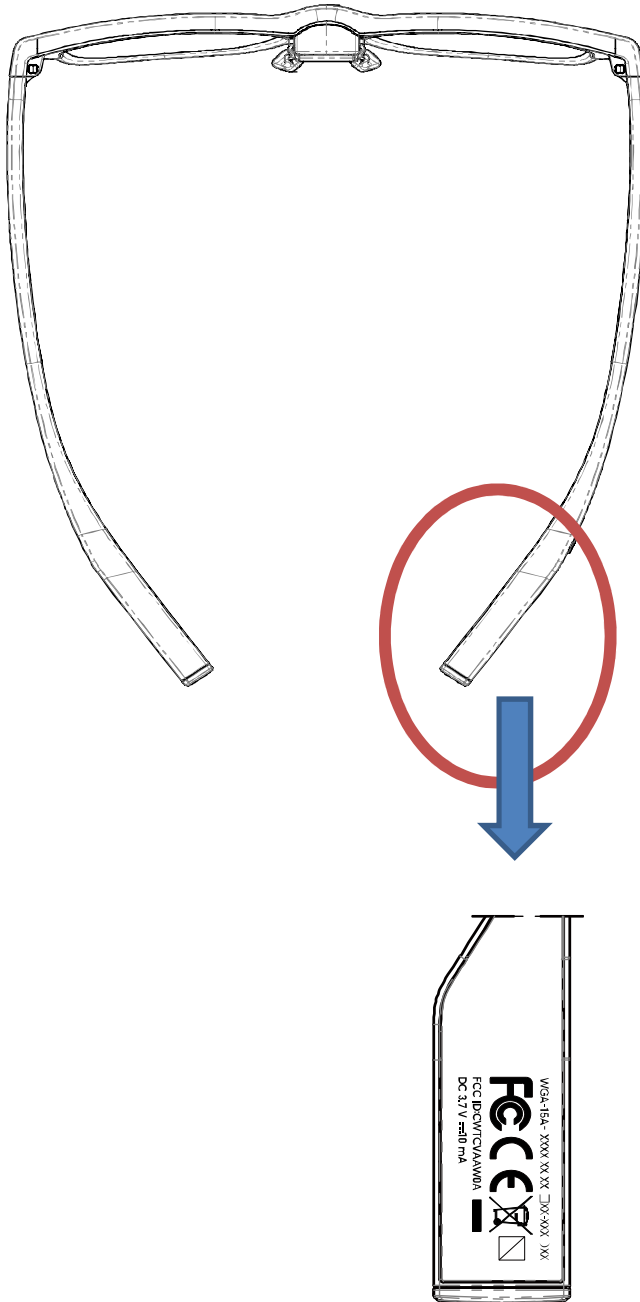


# Label Location



Label(display location)