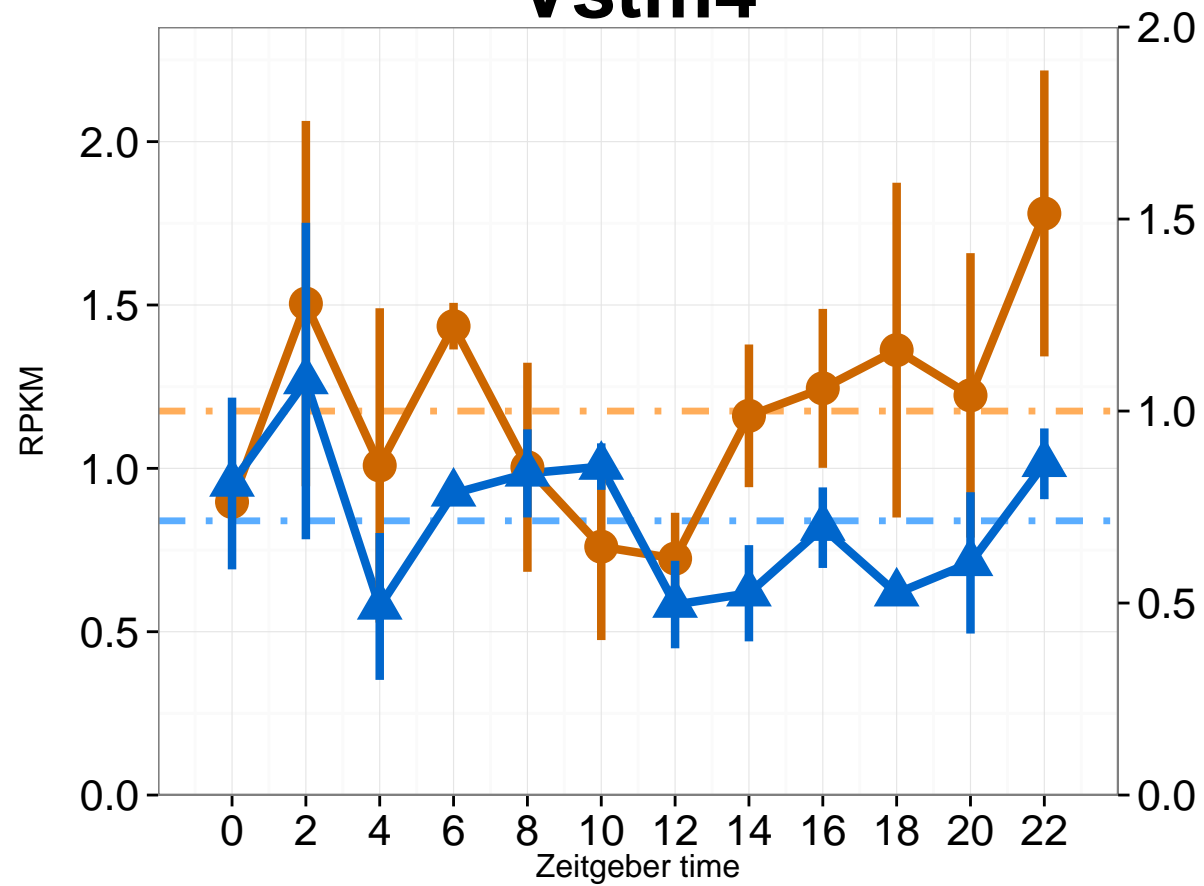


# Vstm4



# Vstm4

