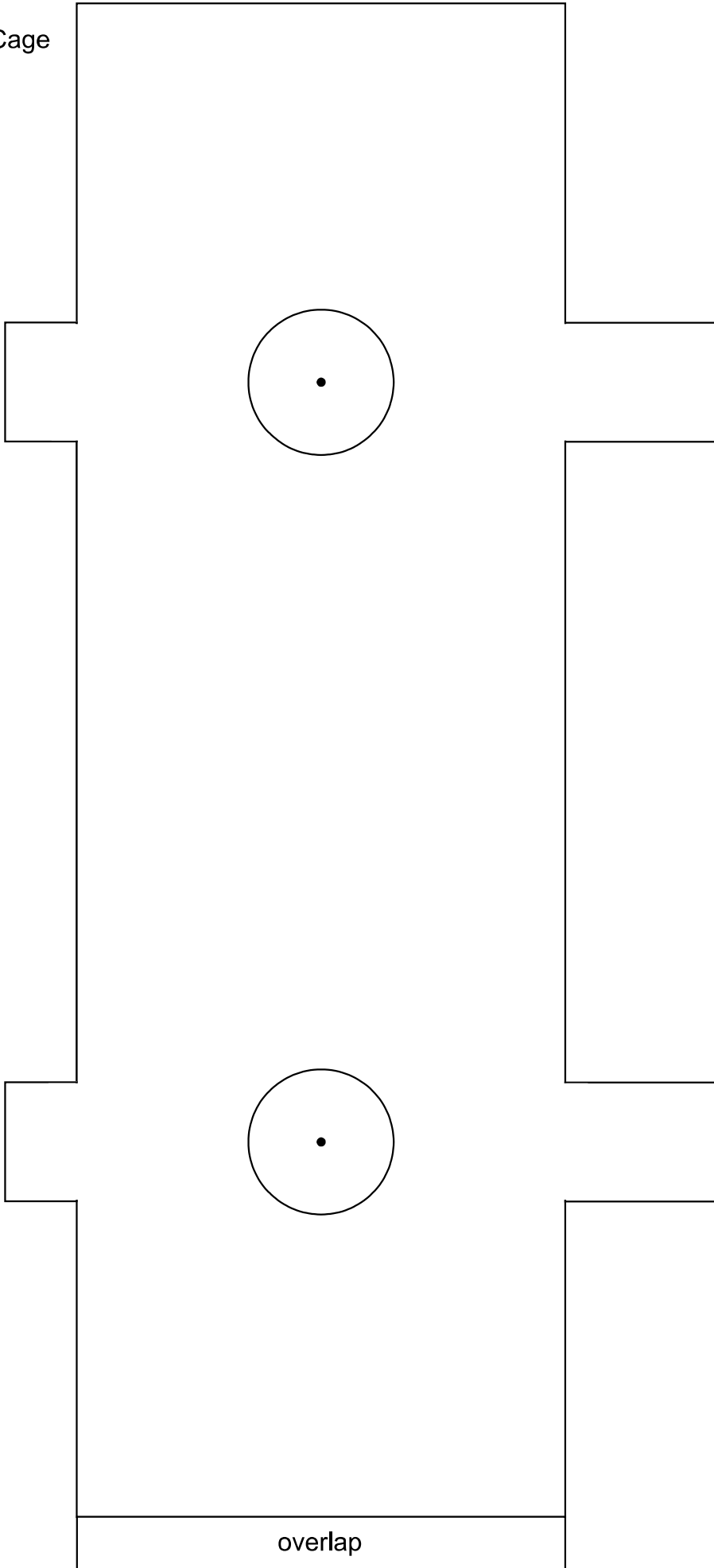
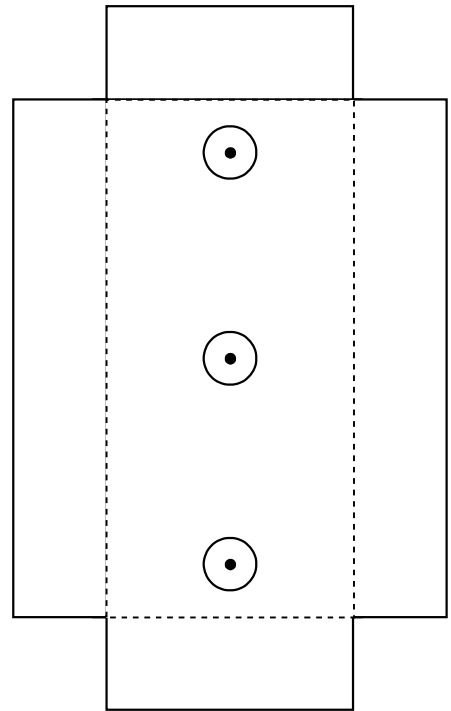


Cage

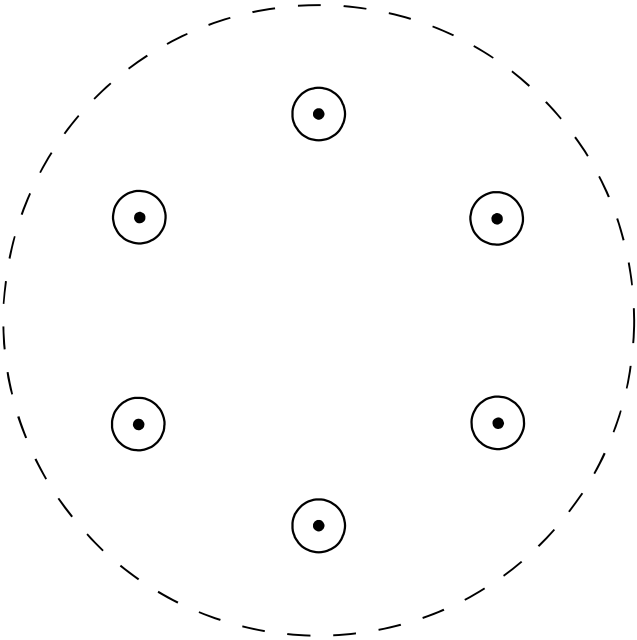


overlap

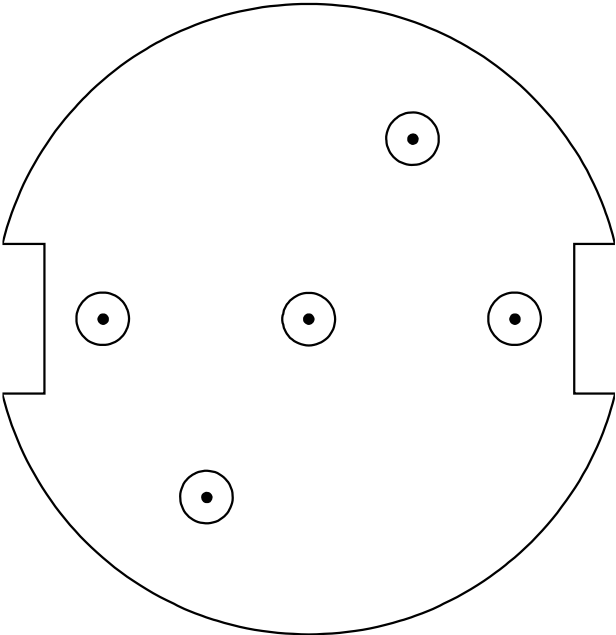
Getter



Base



Top spacer



Bottom spacer

