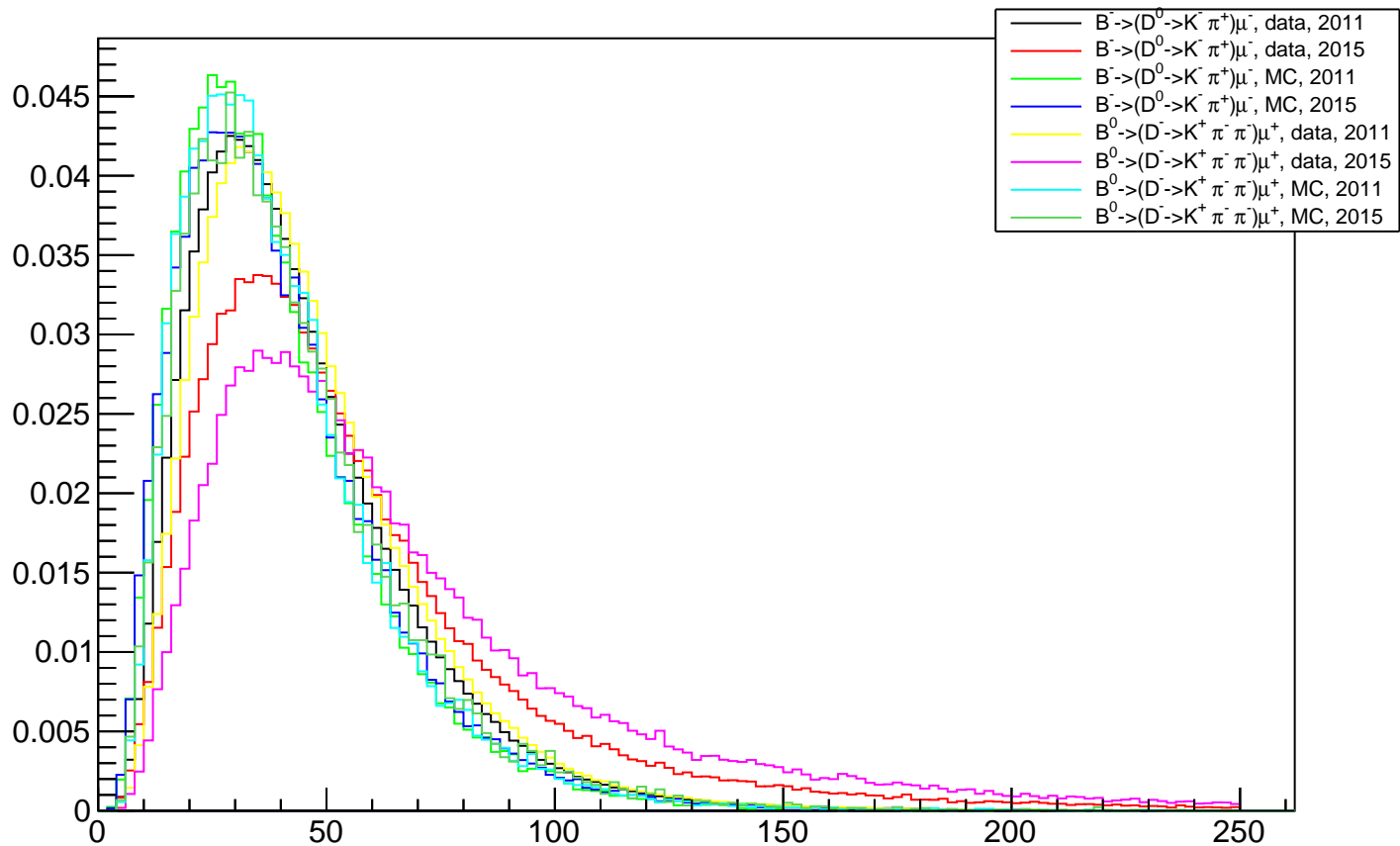


# nLongTracks



# nLongTracks

