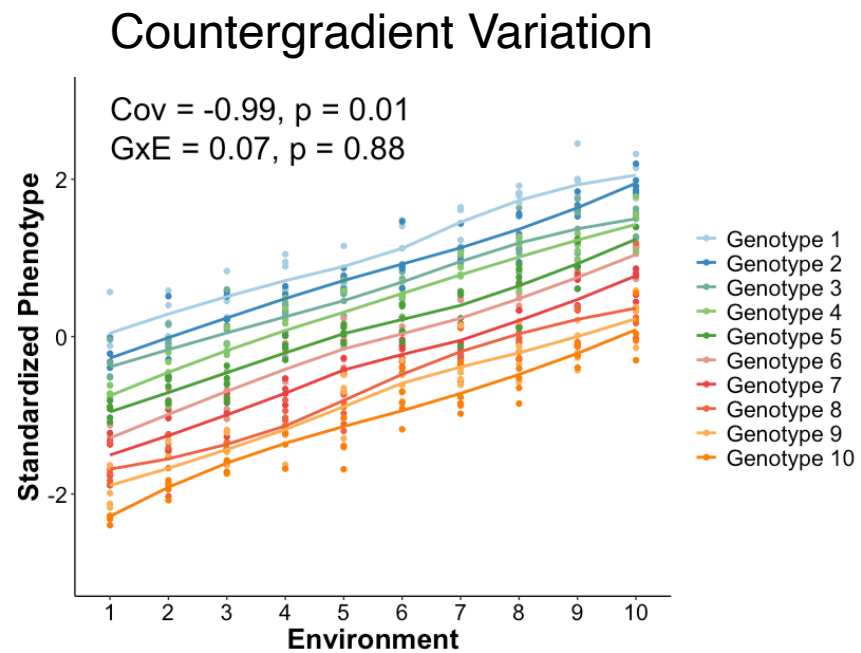


Low GxE



High GxE

