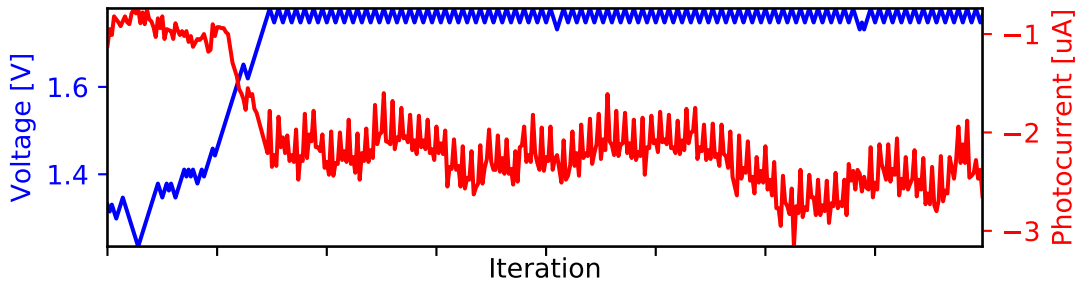


# I Tuning



# Q Tuning

