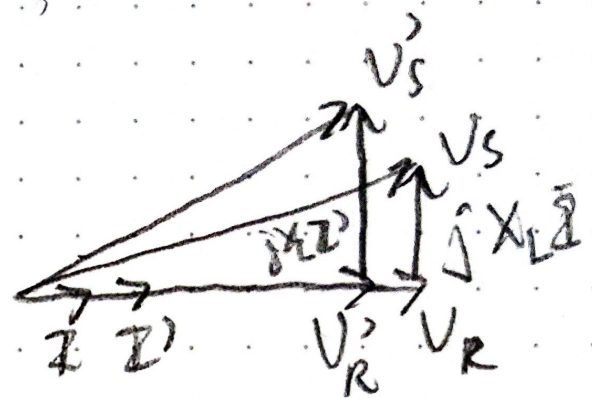


lag



unity

