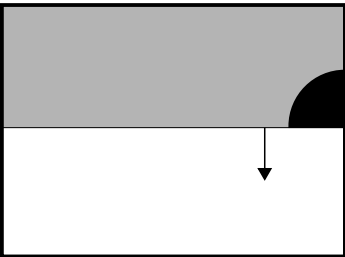
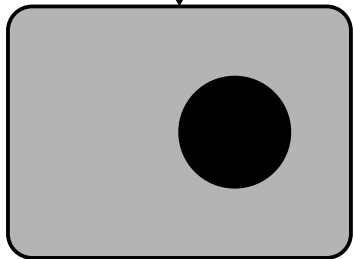
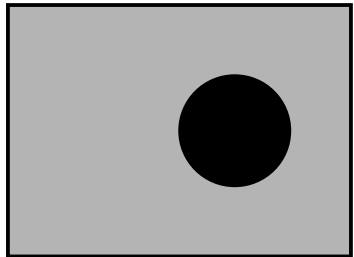


Buffer 0



Buffer 1



Display