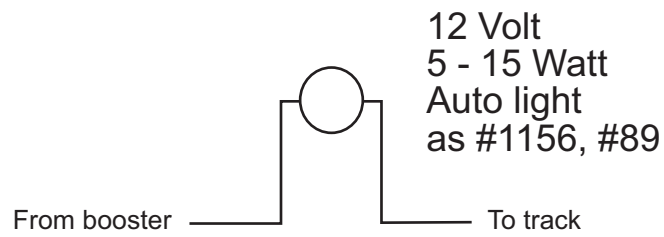


Sound work around with EB3



Sound work around without EB3