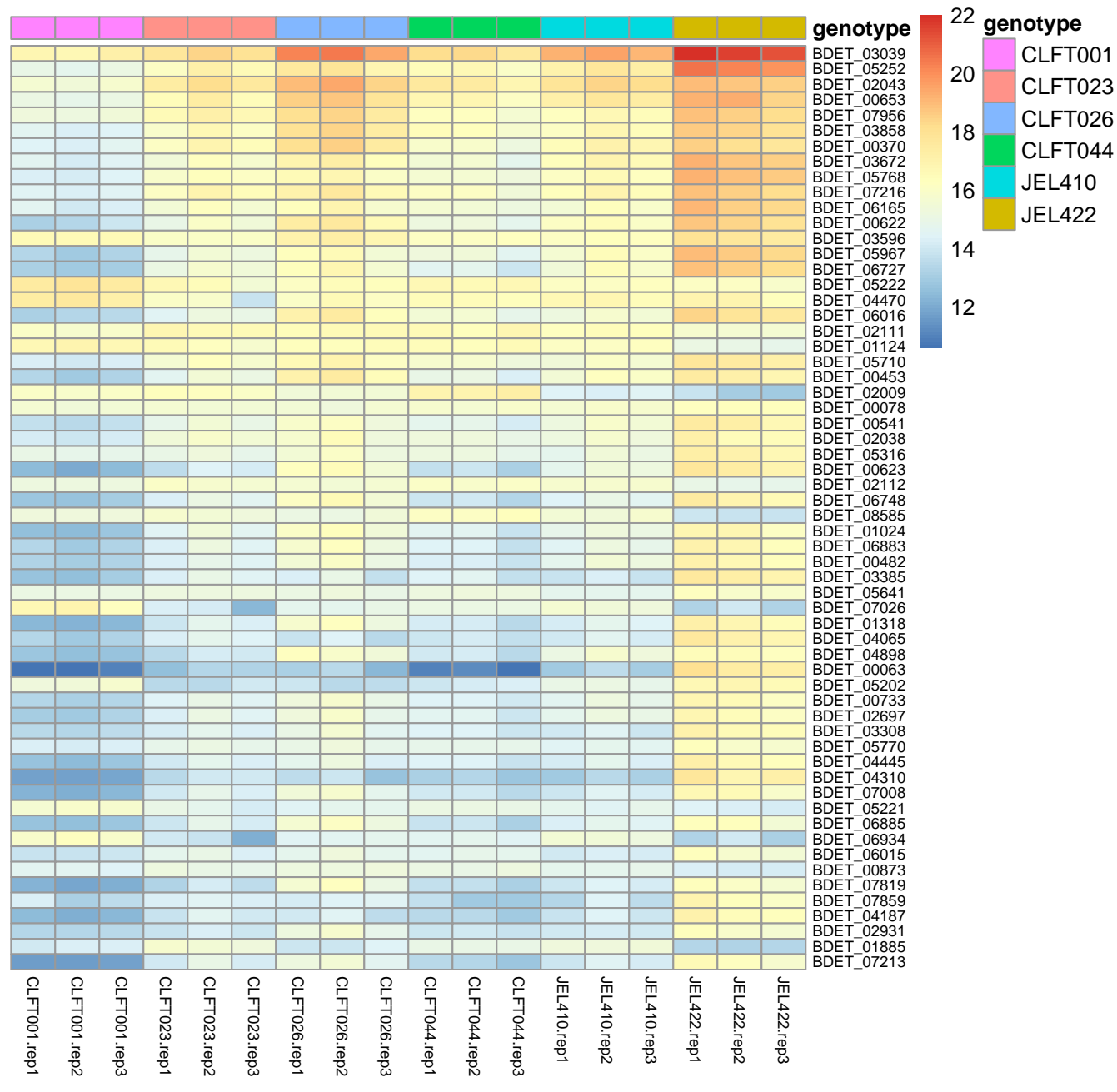


# VSD



# RLD

