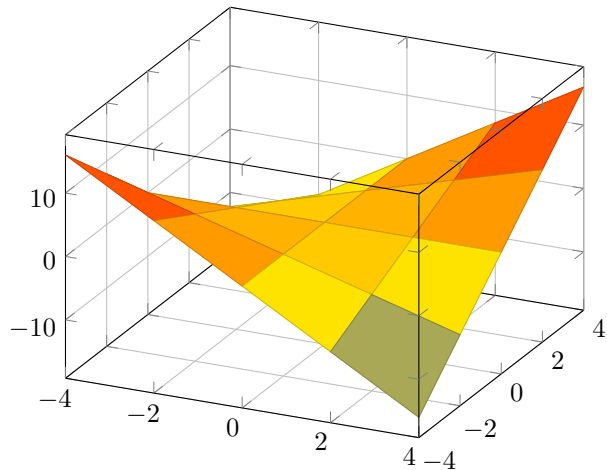


3d box=complete



3d box=complete*

