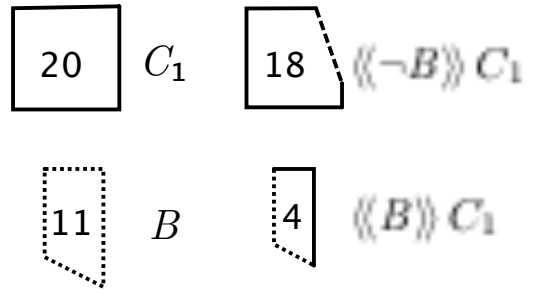


Conditioning



Components