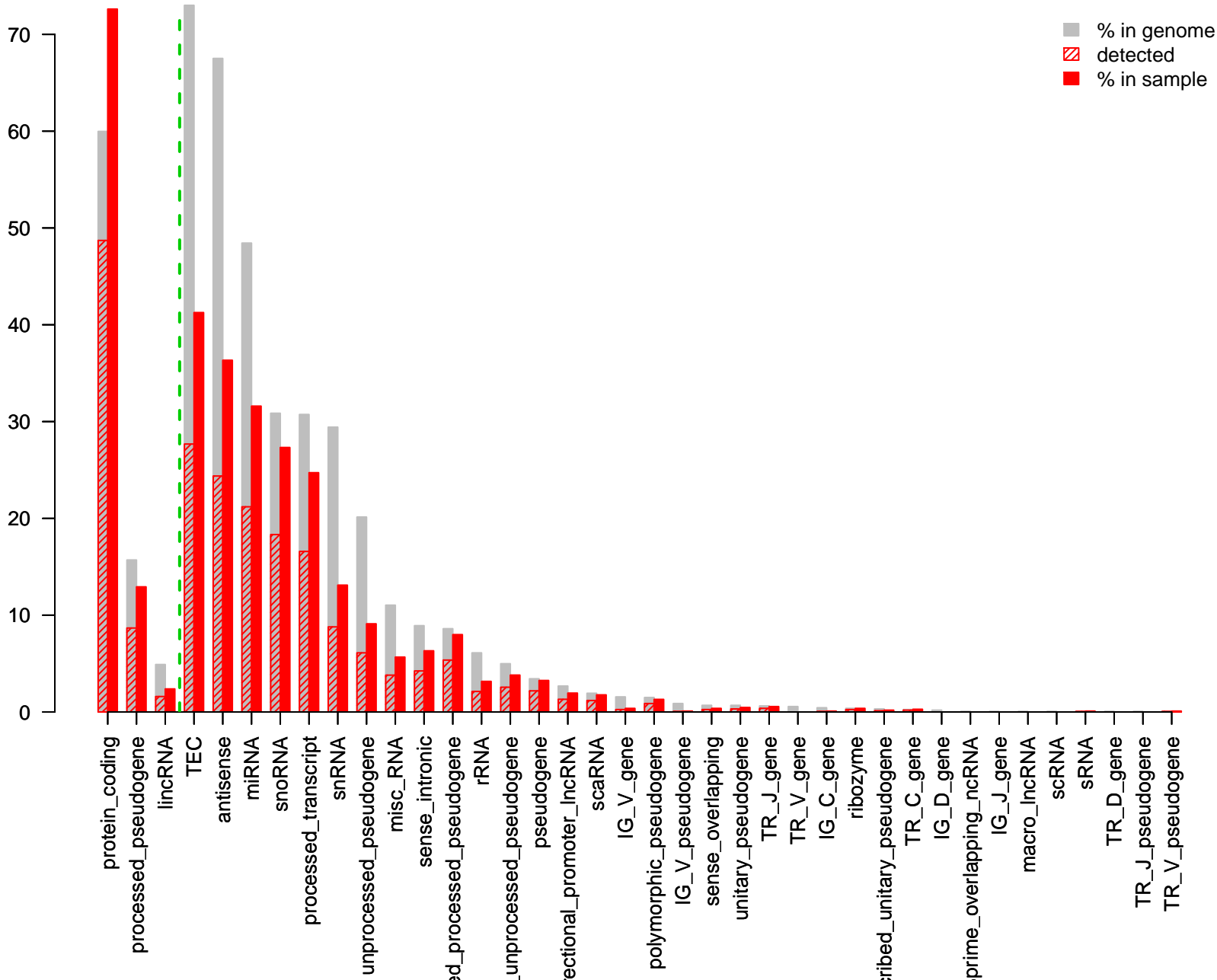


# TR3

%features



3.3

2.2

1.1

0