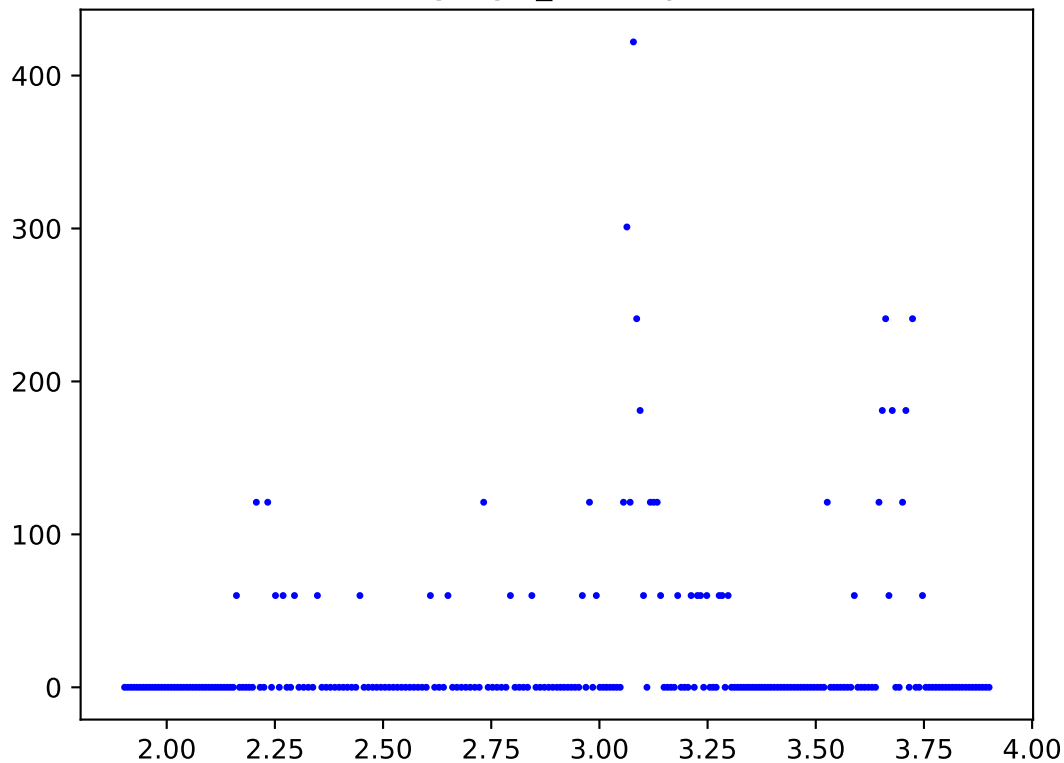


glx.glx\_1.Heavy



glx.glx\_1.Light

