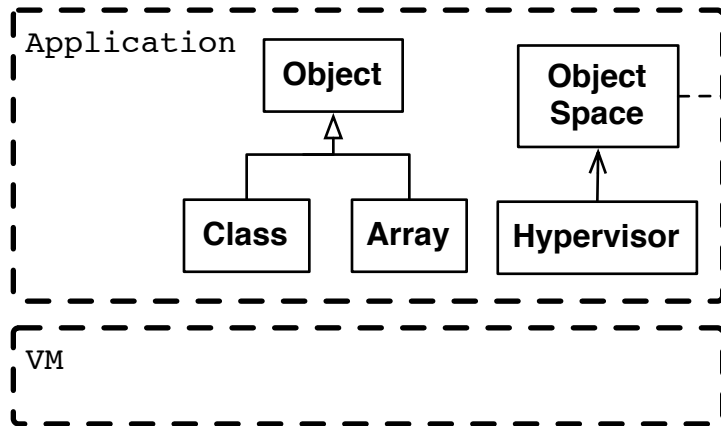


Object Runtime I



Object Runtime II

