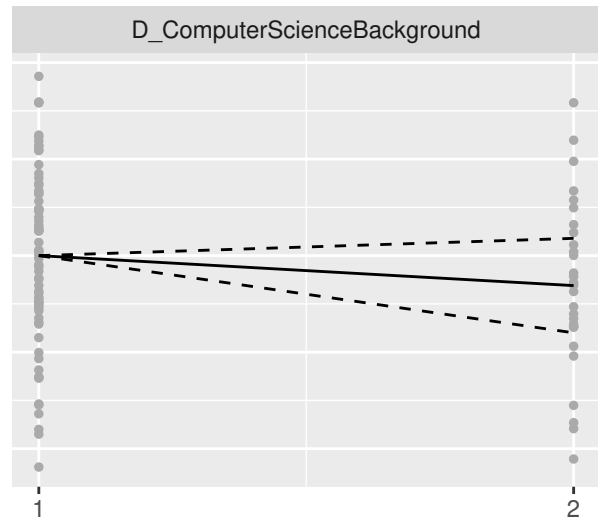
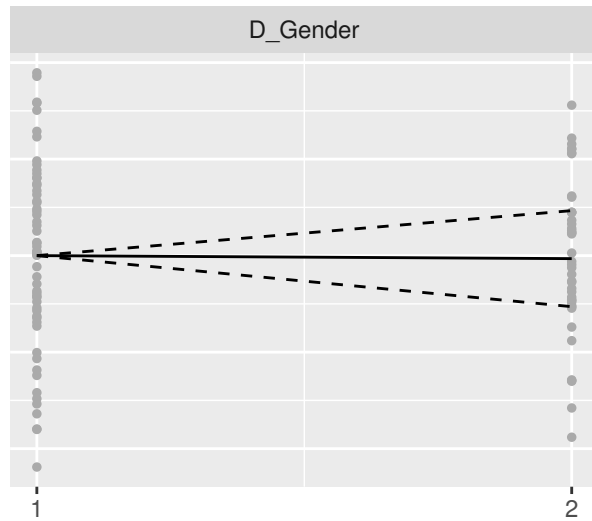
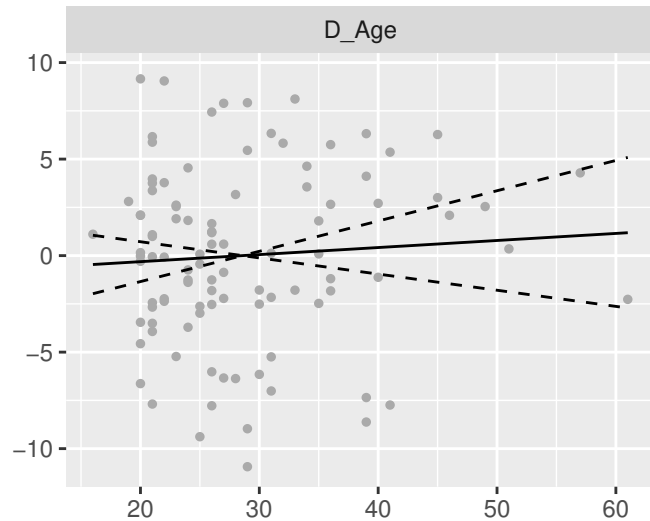


G_LengthLong



Control Variable Level