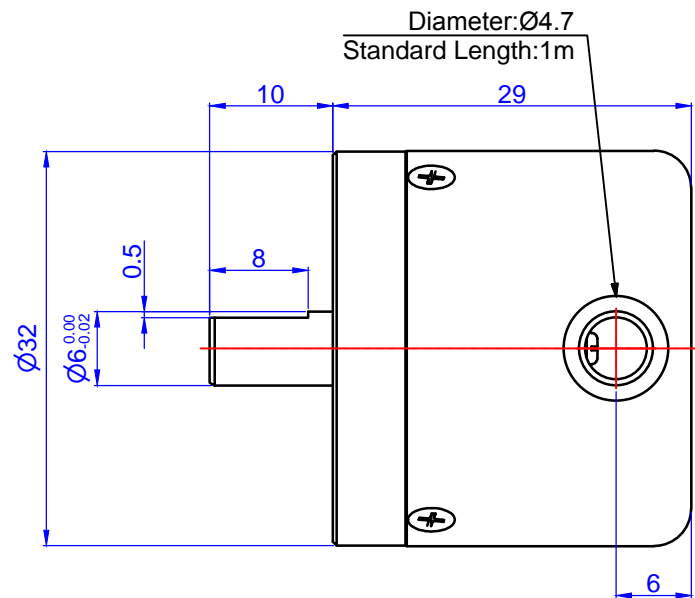
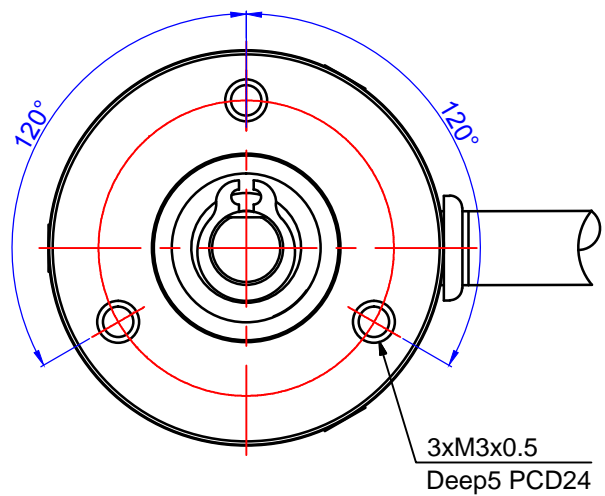


# ES32(IP50)



# ES32(IP50C)

