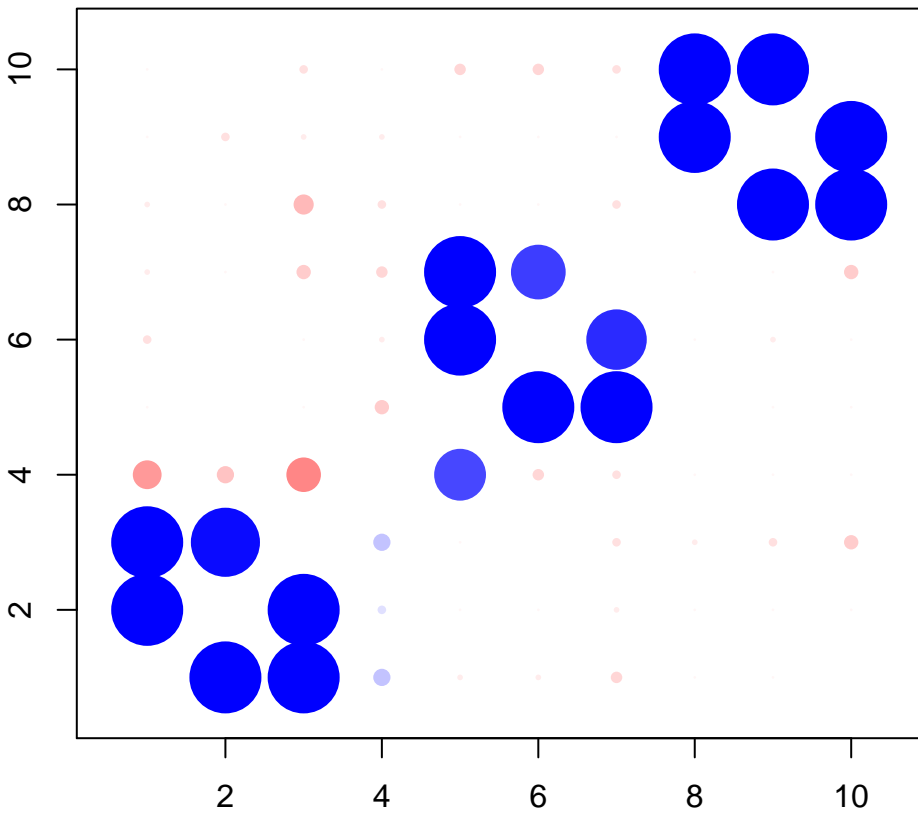


refLV



refVAR

