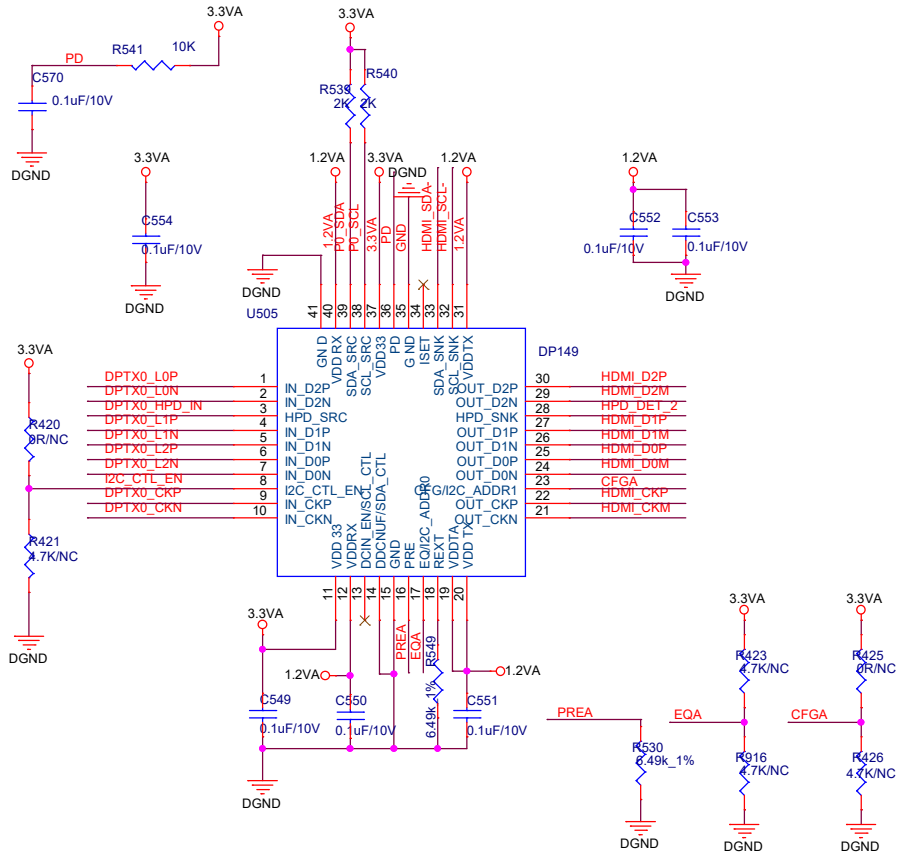
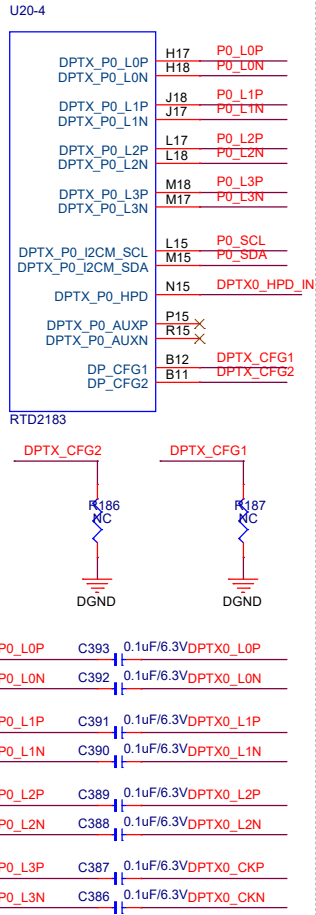


# DP++ TX



# OUT

