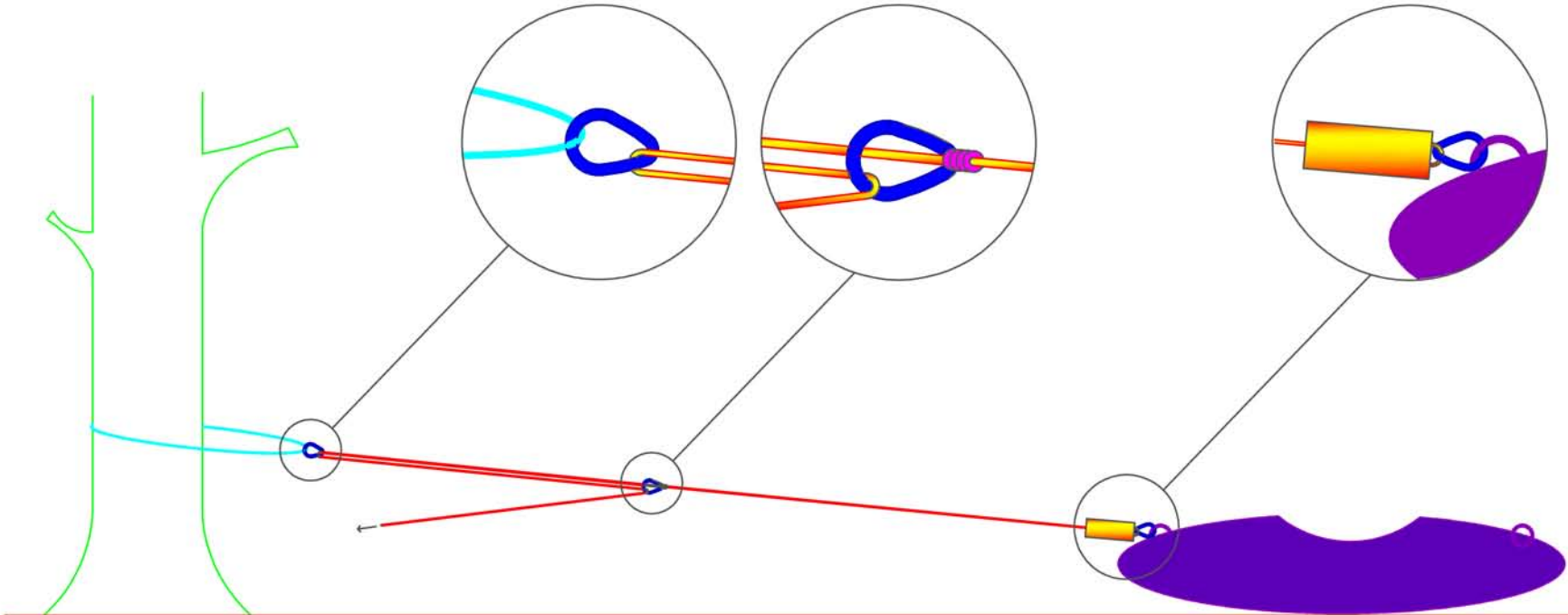


**3:1 System**



**4:1 System**

