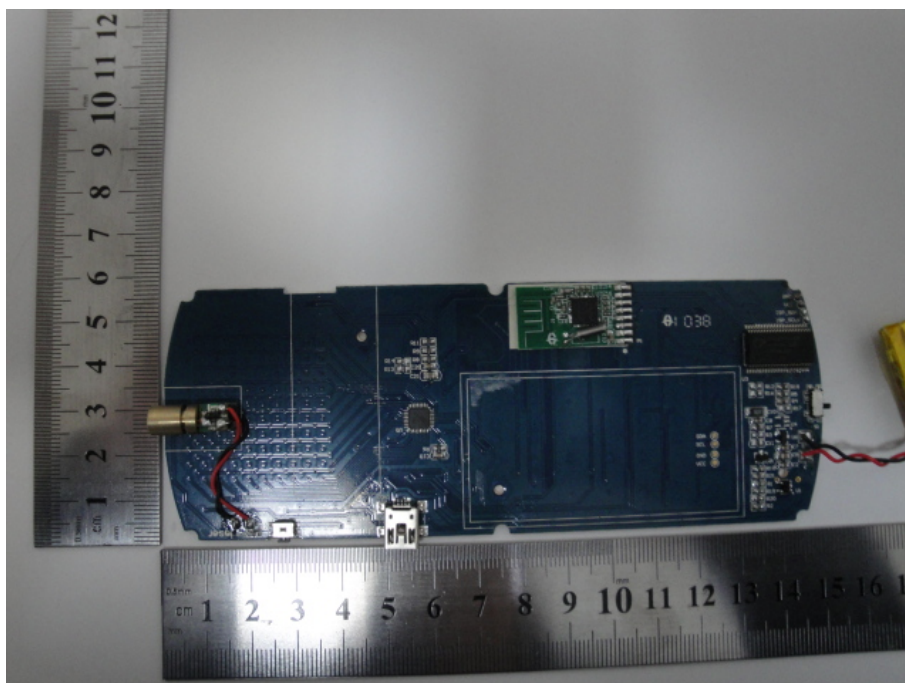


EUT – Open View



EUT – Inside View 1



EUT – Inside View 2

