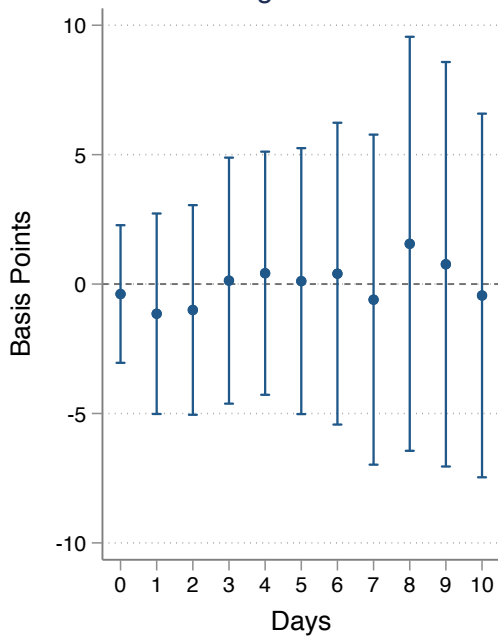


# Target for FX



# Path for FX

