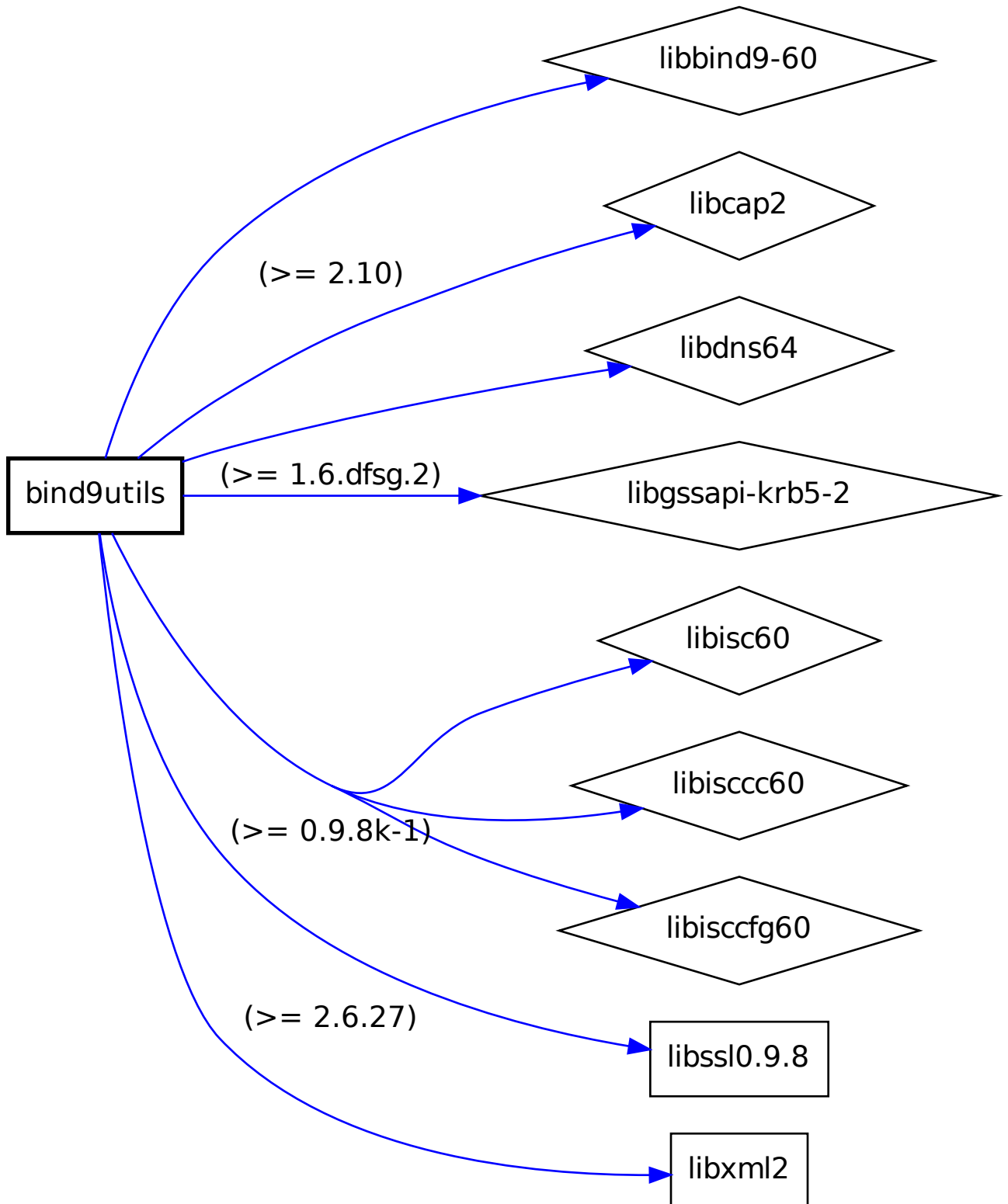
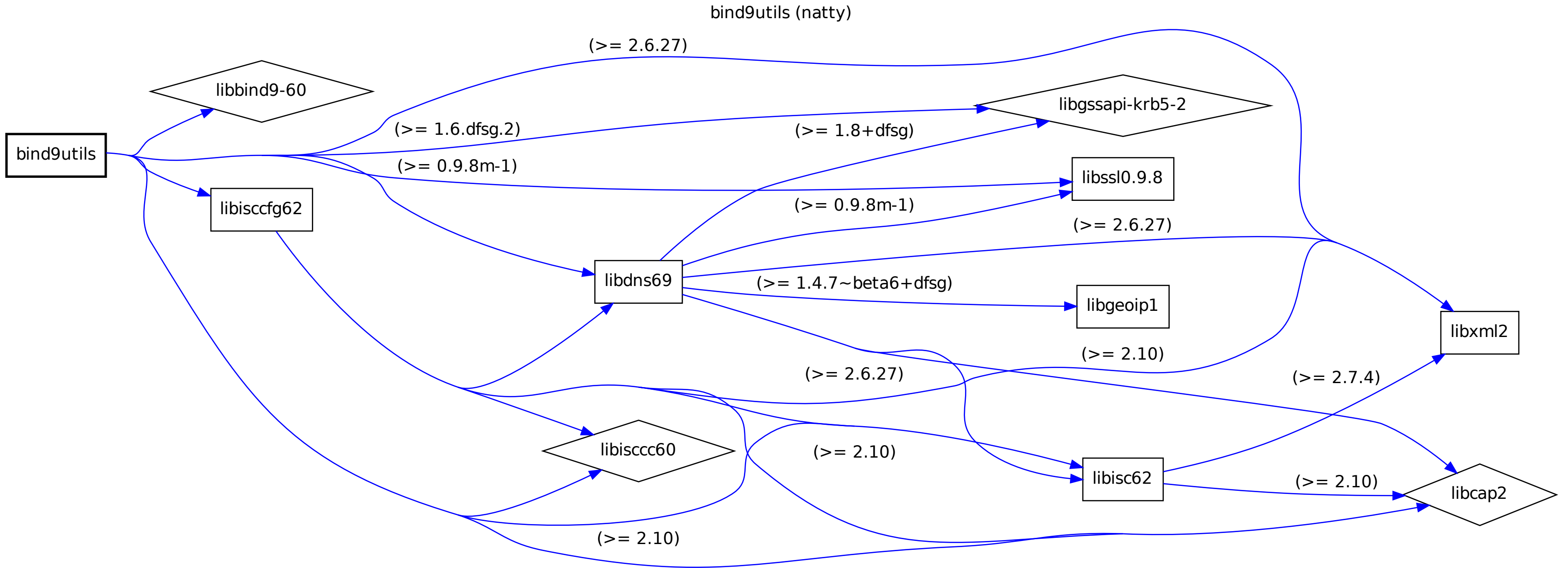
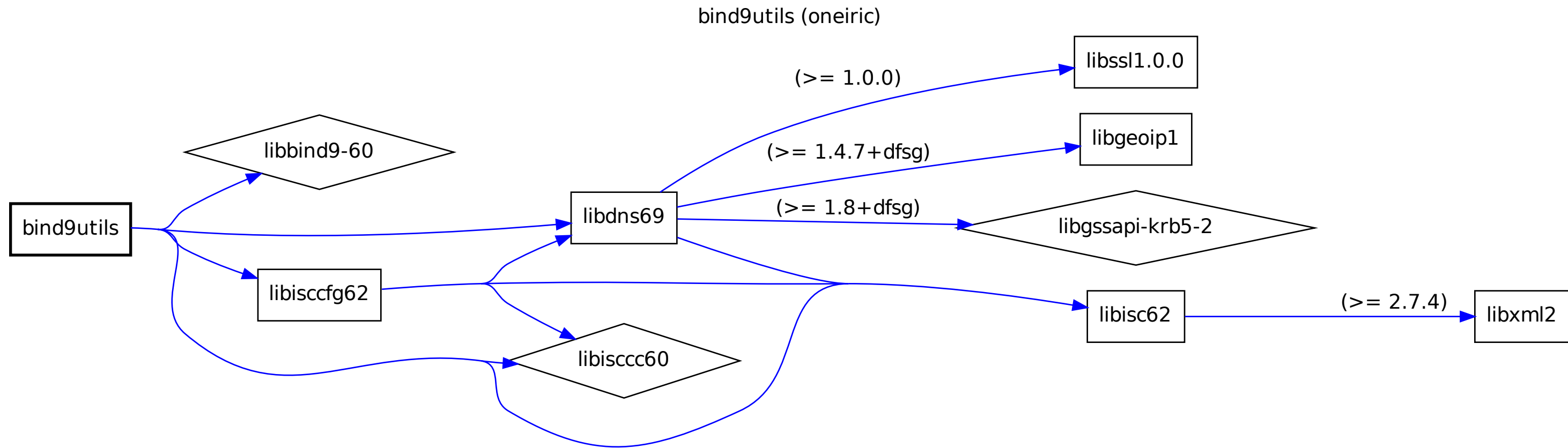


bind9utils (lucid)

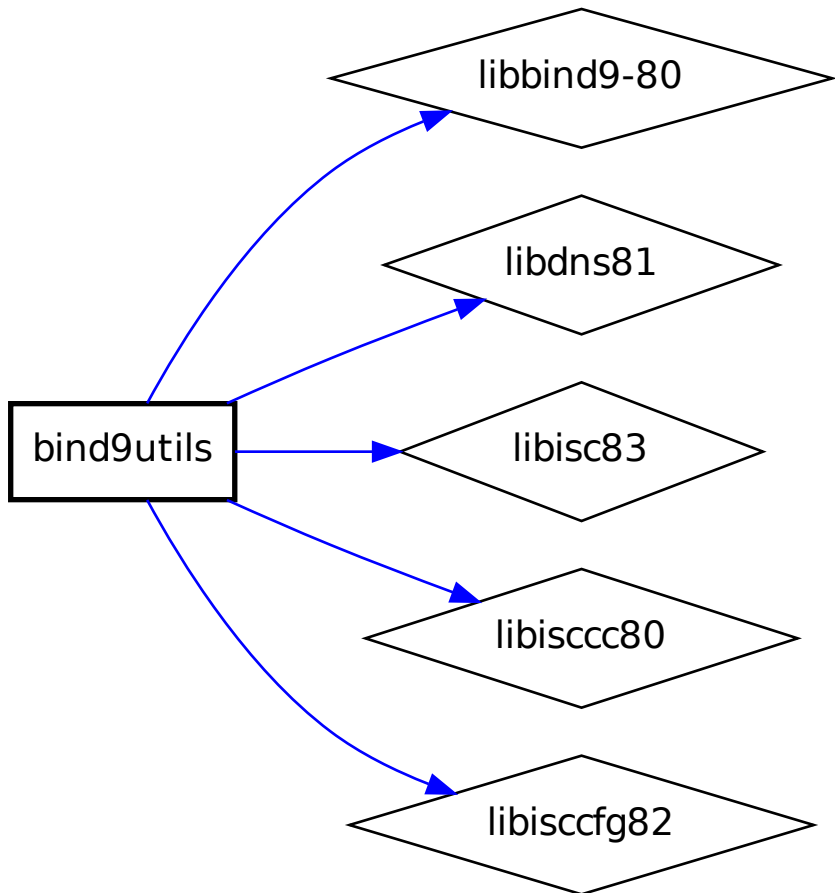








bind9utils (precise)



bind9utils (quantal)

