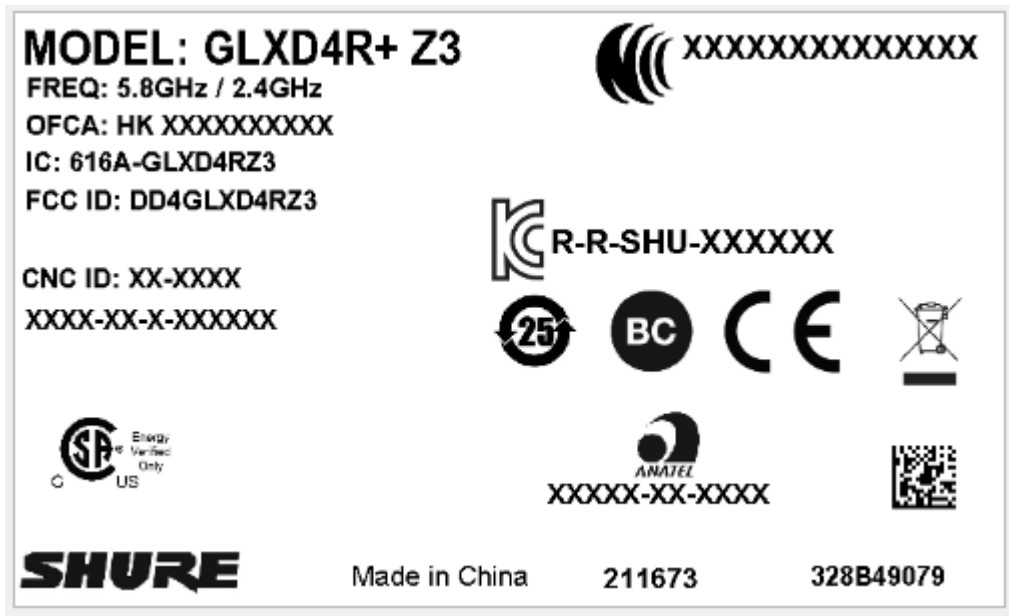




GLXD4R+ Label and Label Location

Label:



Location:

