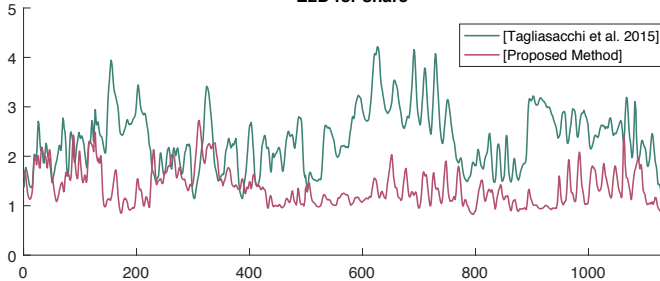


**E2D for shar3**



**E3D for shar3**

