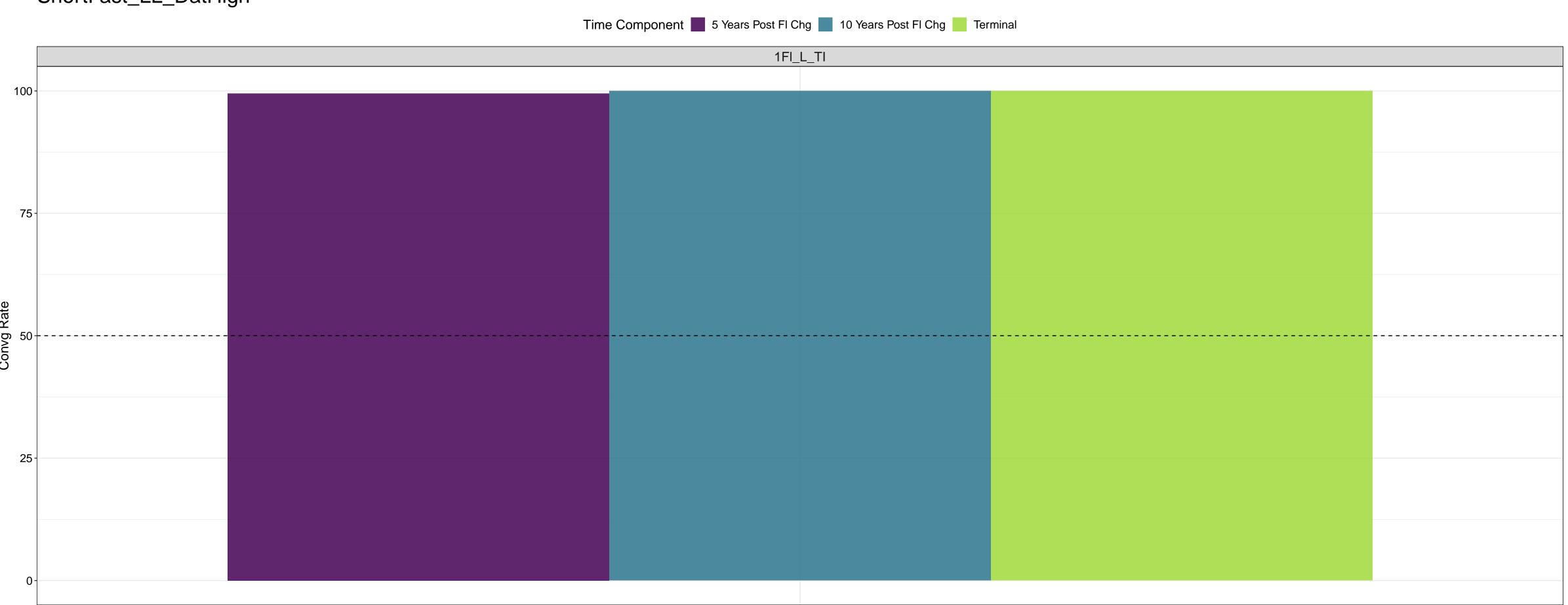
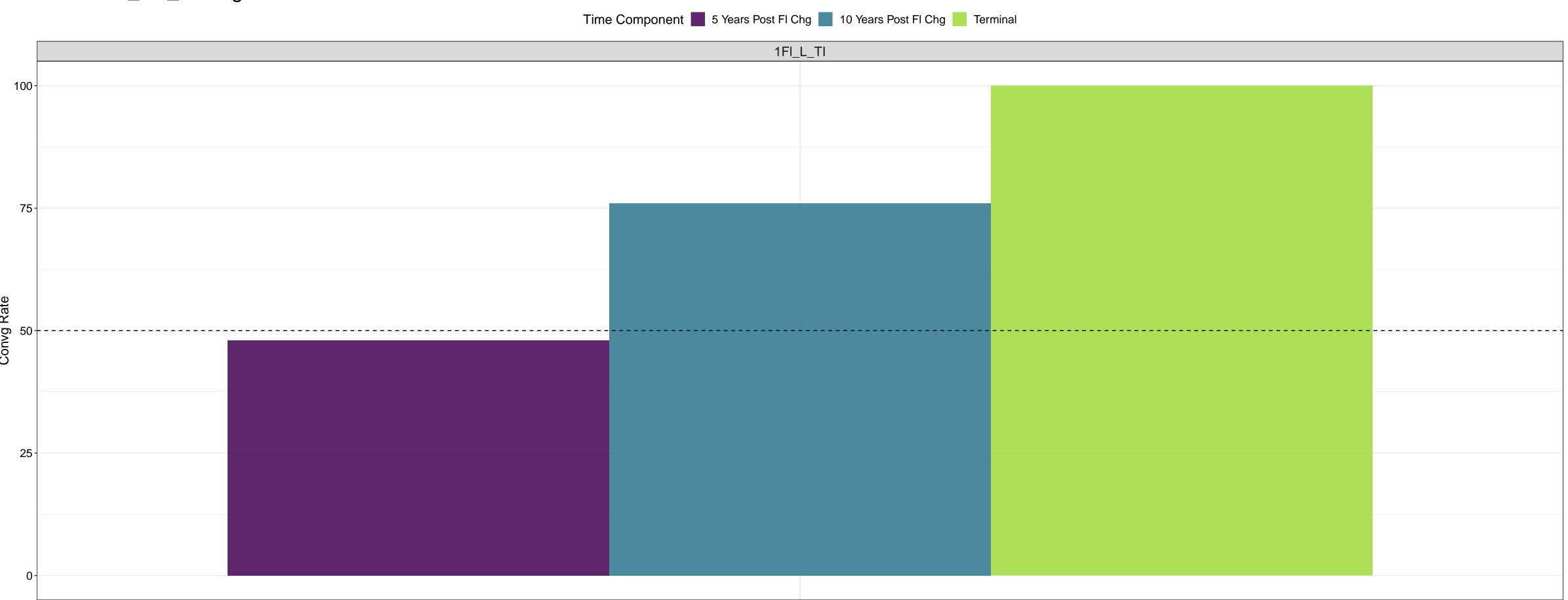


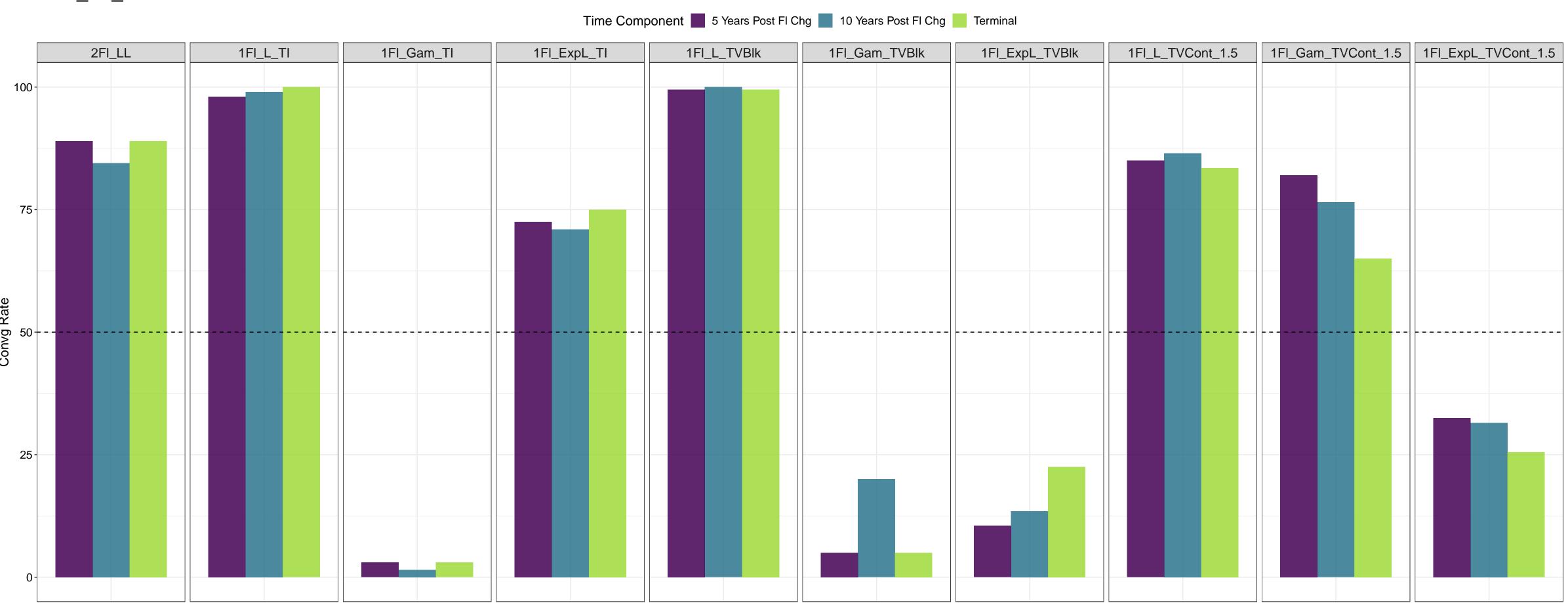


ShortFast_LL_DatHigh





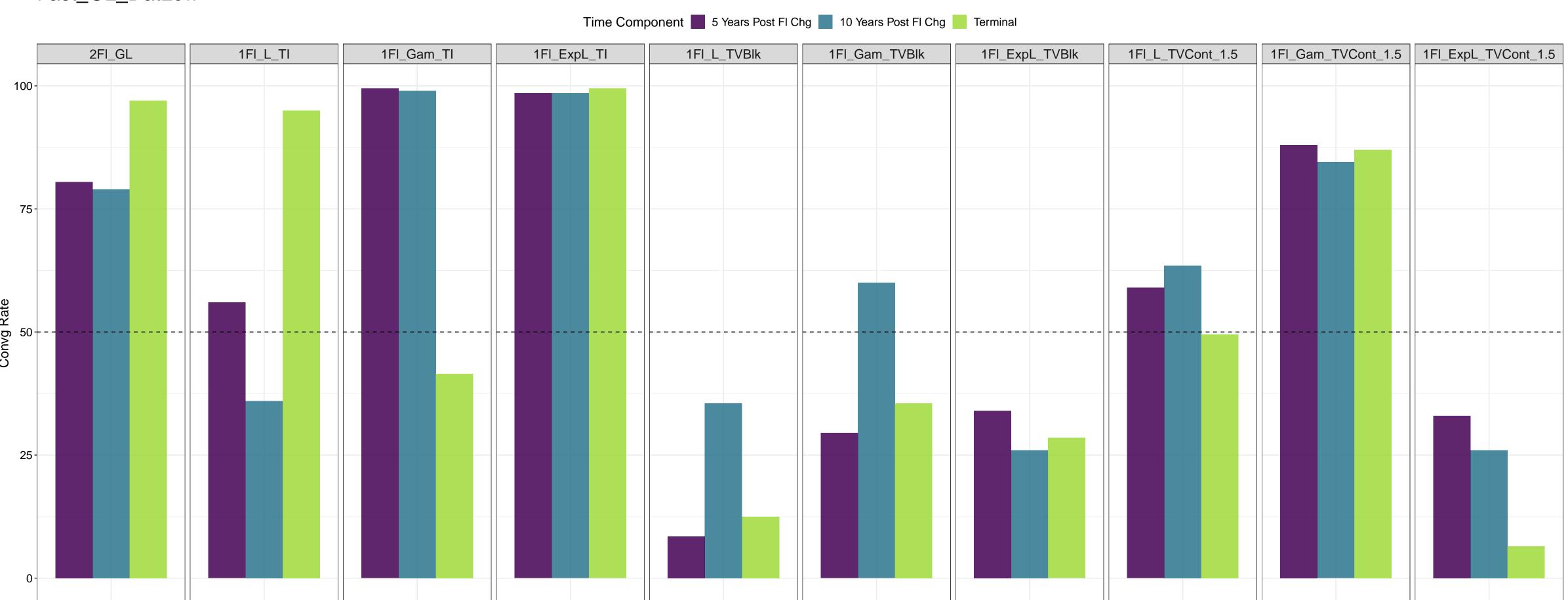
Fast_LL_DatLow



Fast_LL_DatHigh



Fast_GL_DatLow



Fast_GL_DatHigh

