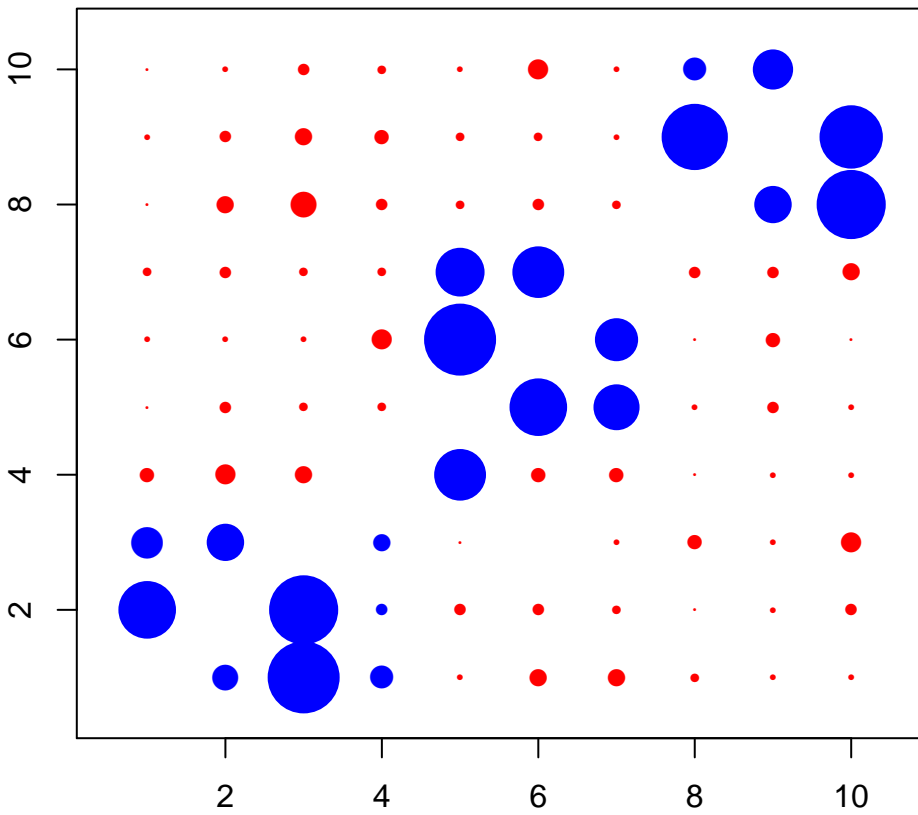
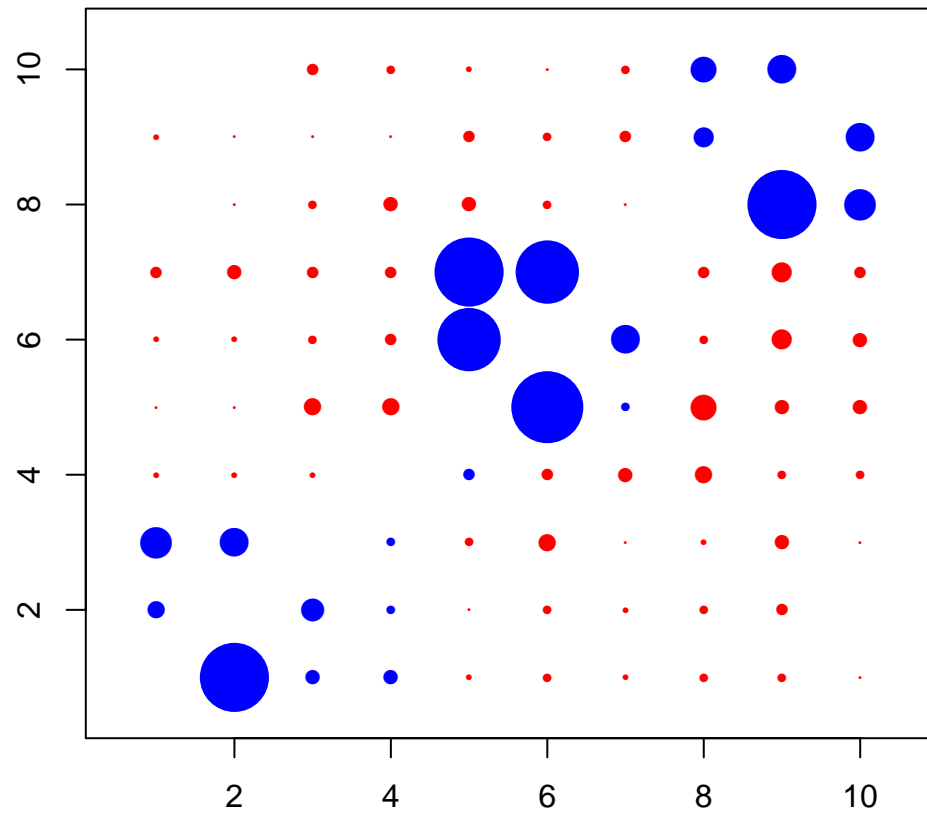


refLV



refVAR



randomLV

