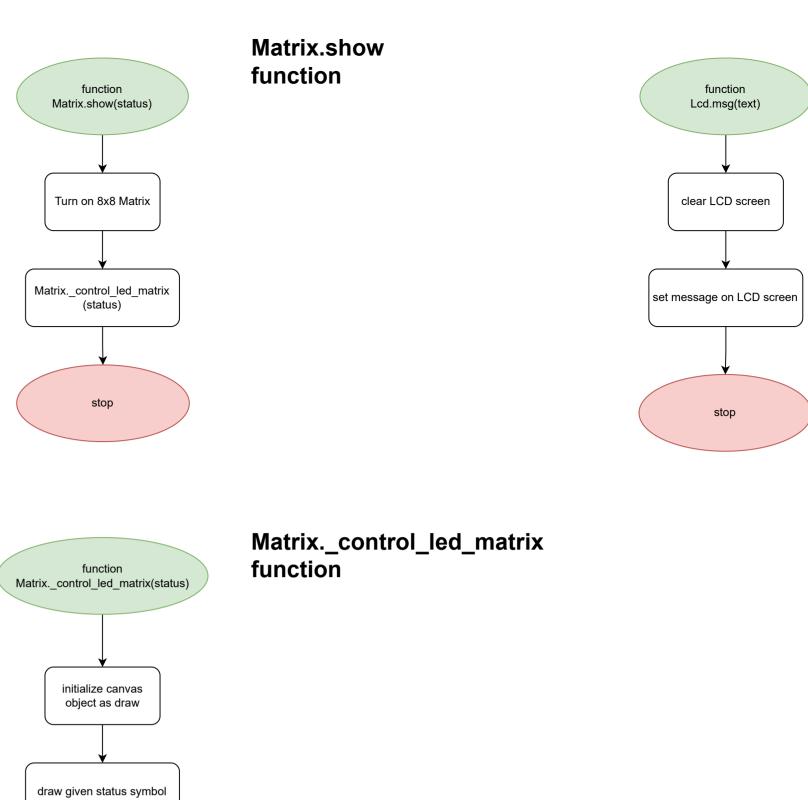


stop function



stop

Lcd.msg

function