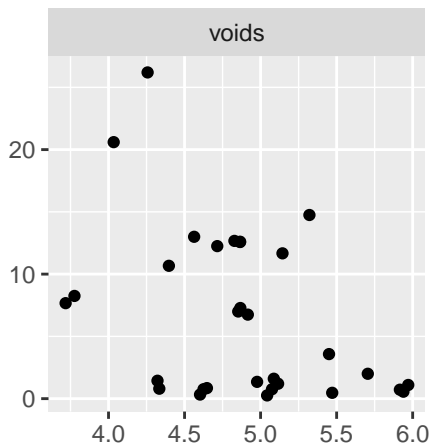
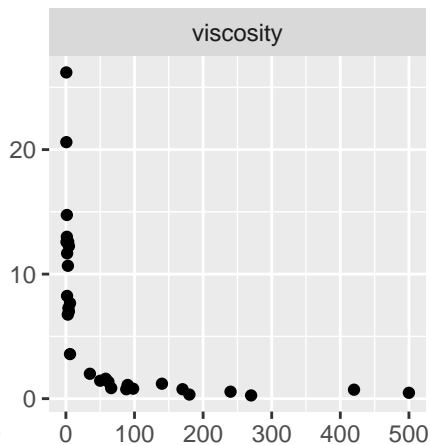
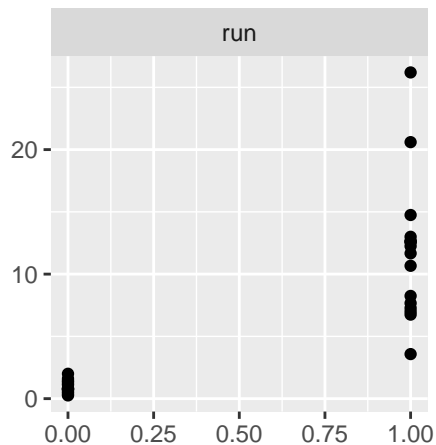
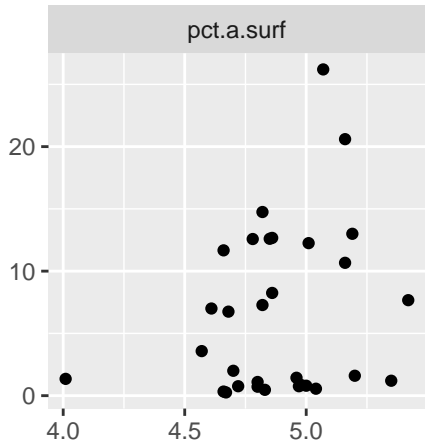
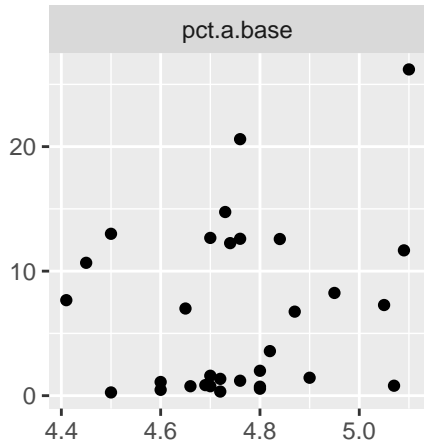
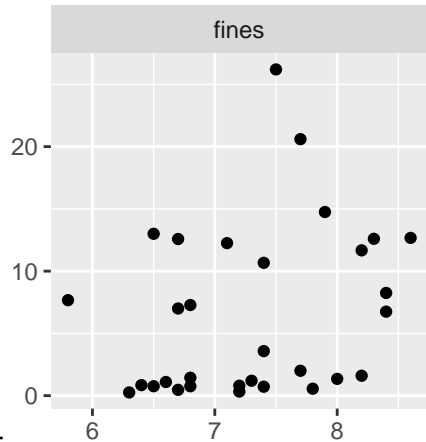


rut.depth



x