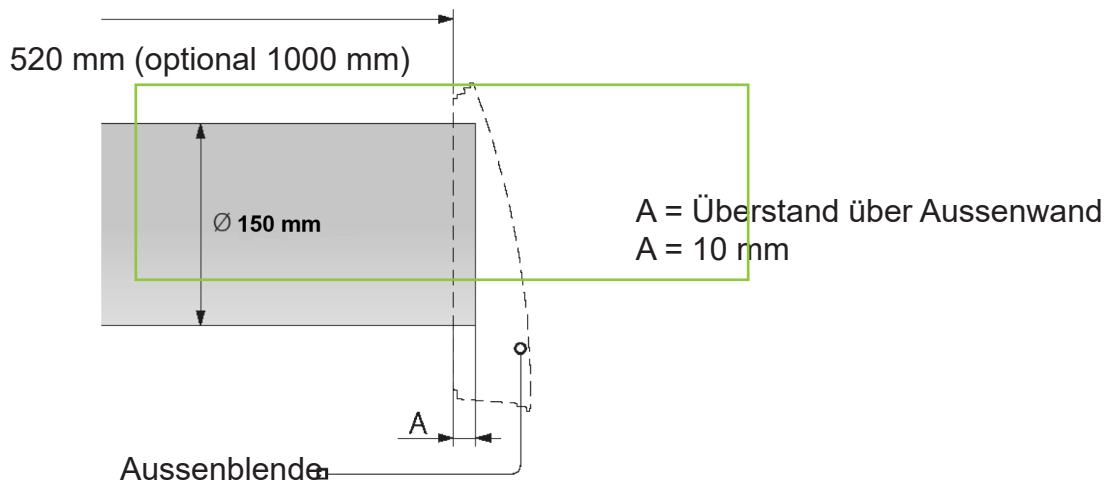


3.1



Aussenblende

