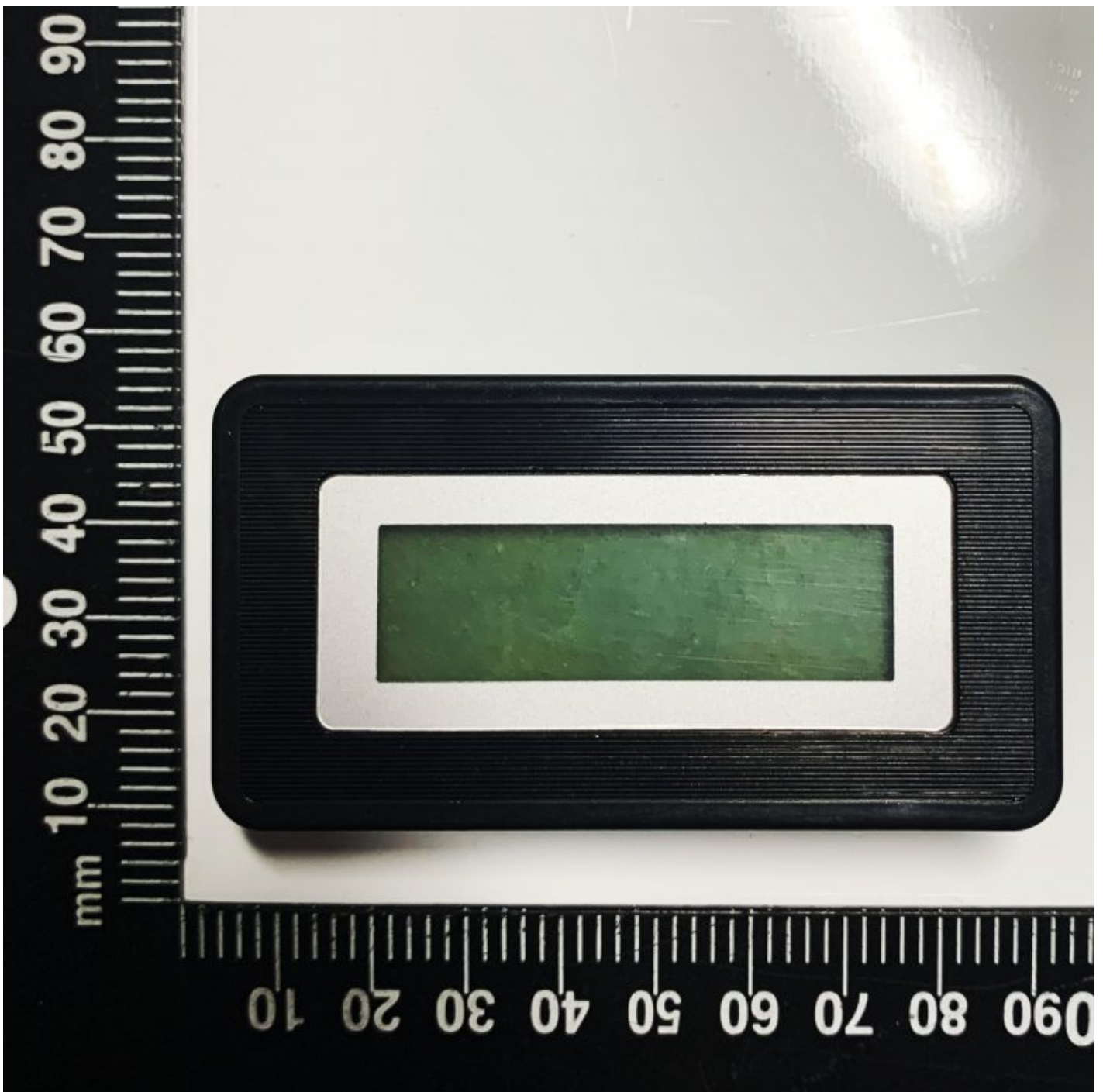


#

DISPLAY (RPM)



DISPLAY (RPM) #

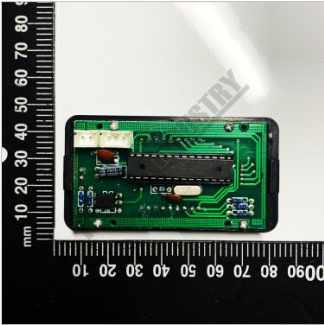


Image 2