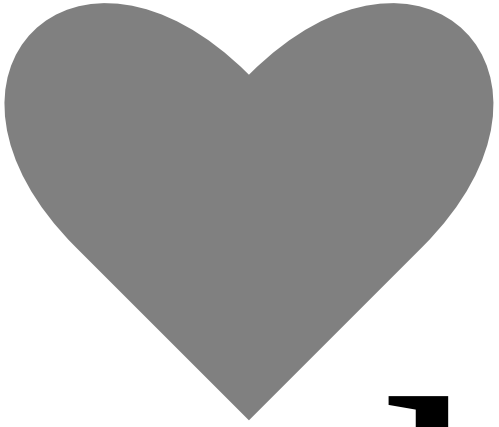
PS 
{ honk } if