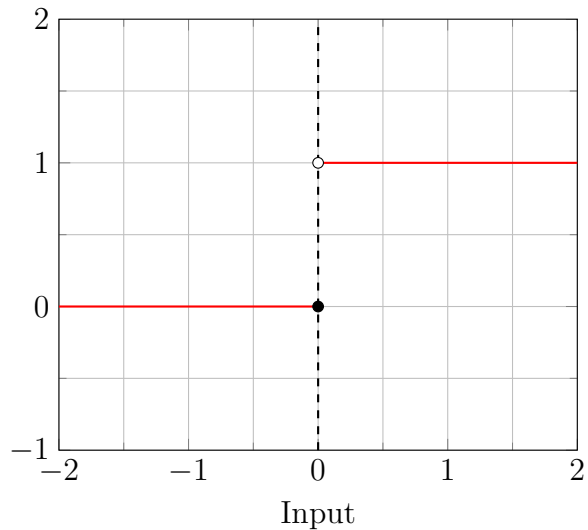


STE (Forward)



STE (Backward)

