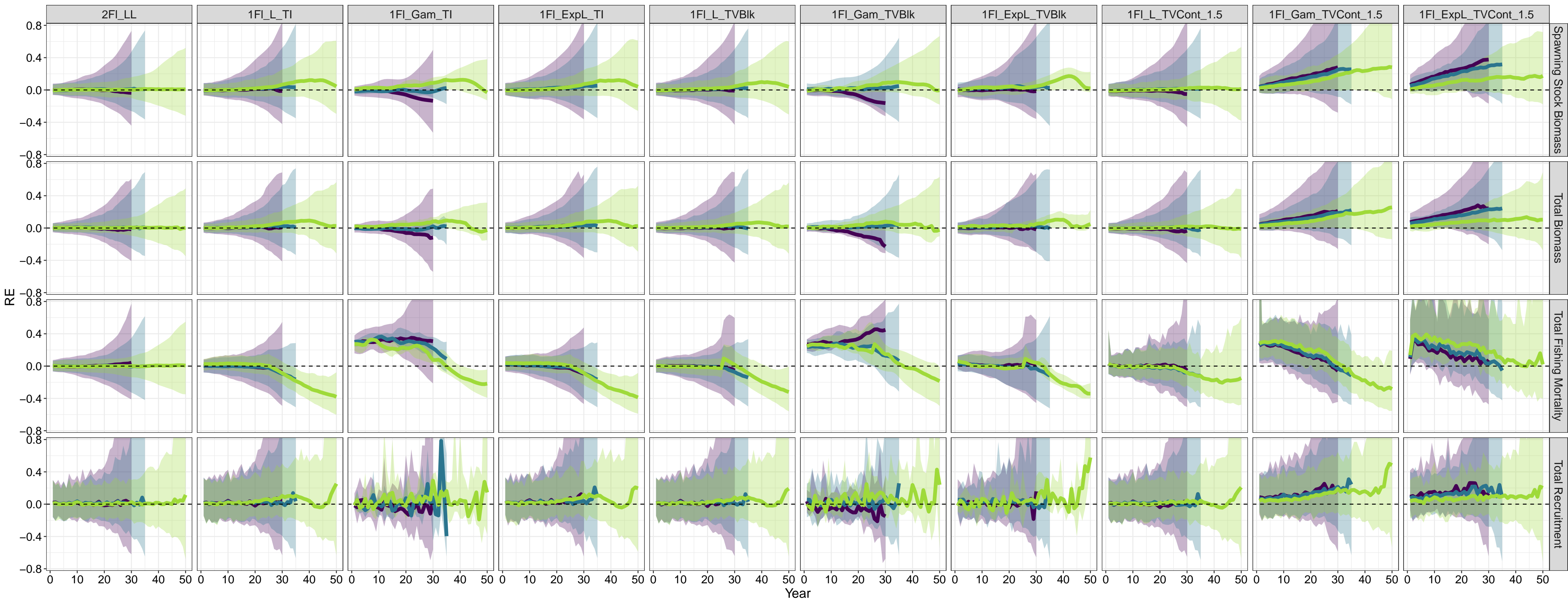
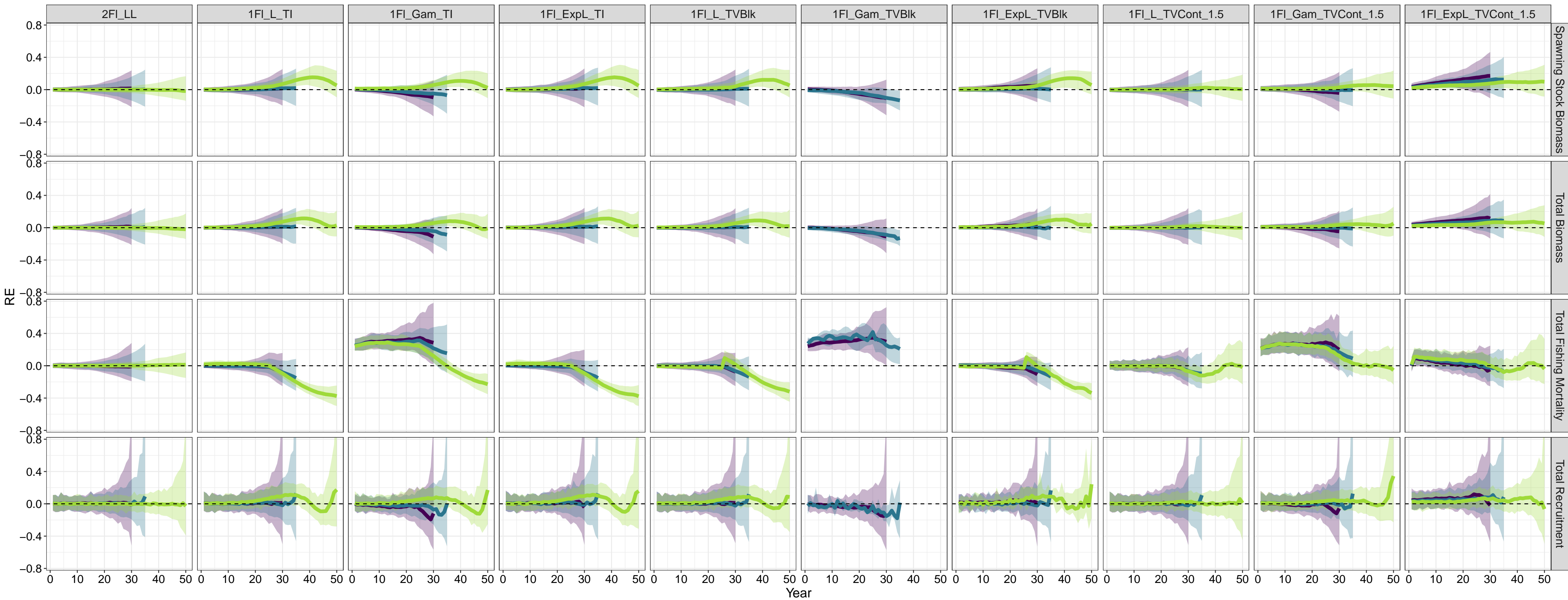


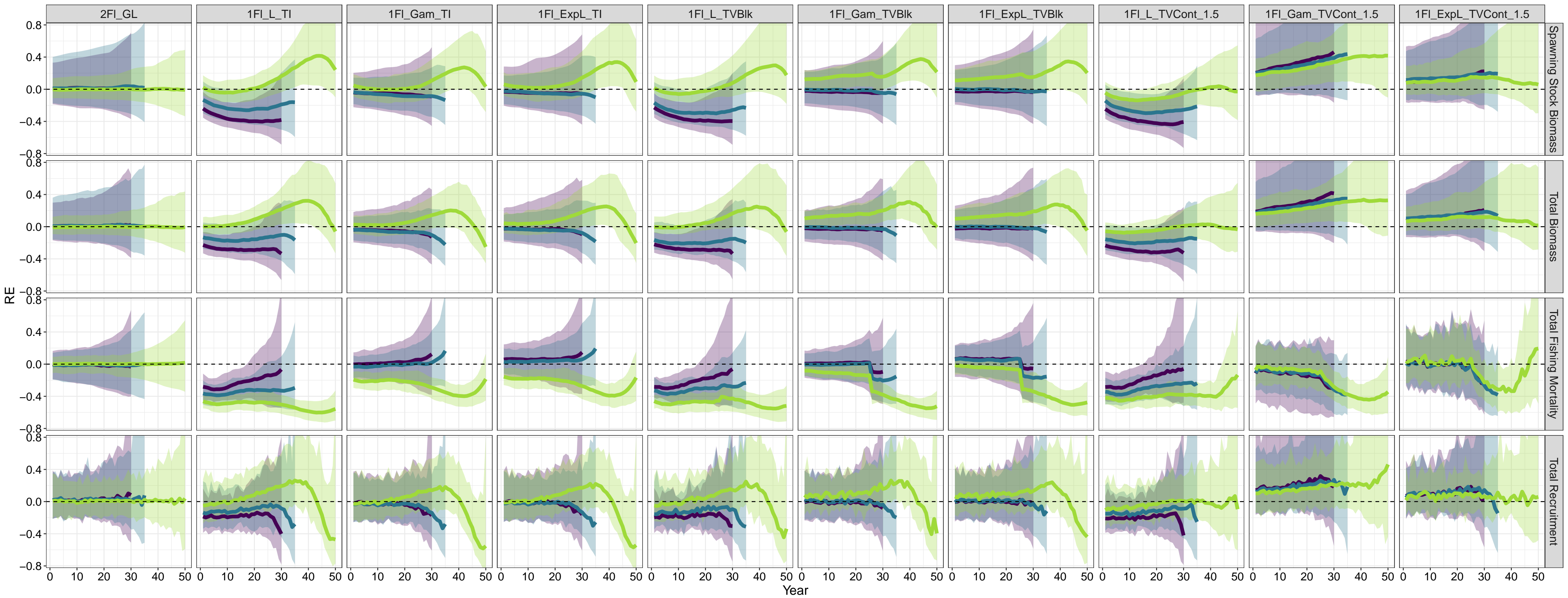
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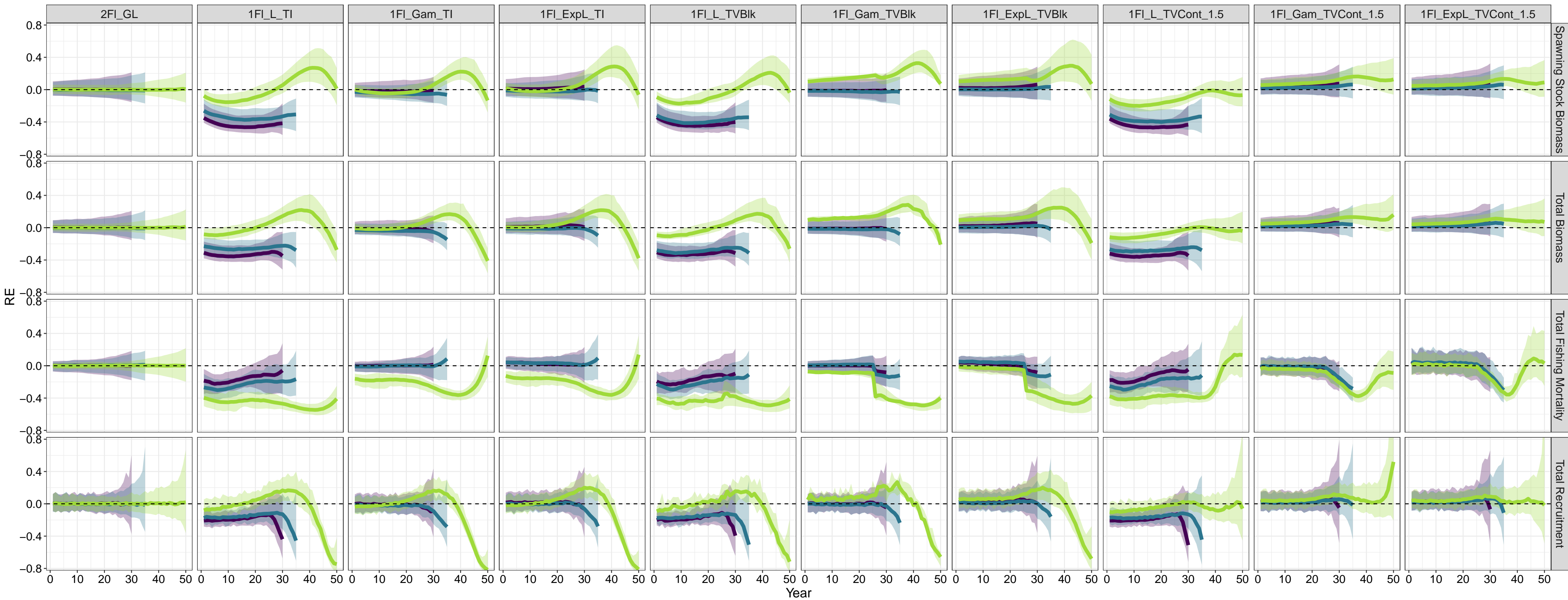
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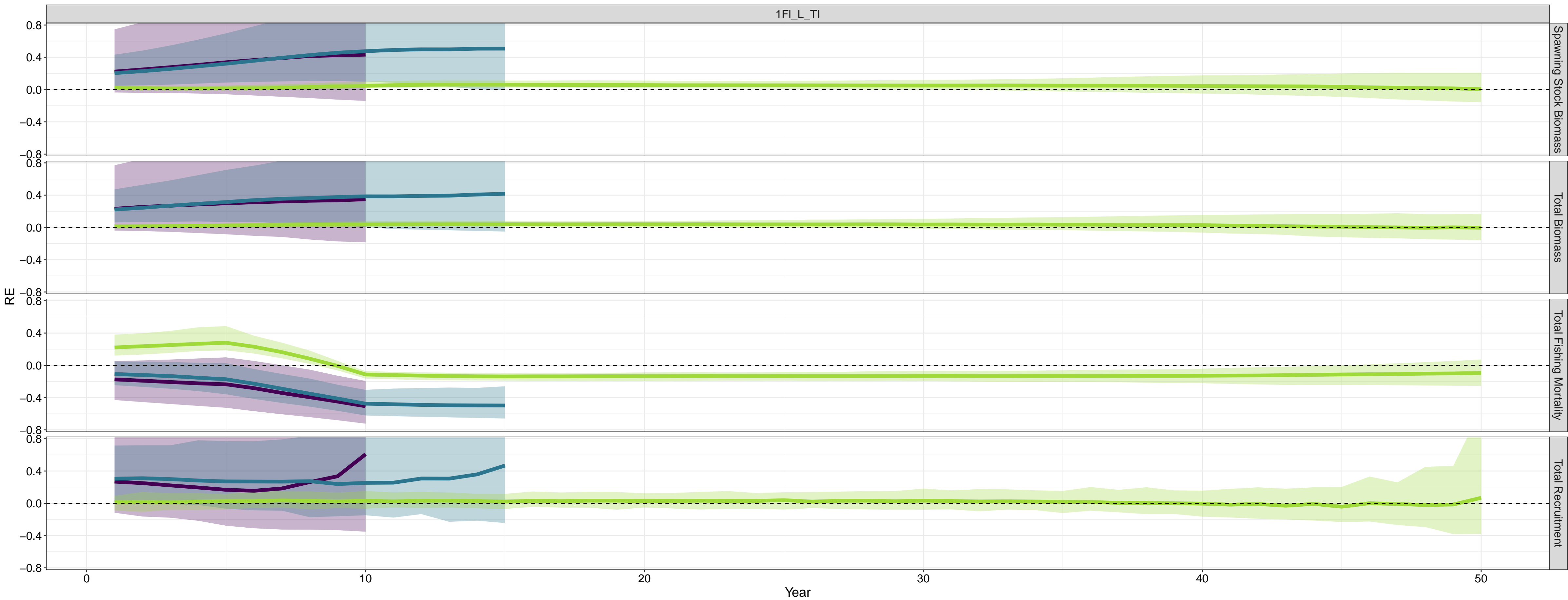
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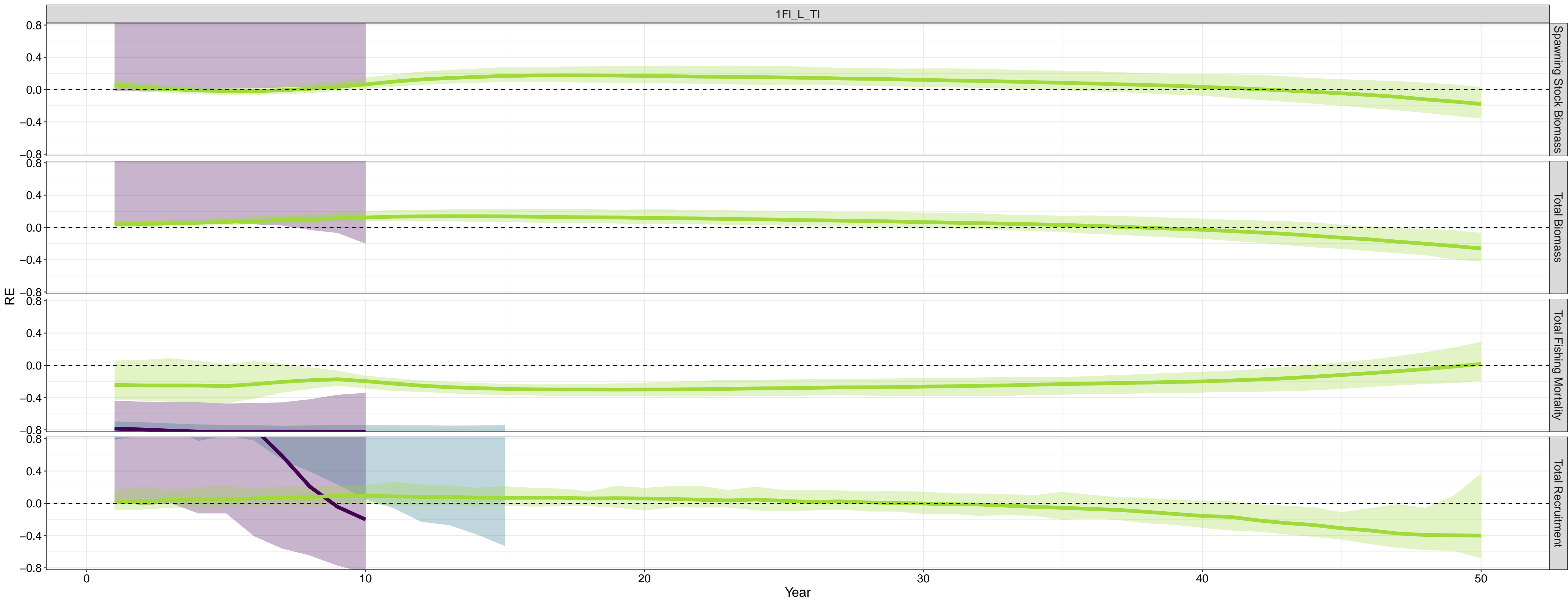
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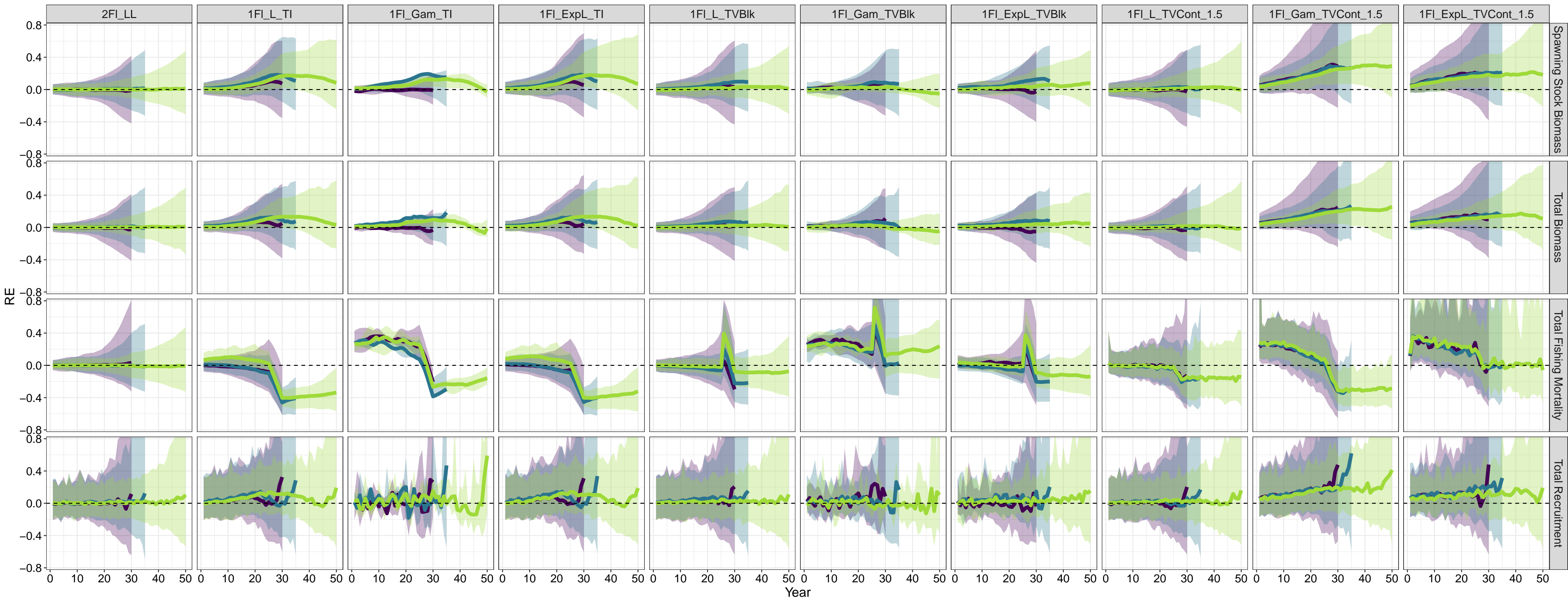
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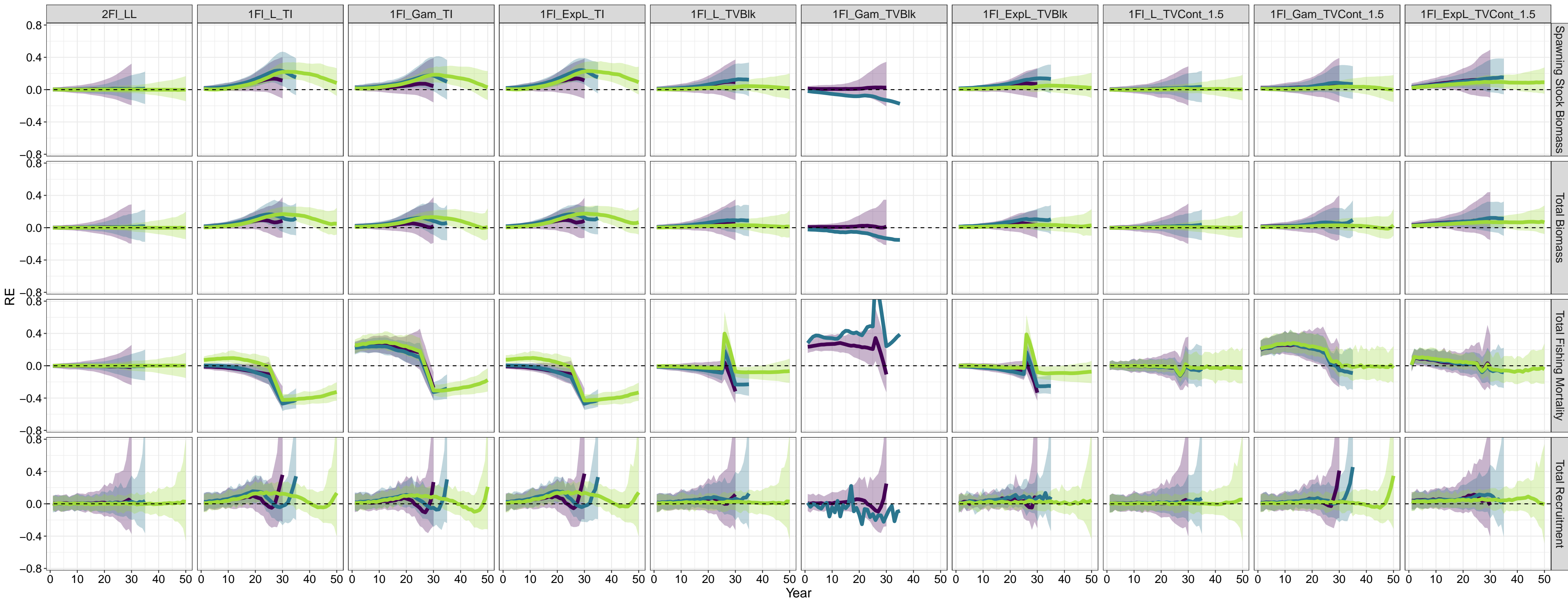
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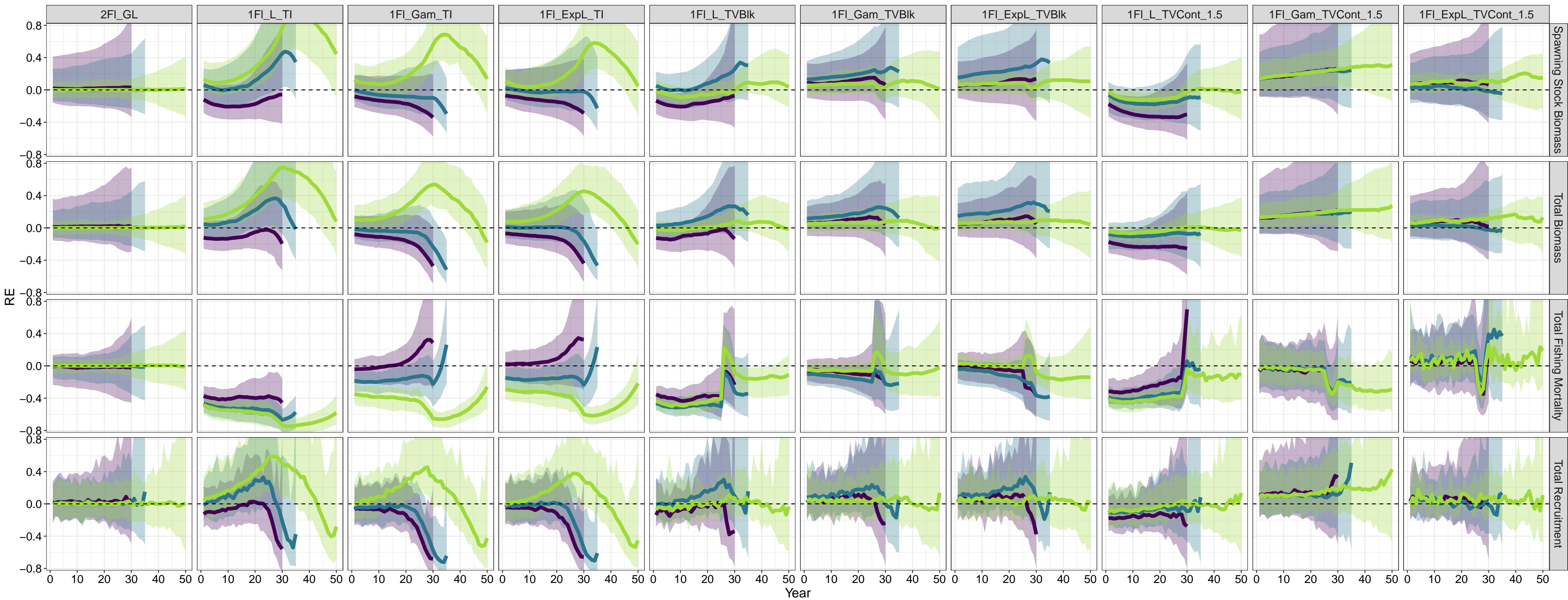
Fast_LL_DatLow



Fast_LL_DatHigh



Fast_GL_DatLow



Fast_GL_DatHigh

