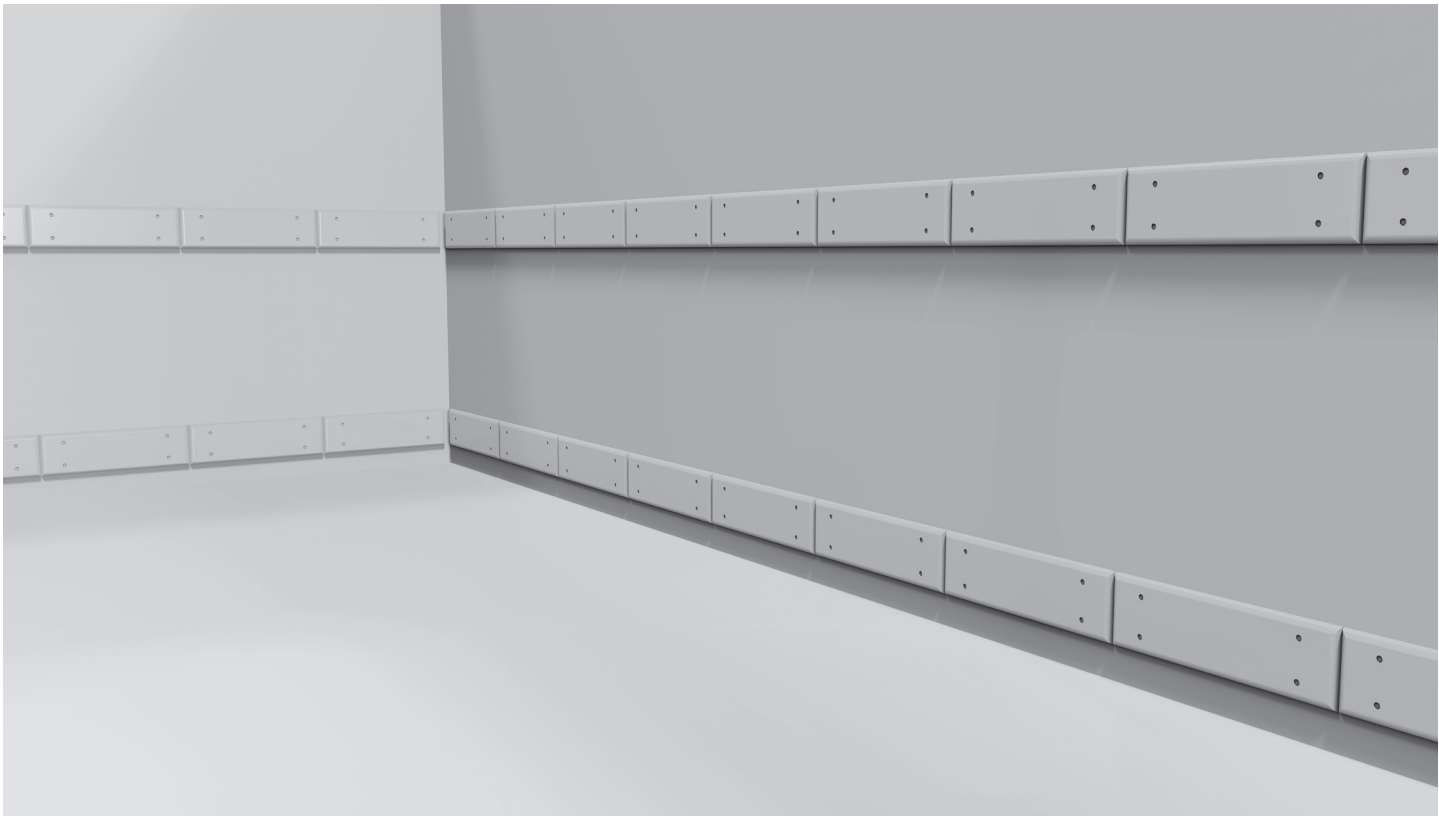
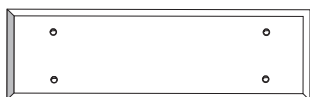
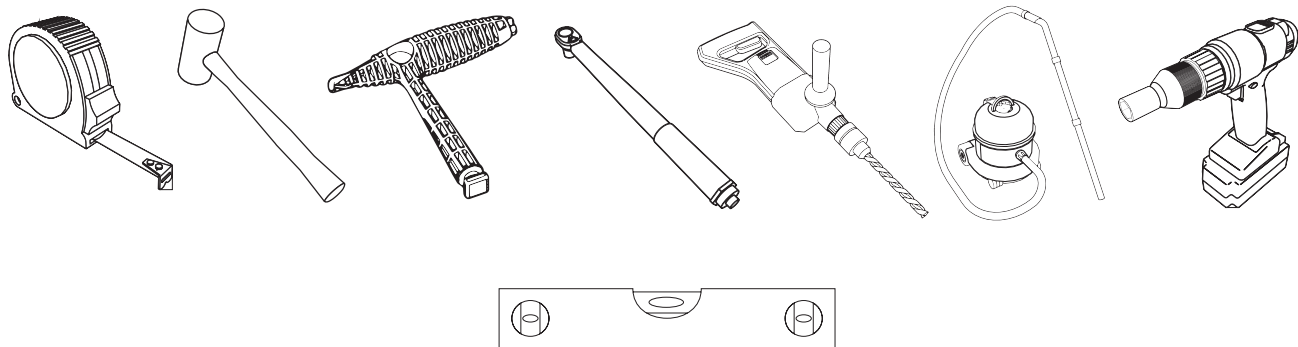




Wall Buffer





1X



4X

