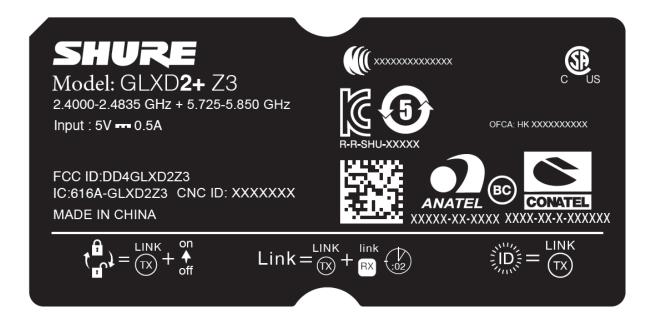


GLXD2+ Label and Label Location

Label:



Location:

