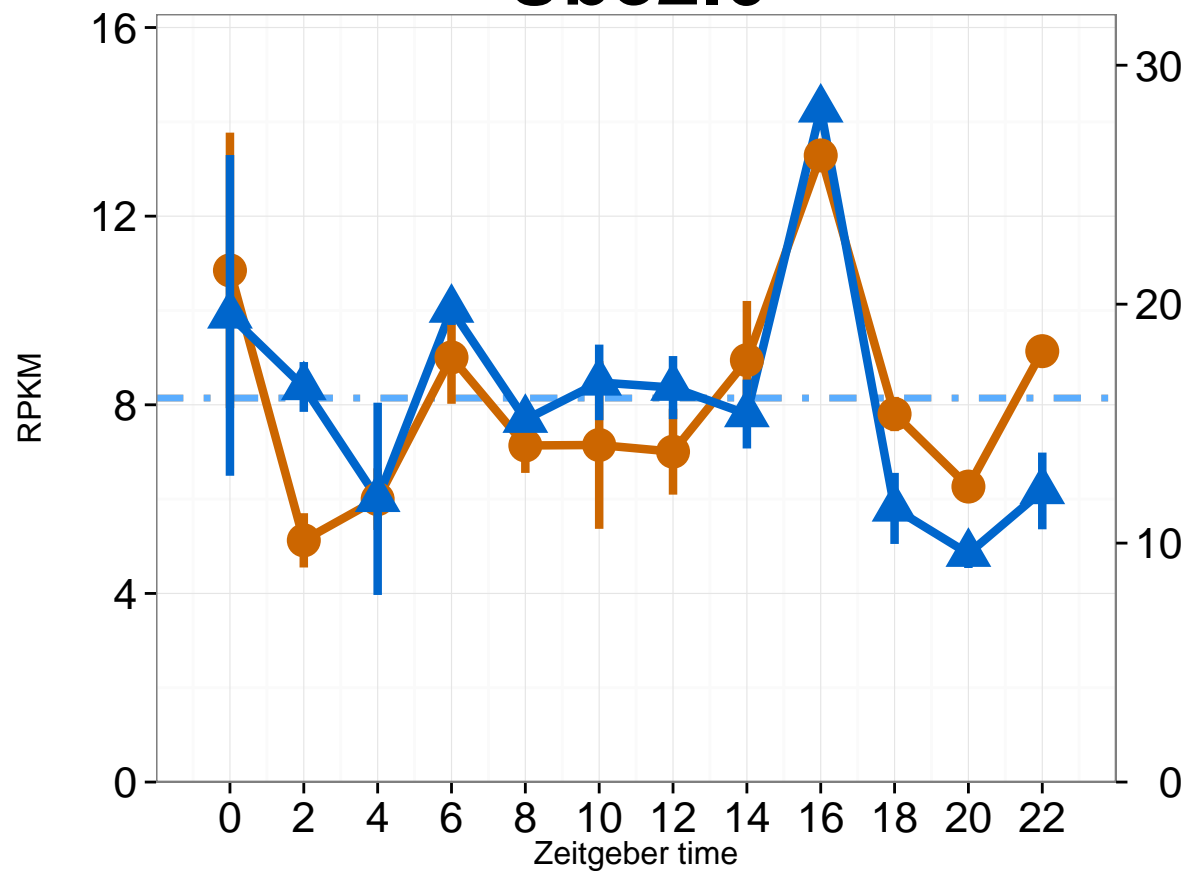


# Ube2l6



# Ube2l6

