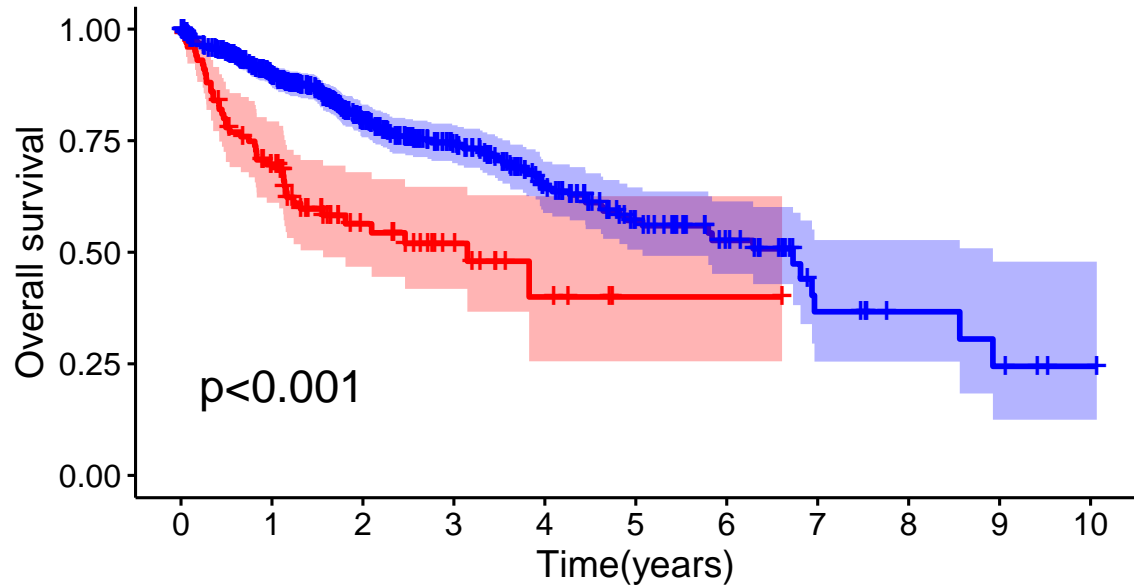


RBMX + high + low



RBMX

high
low

