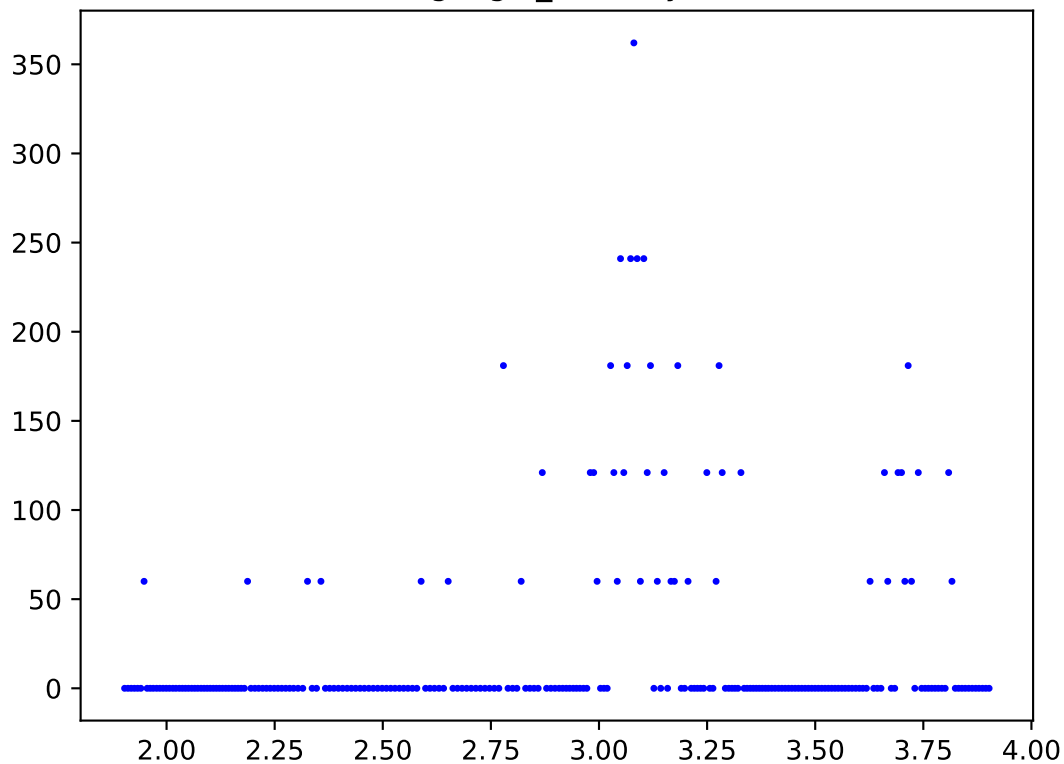


glx.glx_1.Heavy



glx.glx_1.Light

