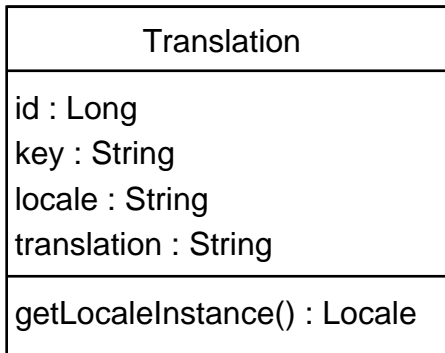


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<<realize>>



0..\*

0..\*

