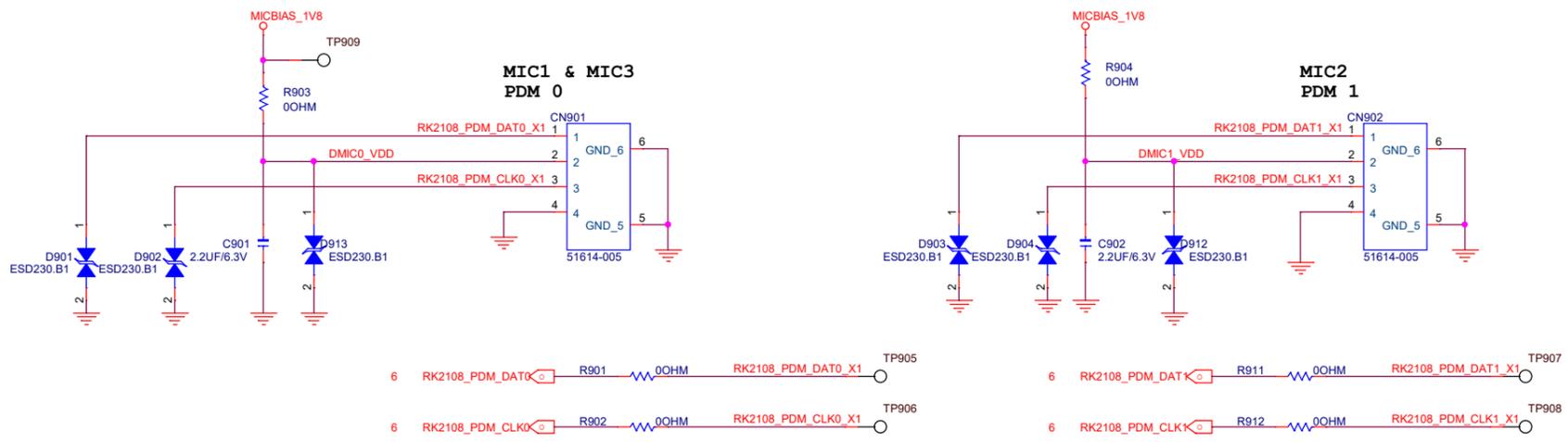


# MIC IN



# SPEAKER

