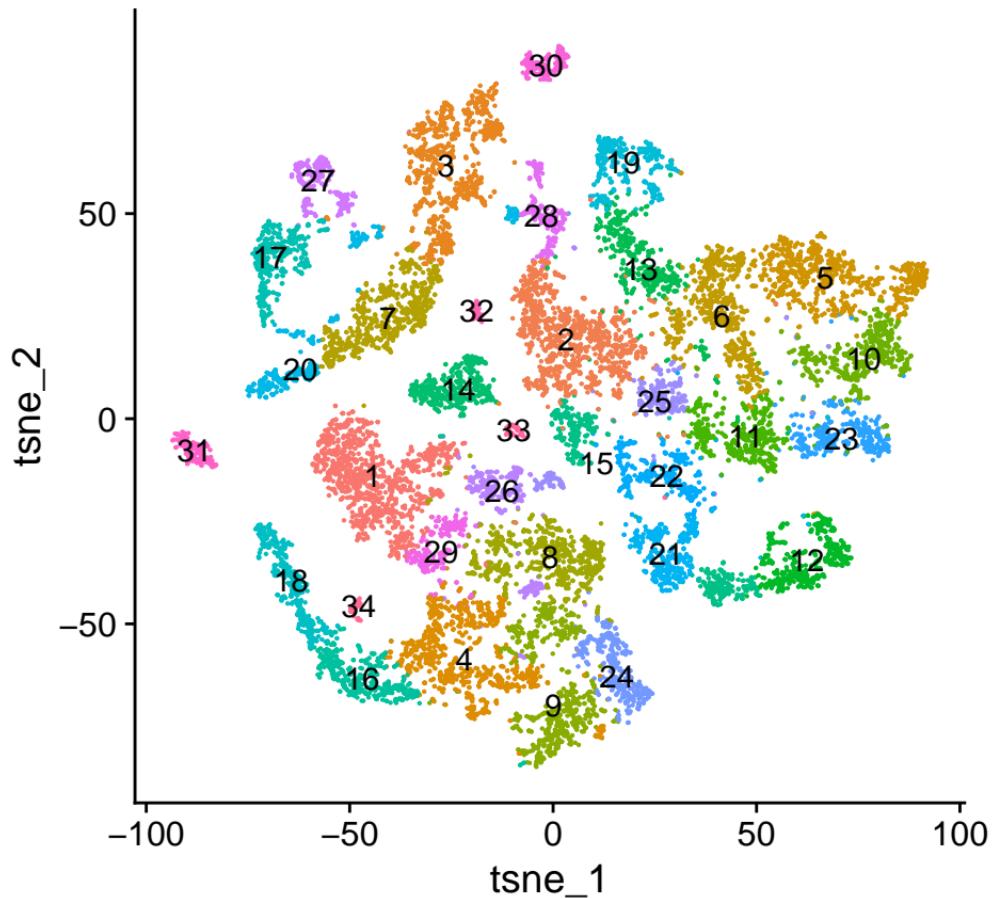
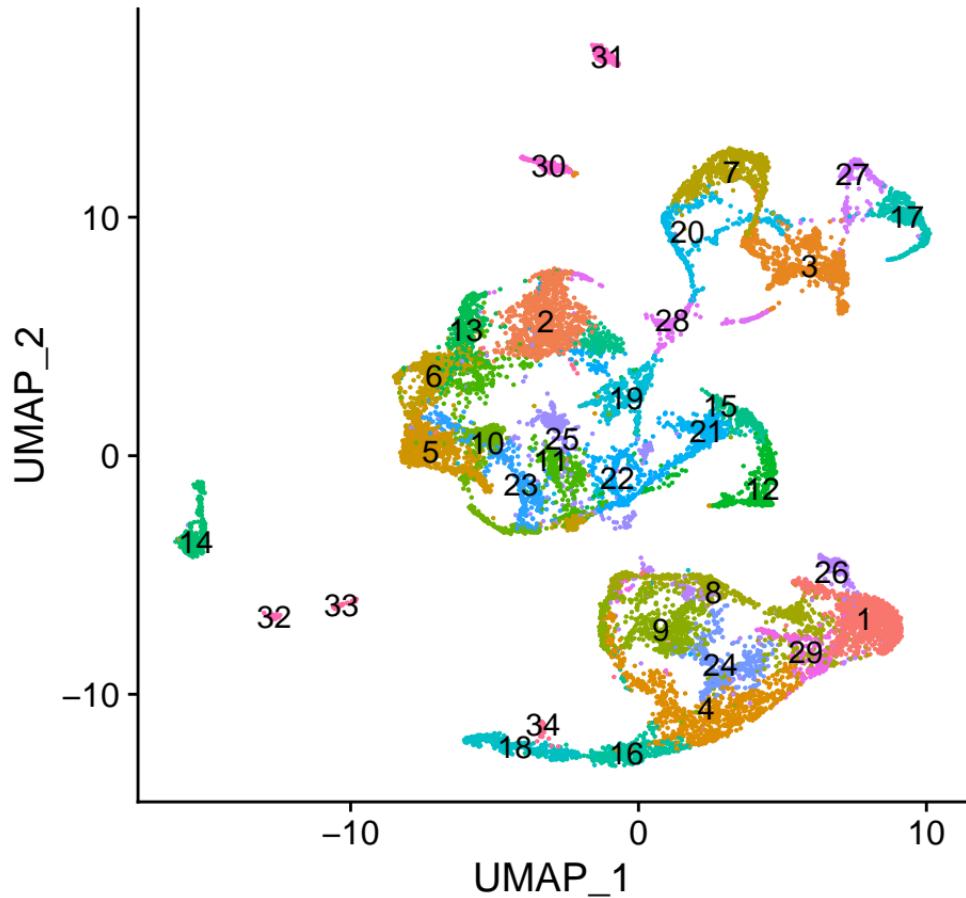


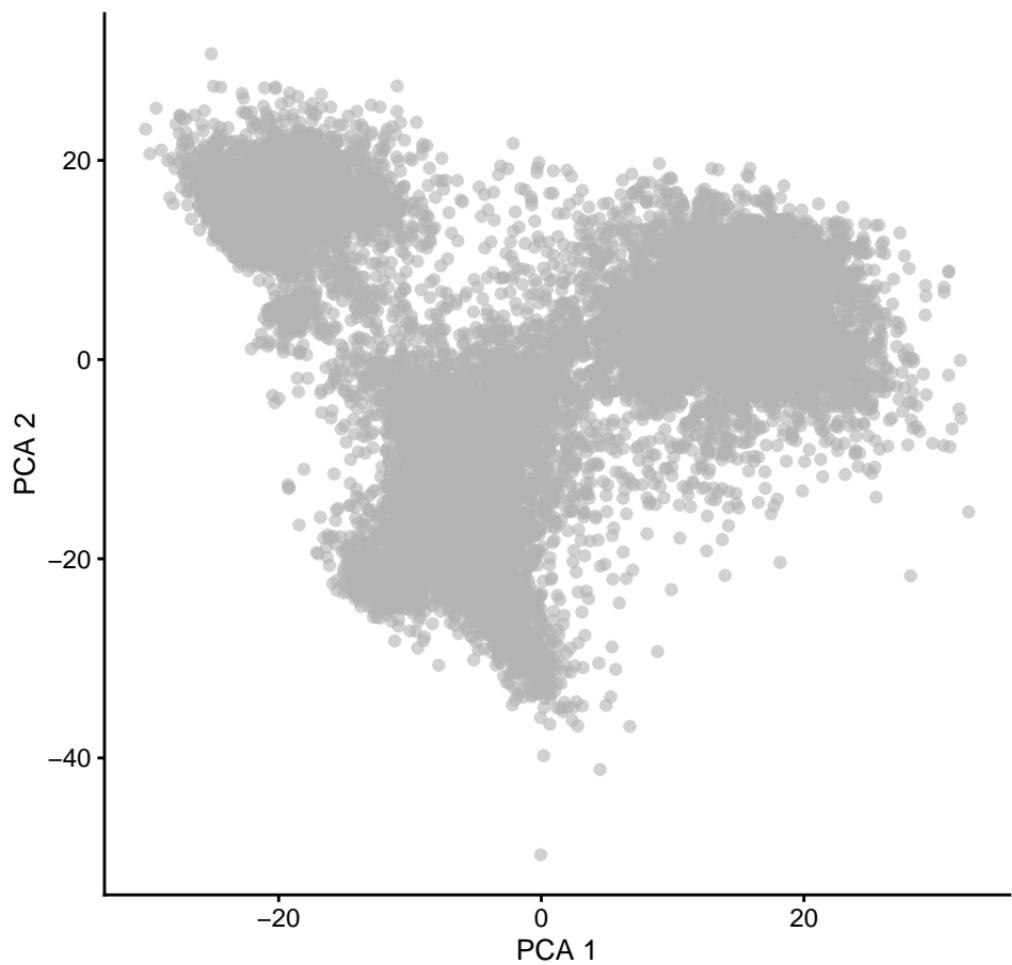
# Gg\_ctrl\_lumb\_int

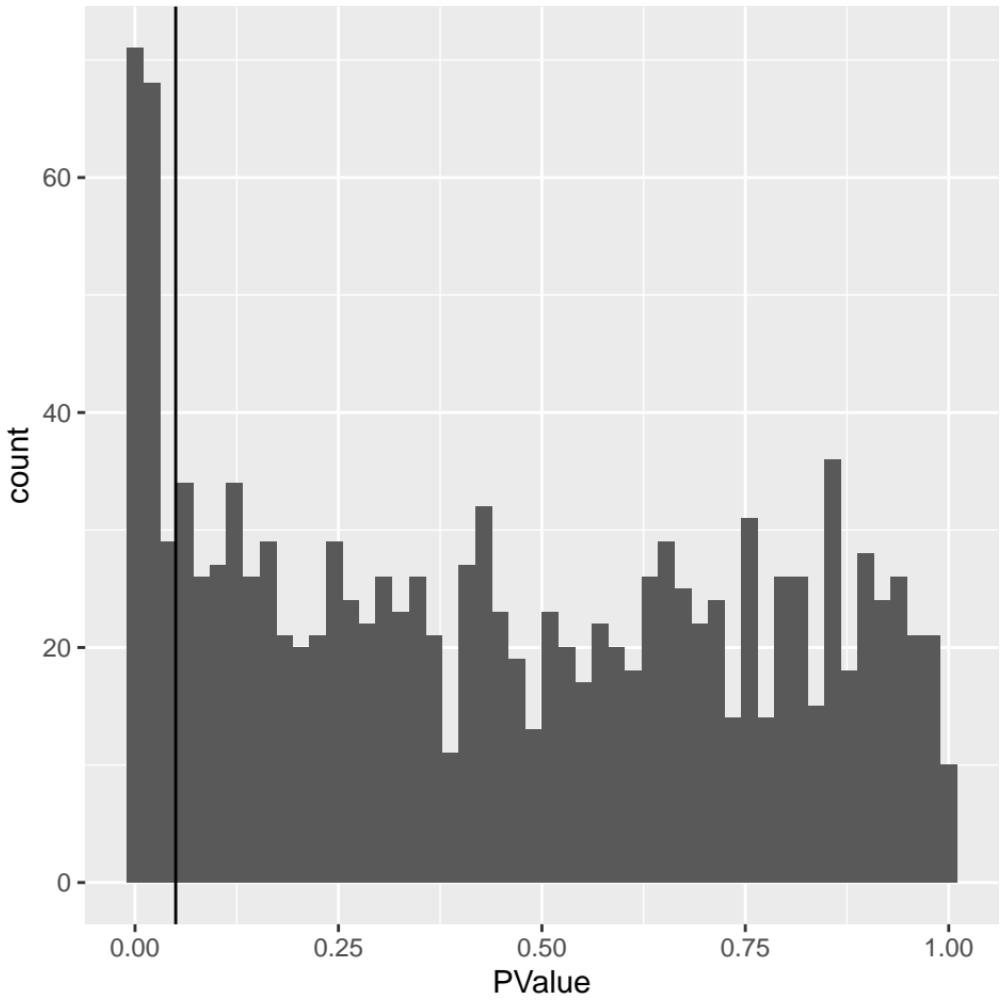


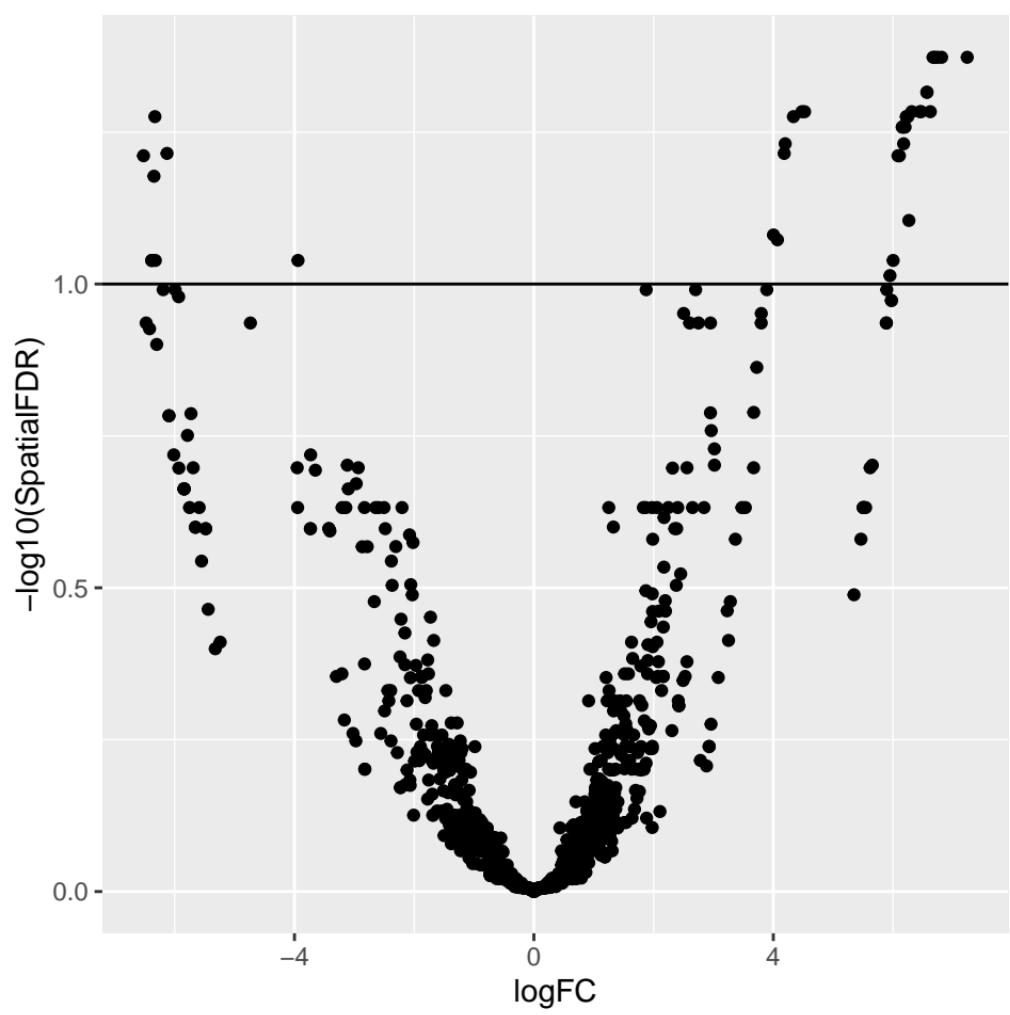
# Gg\_ctrl\_lumb\_int



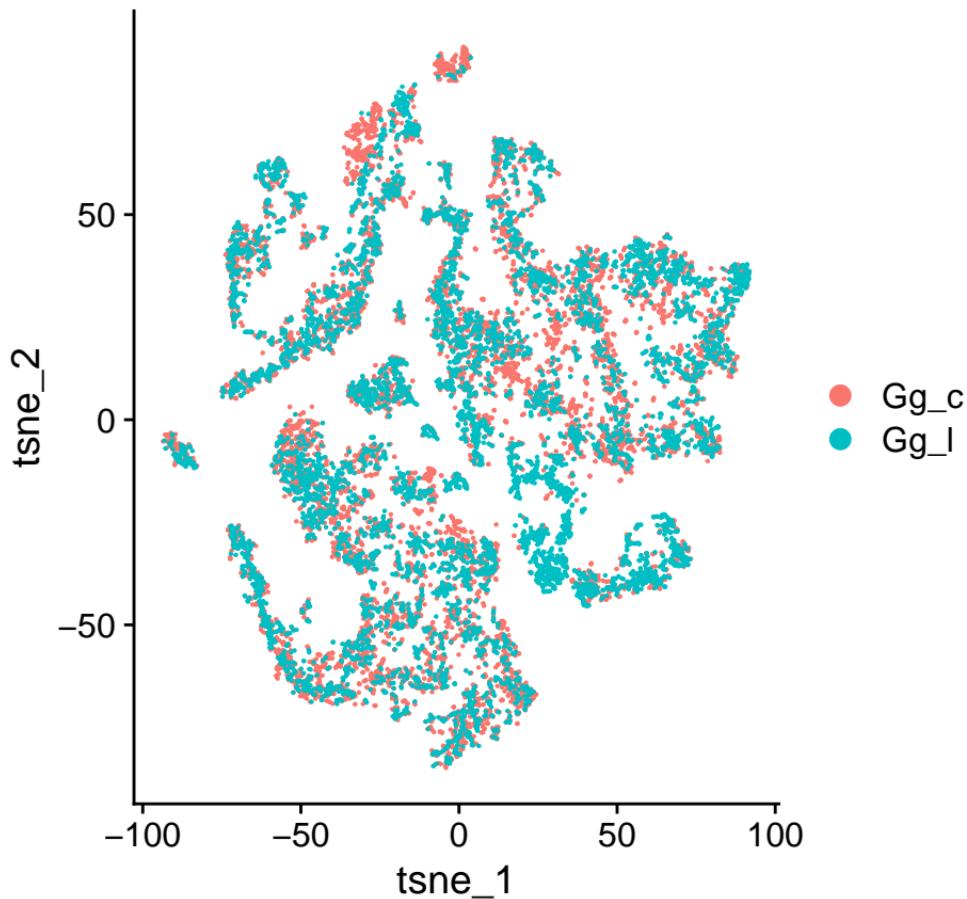
**Gg\_ctrl\_lumb\_int**

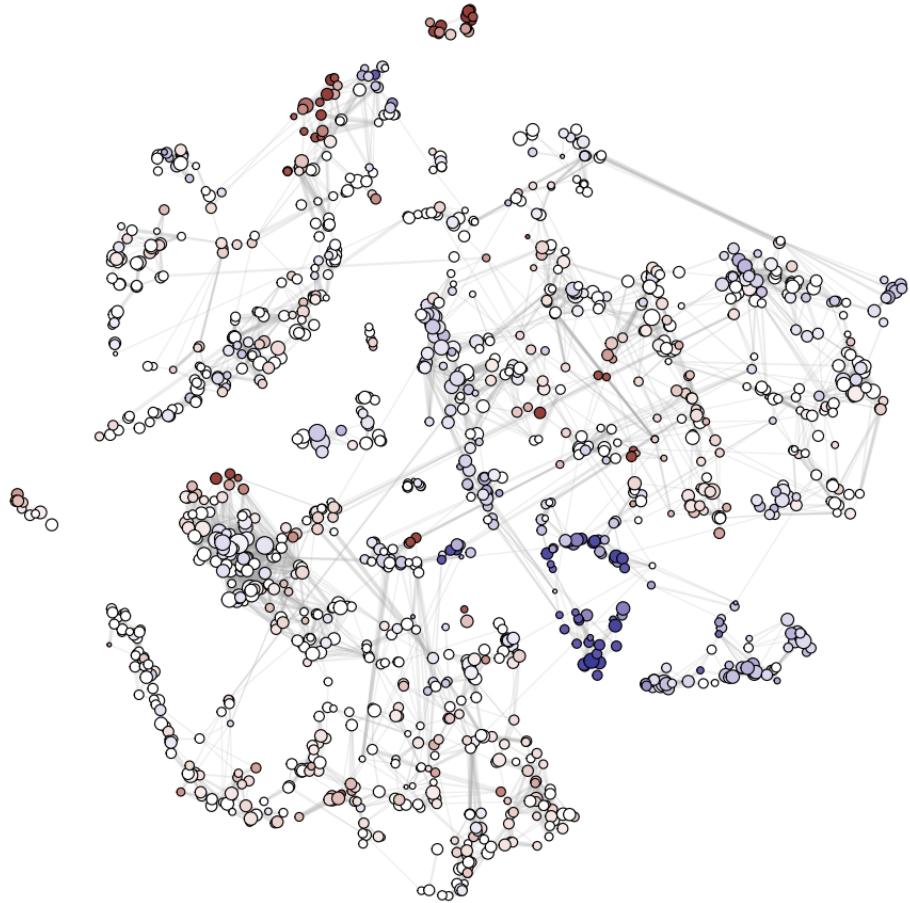






**cond**





**cond**

