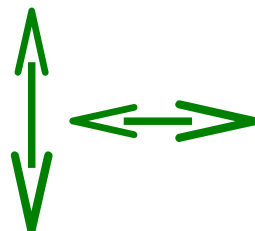
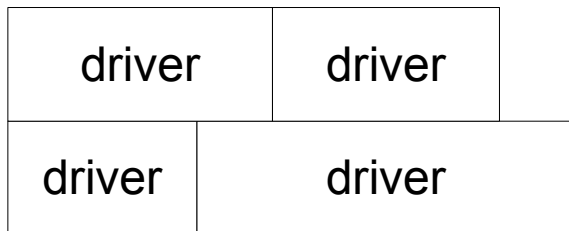


*may depend on:*

*drivers*



*factions*



*base*

