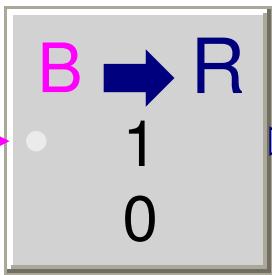
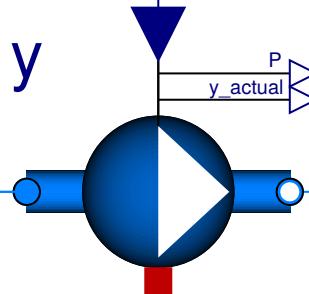


booToInt

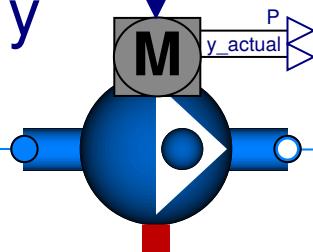


y



fanS

y



fanC