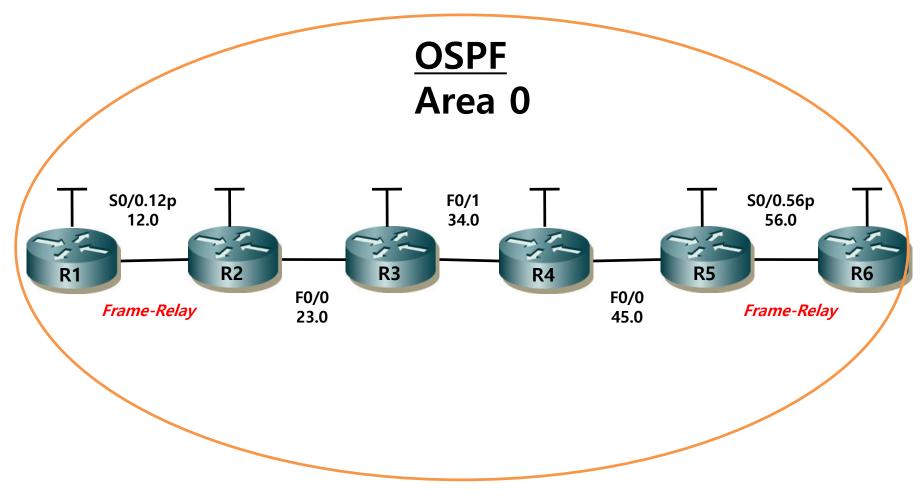
Frame-Relay



Loopback 0 = 32bit