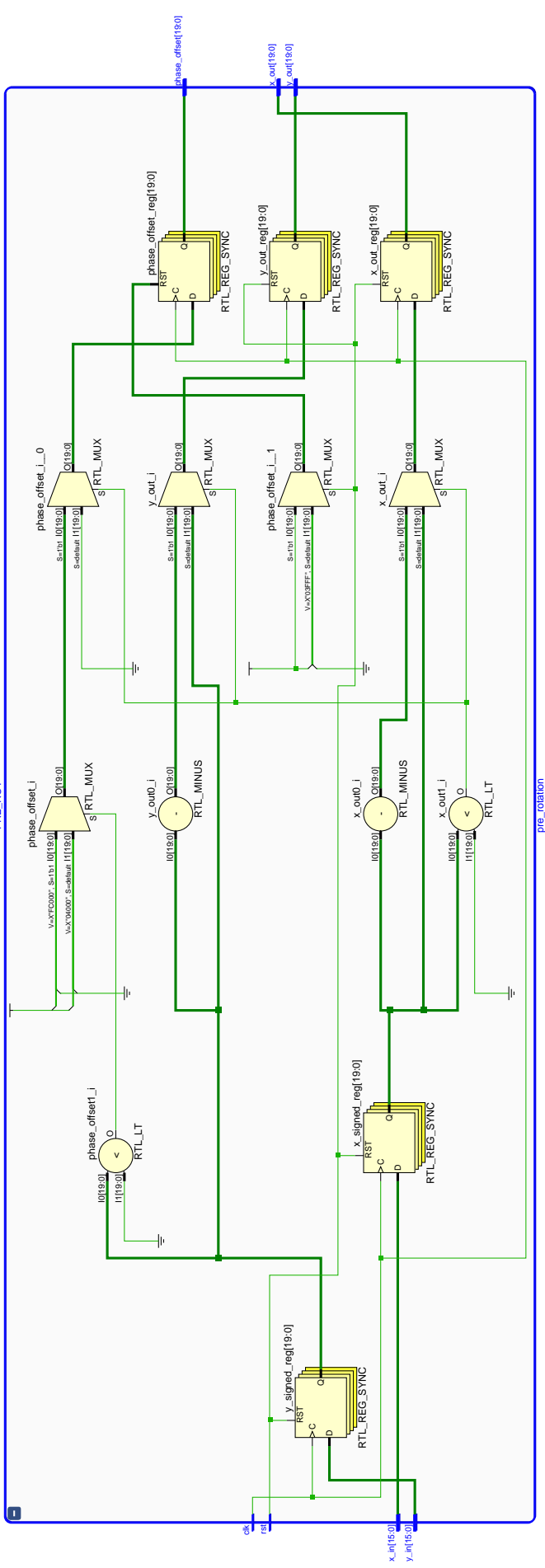


PRE_ROT



pre_rotation