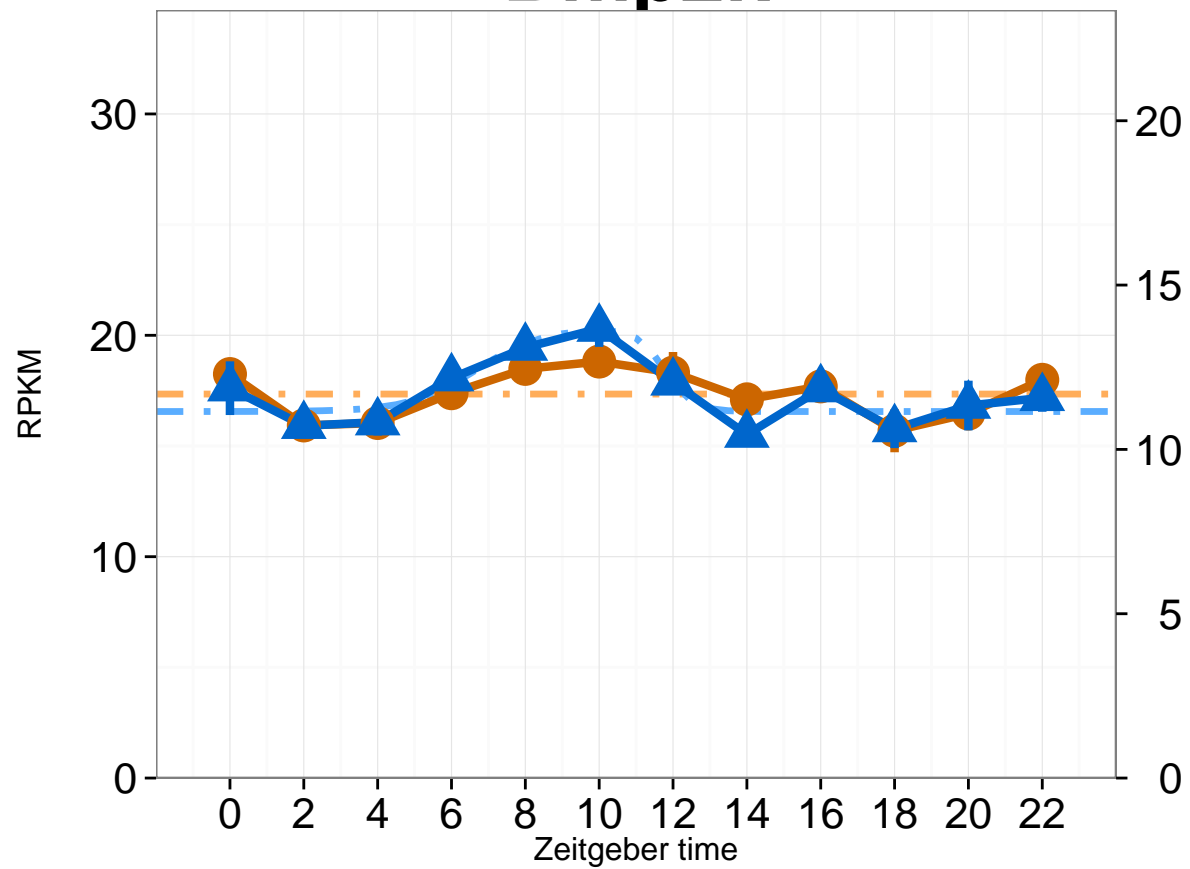


# Bmp2k



# Bmp2k

