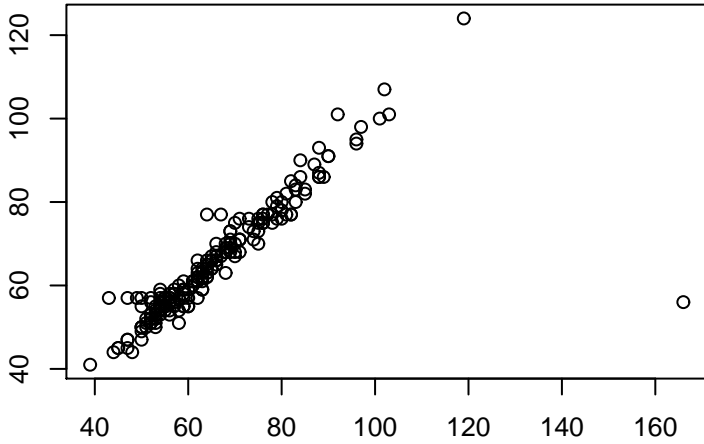
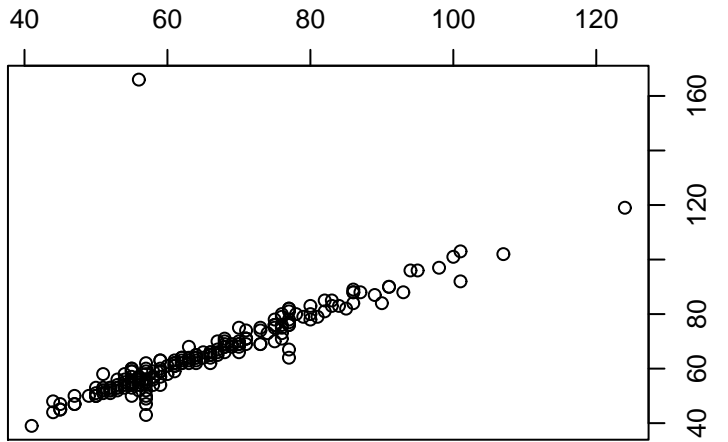


weight



repweight