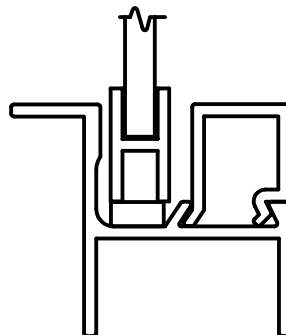
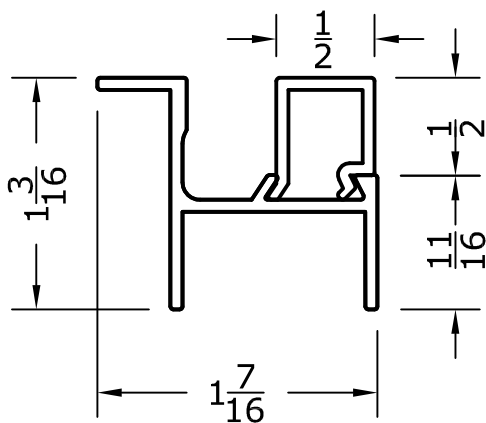




## Perimeter Frame



## Muntin

