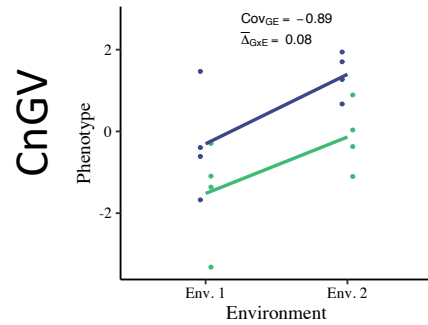
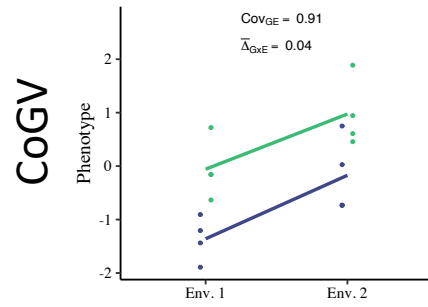


Small GxE



Large GxE

