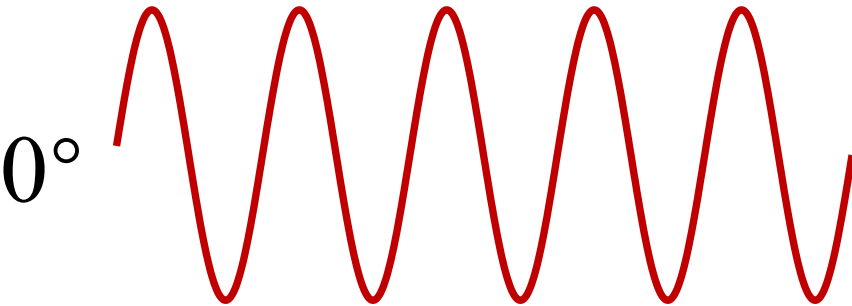


bit 0



bit 1

