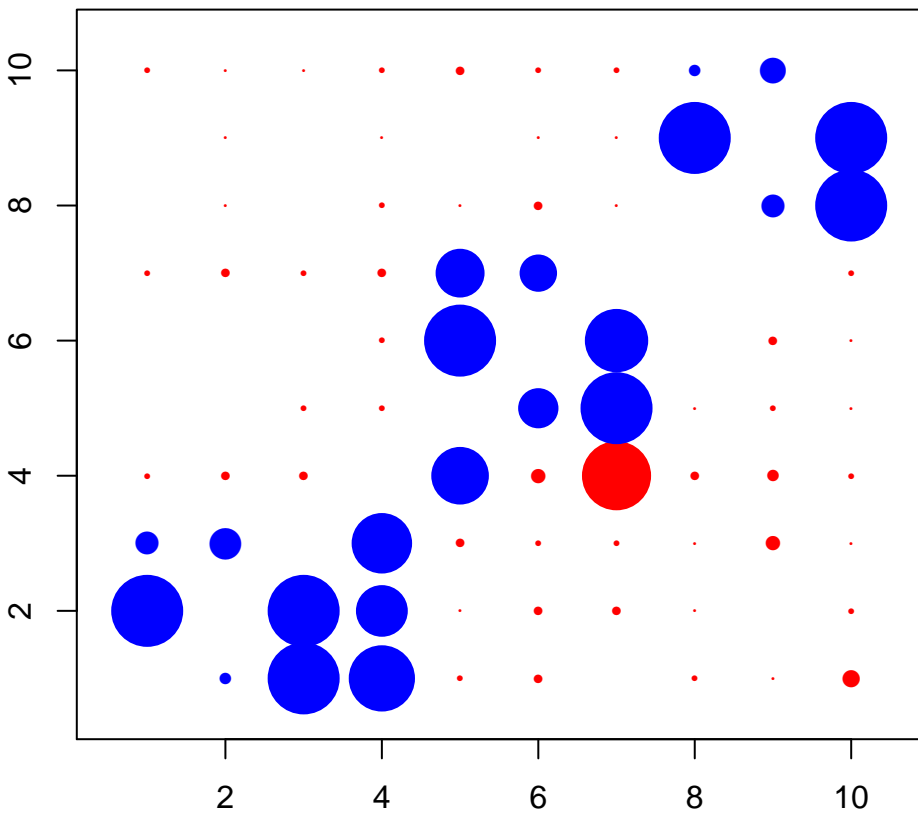
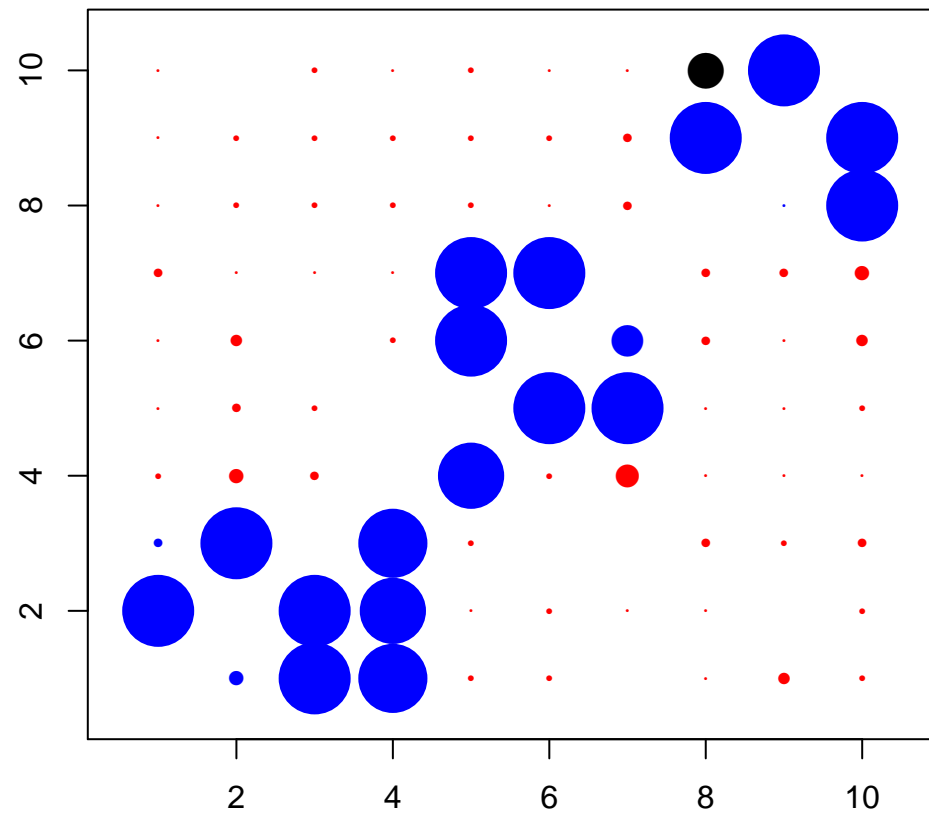


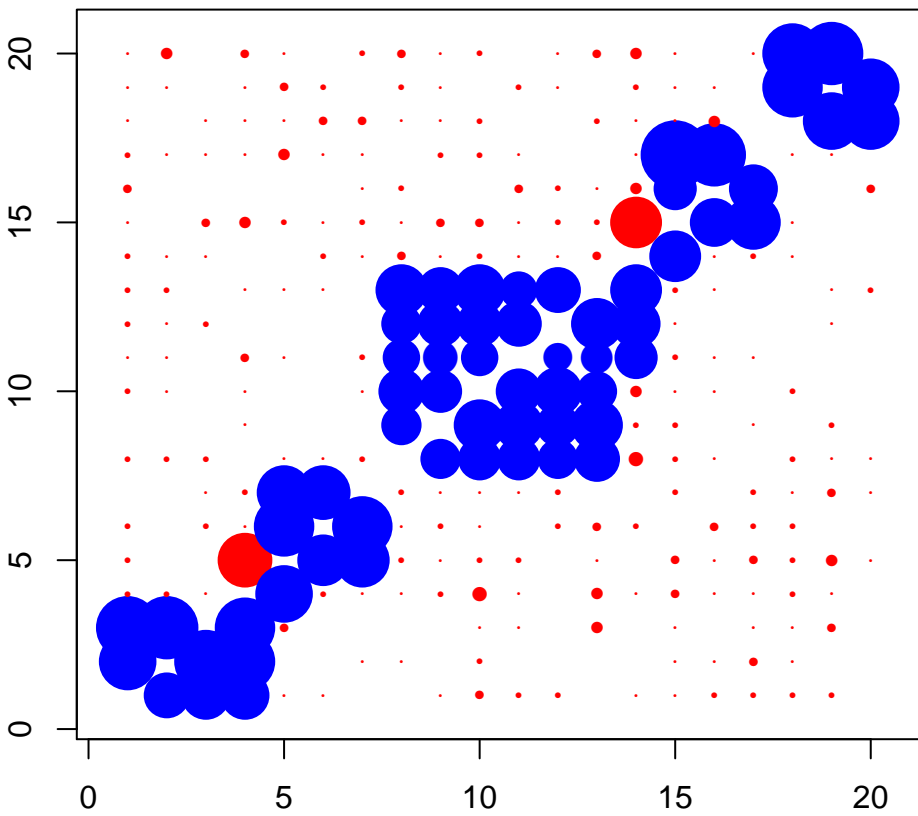
refLV



refVAR



randomLV



randomVAR

