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Resident evil 3 remake mods

Resident Evil 3 Reimagined Modification Releases - 7 Viewing Make a mod that is ready and ready for a public release?! Come here, choose the right section that best suits your mod, and share it with the world! Sub-boards: Resident Evil 3 Reimagined Model Modification, Resident Evil 3 Reimagined Reskin Modification, Resident Evil 3 Reimagined Audio Modification, Resident Evil 3 Reimagined Stage Modification, Resident Evil 3 Reimagined Other Modification Jill in Black provides numerous customizing options for Jill's default outfit like changing colors and clothing materials, removal of Jill's undershirt, removal of accessories like the police badge, gloves, brace Etc.... These mods have their own file selection menu that helps you with all customization options. Page 2 videogame_asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 3 videogame_asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 4 videogame_asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 5 videogame_asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 6 View image uploaded at 15:46 May 2020 View image uploaded at 15:46 May 2020 View image uploaded at 15:02 46 May 2020 View image Uploaded at 14:16 May 10, 2020 Page 7 Page 8 videogame_asset My Games When you are logged in, you can choose up to 12 games that appear as a favorite on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 9 videogame_asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 10 videogame_asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 11 videogame_asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 12 The ultimate trainer for Resident Evil 3 Remake Requirements Microsoft Visual C++ Download and install vc_redist.x64.exe Permissions and Credits credits and Distribution Permission Other user assets All assets in this file are from the or are of free-to-use mud's means Upload permission You are not allowed to upload this file to other sites under any circumstances Change permission You must get permission from me before you allowed to modify my files to improve conversion permission You are not allowed to convert this file to work on other games under all circumstances Asset use permission You must get permission from me before you are allowed to use any of the assets in this file Use Asset use permission in mods/files that are sold You are not allowed to use assets from this file in all mods/files that are sold, for money, on Steam Workshop or other platforms Asset use permission in mods/files that earn donation points You are not allowed to earn donation points for your mods if they use my assets This author has no additional notes regarding file rights This author has not credited anyone else in this file This mod has been chosen-in to make donation points Fixed Character Character Swap (Fixed Camera Fixed Fixed Height Shop Points Fixed Fixed Shop Fixed Shop Points Fixed Count Fixed Item Box Opened Count Fixed Perfect Dodge

Count Fixed Times Vomited Fixed Perfect Dodge Count Fixed Used Special Weapon Fixed Unlock All Fixed Difficulties Get All Records Fixed No Recoil Crashing the Game Fixed Same Camera When Aiming Camera Values After Vomiting Fixed incompatibilities with the latest update of the game(FOV, HUD, Camera Height/Zoom/Horizontal Offset) Fixed FOV option not working Removed a version of the trainer for the DEMO Removed Standard Hotkey for Out of Body Game Speed Now Works in Cutscenes Added Camera Horizontal Offset Added Bullet Time Increased Resolution of Cam Zoom /Height/FOV/Horizontal Offset Fixed Nemesis Never Get Up Improved Wallhack/Stage teleport (You Won't be Pulled Back After Going Through Doors) Added Same Camera when Aiming (Camera Zoom Offset) Player and Enemy Size is Reverted to 100% During Cutscenes Enemy/Nemesis Size Expanded to Have Width/Thickness/Height Enabled No Vignette in Cutscenes. Added Fix Artifacts Option to Fix Issues Caused by Removing Vignette Added Out of Body Feature Added Clean Character Feature (Removes Dirt/Injuries From The Character) to Not Feature Bloodstains Fixed Infinite Loading Screens Fixed Not Saving Inventory at the Beginning of RPD for Carlo Added No Bloodstains Feature Fixed Issues After Disabling Character Swap (Infinite loading screen) Fixed Getting Empty Inventory at the Start of RPD Added Missing Mine Ammo to Grenade Launcher MGL Added Classic and STARS Outfits to Jill No Gear Added Jill Zombie, Includes Outfits Tank Top/Classic/STARS Added Classic UBCS to Carlos Injured/Zombie Added Walking and Running Options to Added Character Speed Vomit on Demand Inventory is no longer overridden at the beginning of RPD when using Character Swap Added Hide Head Option fps camera reduced target sensitivity when using FPS Camera Somewhat Fixed Cutscenes when using FPS Camera and Fixed Item Box Times (Continues) Feature FPS Won't Work in The Opening Because It Causes A Lot of Problem Added Animation Swap Added Get All Records, Including Store Store Added a Missing Rocket Launcher Enemy Cheats for Nemesis Don't Ignore His Last Form Anymore Fixed Jill Having Carlos' Animations at the Start of RPD When Characters Are Swapped, the game now uses separate item boxes for Jill and Carlos (Lost problems when items disappear in the box) Made Item Box Editor Use the current character Item Box Fixed Item Box Editor Unable to update items to work with the full release Added Character Swap Added Stage Swap Editor Has Added A Full List of Items Now Added Critical Shot Added First Person Camera Added Import Added More Stats (Goes On, Dodges, Files, Files, Bobble etc.) Added Highlight Items feature Added Disable AI for Nemesis Updated to work with the latest game update Fixed Sound Issues when using Cutscene Skip Added more options to Player Physics Fixed issues with Player speed/Firing rate not working sometimes Added support for the Japanese version Added Dodge(Character->Health-> Dodge Fixed fire killing the player with invincibility on The Ultimate Trainer for Resident Evil 3 RemakeThis trainer should be compatible with all version of the game (the japanese versions were not tested)My Patreon if you'd like to support my work: Evil 2 Remake Ultimate Trainer HereFeatures:- Auto dodge (auto dodge Character-Character->- Character swap;- First Person Camera;- Stage Swap;- Player speed adjustment;- Player size adjustment;- Player health /invincibility;- Remove Vignette / Sharpen;- Manual flashlight;- HUD adjustments;- Camera FOV , Height, Zoom options;- Game speed setting;- Universal key;- Walking through walls;- Player position adjustments;- Playtime;- Shop points- Times died;- Times puked;- Times downed Nemesis;- Get All Records;- Unlock Shop;- Other various stats;- Changing save, step, cure, item box counters, shots burn , enemies killed, damage taken;- Changing dynamic difficulty points;- Play difficulty adjustment;- Inventory editor;- Point box editor;- Weapon speed;- No recoil;- Infinite ammunition;- Open slot places;- One hit kill for enemies;- Helen the enemies;- Enemy speed/size adjustments;- Enemy health modifier;- Moving nearby enemies to player;- Invisible enemies;- Invincible enemies;- A list of statistics of nearby enemies- Enemy damage modifier;- Quick Save;- Fast-forwarding of cutscenes;Important Notes! see a lot of failure:- Probably the trainer crashed or you closed it at some point - the only way to fix it is to restart the game; Stage Swap:- Teleporting can cause problems - missing keys, non-working doors etc. (Let's say you start a new game and go straight to the police station skips the gas station or something like that completely - the game will try to move the scenario forward and thus break it. Going back to the gas station is unlikely to fix it)Inventory Loadouts/Adding new weapons:- To get new weapons, you need to add them to your inventory and freeze the slot used for this weapon. Do this either or Start a new game or reload a save/checkpoint to get the new items.* IMPORTANT *: You shouldn't replace weapons you get after starting a new main game! This will probably soft-lock the game (infinite loading screen). Replacing items (ammunition, herbs, keys) is safe. Only replacing weapons given to the player when starting a new game (Handguns, knives, shotguns, SMGs, etc.) causes this.- To save loadouts, freeze slots you want to store first, click the SAVE button. Loadouts can be imported by clicking the LOAD button and selecting a file with .inv extension. No Blood Stains- Prevents your character from getting covered in blood, either from your own blood or the blood of your enemies. Does not remove existing blood stains.- Clean Character Feature - removes dirt/injuries from the character. Must be applied before loading or reloading a save/checkpoint after you turn it onOut or Body- Allows you to walk without the character model - the model stays put while you move as usualCharacter Swap:- You need to start a new game when swapping characters - using previous save files with already swapped characters can cause problems;- This feature has not been thoroughly tested, so expect all sorts of bugs. Save often, of course. Carlos can't use Jill's gun and her knife. Jill can't use Carlos' knife.- Carlos also has problems with Jill's shotgun - it's usable, but the animation looks weird and he fires it way too fastQuick Save Manager:- With this feature you can store anywhere. However, be careful because this can break the game or corrupt the save file that was used at the time. You choose which slots you want to use (by default, the Auto Save for both slots is). You use the buttons or keyboard shortcuts (F1/2 save). Get All Records & Unlocked Shop: - This marks all records as unlocked. Once you get a notification that you've indeed unlocked things, turn off this feature.- Unlock Shop - you can access the store from the menu. This does NOT unlock steam performance. In fact, this will probably prevent you from getting them. First Person Camera:- Enables the built-in FPS camera. This feature is quite buggy and can cause the character's head/hair to disappear. It also breaks heavy cutscenes (as in, the camera can be anywhere). Skip Cutscenes:- Skips cutscenes and also radio calls (not quite, you can still hear the conversation, but you run around and do what you want. Although audio is a bit broken. You still skip it as usual)Back to title screen:- Returns to the title screen by pressing the button or using the hotkey (F9 default). You use this when you're stuck. Picked files / Dolls shot:- Not really recommended to use unless you only want to reset to 0. Commit Suicide:- In case you're stuck or for fun. Universal Key:- Allows you to unlock doors using an item, as well as to solve some puzzles (Electronic/Electrical Parts), save game without ink ribbons.- It is advisable that you turn on and off a hotkey when you need it. This feature can in some cases cause softlocks/bugs (3 medallions, large and small gears, etc.) Playtime:- Setting it too low (less than a minute) can break some events. How to use the manual flashlight function:- First of all, turn on, it's in Character>Manual Flashlight;- Then go to Keyboard Shortcuts, click Enable Keyboard Shortcuts. You also change the default binding for the flashlight here. How to increase/reduce Enemy Health:- Go to Enemy, scroll down, find Enemy Health Modifier. Now move the slider to the desired place and enable this feature. Once turned on and if you're already in-game and enemies nearby, they will have increased or reduced health by x%. They will not be affected if you change the value - only the next spawn of enemies will be; How to move enemies to player:- Switch first in Enemy, Move Enemies to Player. Then go to Hotkeys and make sure your keyboard shortcuts are turned on. Optional change of binding (by default it is the HOME key);Invincible Enemies:- Mr.X (Both versions) and Birkin are not affected for obvious reasons; How to change game difficulty?- Go to Statistics, scroll down a bit, turn on Game Difficulty; How to hide this app from tray when minimized?- Right-click the icon in your tray, see Shutdown, hide, and minimize to drawer. Click Minimize to Tray, and then click the Save button to save your preferences. No vignette:- Removes vignette in-game, does not affect cutscenes. Can cause slight graphic glitches (this is why it's turned off in cutscenes); Use the Save File Import feature: Enable this feature, close the game, and copy new saved files to C:/Program Files (x86)/Steam/userdata/YOUR_ID/952060/remote Start the game using the Launch button. Don't skip the intros, let the trainer finish the initialization. When it's done, change a few settings to make sure your game overrides the previous ID - Steam ID is baked into each save slot. Remember that file storage is not compatible with all versions of the game! Once you're done, turn off this feature and start the game again. To unlock only system data (unlocked modes, outfits, performance) copy-paste data000.bin and data00-1.bin in your save folder and perform the procedure described above. If you see Failed to Save Data, you're likely to have other files (backed up or something else) in the Save folder. Switch Steam to offline mode and remove the Remotecache.vdf folder in C:/Program Files (x86)/Steam/userdata/YOUR_ID/883710 and switch it back to online. This should happen if the game is not running. close steam and then remove remotecache.vdf should also work. You may need to restart Steam multiple times to create a new remotecache.vdf with all the saved files in it. If you only save the automatic and it seems that system settings were applied - this is your case. So try restarting Steam, select the game, do this multiple times. Turning off cloud synchronization won't solve this particular issue. Steam Cloud Sync can cause problems - if you have one, try save it and then import the file. How to use:1. Download the Nexus file (skip Microsoft Visual C++ if you think you have it, and then click Download)2. If you don't have a 7z, download it here: 3. Enter 7z1900-x64.exe and install it4. Remove the file you downloaded from Nexus (RE3RUTrainerByRaz0r.7z) with 7z to a directory5. Run RE3RUTrainer.exe (You use the launch button to start or start the game using steam/shortcut on your desktop)Page 13 videogame _asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 14 videogame _asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 15 videogame _asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 16 View image uploaded at 6:04 Am 12 Am 2020 View image uploaded at 6:03 12 Apr 20 2 0 View image uploaded at 6:04 APR 2020 Image copyright 12: 2020 4 1 12 April 2020 Image Uploaded at 6:04 Apr 2020 Page 17 Enable the built-in fps camera with my trainer My Ultimate Trainer for Resident Evil 3 Remake automatically with my trainer Walking through walls with my trainer An ultimate trainer for RE3R Demo Page 18 videogame _asset My games When you're logged in, you can choose up to 12 matches that appear as favorites in this menu. Sign in to see your list of favorite games. View all games (1,156) Page 19 videogame _asset My Games When you're logged in, you can choose up to 12 games that appear as favorites on this menu. Sign in to see your list of favorite games. View all games (1,156) Page 20 The ultimate trainer for Resident Evil 3 Remake Requirements Microsoft Visual C++ Download and install vc_redist.x64.exe Permissions and Credits Credits and Distribution Permission Other User Assets All assets in this file are from the author, or are from mud's free-to-use sources Upload permission You may not upload this file to other sites under any circumstances Change permission You must get permission from me before you are allowed to change my files to improve conversion permission You are not allowed to convert this file to work on other games under any circumstances Asset use permission You must get permission from me before you may use any of the assets in this file Asset permission in mods/files that are You are not allowed to use assets from this file in any mods/files that are sold, for money, on Steam Workshop or other platforms Asset use permission in mods/files that earn donation points You are not allowed to earn donation points for your mods if they use my mine This author has no additional notes regarding file permissions This author has credited no one else in this file This mod has been signed up to Donate Points Changelogs Fixed Character Swap (Infinite Loading Screen) Fixed Camera Height Fixed Shop Points Fixed Shop Unlock Fixed Heals Count Fixed Nemesis Downed Count Fixed Item Box Open Count Fixed Perfectly Dodge Count Fixed Times Vomited Fixed Perfect Dodge Count Fixed Used Special Weapon Fixed Unlock All Difficulties Fixed Get All Records Fixed No Recoil Crashing the Game Fixed Same Camera When Aiming Camera Values After Vomiting Fixed incompatibilities with the latest update of the game(FOV, HUD, Camera Height/Zoom/Horizontal Offset) Fixed FOV option not working Removed a version of the trainer for the DEMO Removed standard hotkey for Out of Body Game Speed now works in Cutscenes Added Camera Offset Added Bullet Time Increased resolution of Cam Zoom/Height/FOV/Horizontal Offset Fixed Nemesis Never Get Up Enhanced Wallhack / Stage teleport (You Won't be Pulled Back After Going Through Doors) Added Same Camera when (Camera Zoom Offset) Player and Enemy Size is Reverted to 100% During Cutscenes Enemy/Nemesis Size Expanded to Have Width/Height/Height Enabled No Vignette in Cutscenes. Added Fix Artifacts Option to Fix Issues Caused by Removing Vignette Added Out of Body Feature Added Clean Character Feature (Removes Dirt/Injuries From The Character) to Not Feature Bloodstains Fixed Infinite Loading Screens Fixed Not Saving Inventory at the Beginning of RPD for Carlo Added No Bloodstains Feature Fixed Issues After Disabling Character Swap (Infinite loading screen) Fixed Getting Empty Inventory at the Start of RPD Added Missing Mine Ammo to Grenade Launcher MGL Added Classic and STARS Outfits to Jill No Gear Added Jill Zombie, Includes Outfits Tank Top/Classic/STARS Added Classic UBCS to Carlos Injured/Zombie Added Walking and Running Options to Added Character Speed Added Vomit on Demand Inventory is no longer overridden at the beginning of RPD when using Character Swap Added Hide Head Option fps camera reduced target sensitivity when using FPS Camera Somewhat Fixed Cutscenes when using FPS Camera and Fixed Item Box Enhanced Times (Continues Feature) Continues Feature FPS Won't Work in The Opening Because It Causes A Lot of Problem There Added Animation Swap Added Get All Records, including Shop Unlock Added a Missing Rocket Launcher Enemy Cheats for Nemesis Don't Ignore His Last Form More Fixed Jill With Carlos' Animations at the beginning of RPD When characters are swapped, the game now uses separate item boxes for Jill and Carlos (Fixed problems on when items disappear in the box) Made Item Box Editor Use the Current Character's Item Box Fixed Item Box Editor Not Able to Edit Items Updated to work with the full release Added Character Added Swap Swap Inventory Editor Has a Full List of Items Now Added Critical shot Added First Person Camera Added Added Added More More evades, files, bobble heads etc) Added Highlight Items feature Added Disable AI for Nemesis Updated to work with the latest game update Fixed Sound Issues when using Cutscene Skip Added more options to Player Physics Fixed issues with Player speed/Firing rate not working Added Support for the Japanese version added Dodge (Character->Health->Dodge Fixed fire killing the player with invincibility on The Ultimate Trainer for Resident Evil 3 RemakeThe trainer must be compatible with all versions of the game (the Japanese versions (the Japanese versions my Patreon if you'd like to support my work: Evil 2 Remake Ultimate Trainer HereFeatures:- Auto dodge(Character->Health->Dodge;- Character Swap;- First Person Camera;- Stage Swap;- Player speed adjustment;- Player size adjustment;- Player health/invincibility;- Removing Vignette/Sharpening;- Manual flash;- HUD adjustments;- CameraOV , Height, Zoom options;- Game speed setting;- Universal key;- Walking through walls;- Player position adjustments;- Playtime;- Shop points- Times died;- Times vomited;- Times downed Nemesis;- Get All Records;- Unlock Shop;- Other different stats;- Change save, step, heal, item box counters, shots burn, enemies killed, damage taken;- Changing dynamic difficulty points;- Game difficulty adjustment;- Inventory editor;- Item box editor;- Weapon speed;- No recoil;- Infinite ammo;- Open slots setting;- A hit kill for enemies;- Healing enemies;- Enemy speed/size adjustments;- Enemy health modifier;- Moving near enemies to player;- Invisible enemies;- Invincible enemies;- A list of statistics of nearby enemies- Enemy damage modifier;- Quick Save;- Fast-forwarding of cutscenes;Important Notes! see a lot of failed:- Probably the trainer crashed or you closed it at some point - the only way to fix it is to restart the game; Stage Swap:- Teleporting can cause problems - missing keys, non-working doors etc. (Let's say you start a new game and go straight to the police station, skip the gas station or something like that completely - the game will try to move the scenario forward and thus break it. Going back to the gas station is unlikely to fix it)Inventory Loadouts/Adding new weapons:- To get new weapons, you need to add them to your inventory and freeze the slot used for this weapon. Do this before you start a new game or reload a save/checkpoint to get the new items.*IMPORTANT*: You don't need to replace weapons you get after starting a new main game! This will probably soft-lock the game (infinite loading screen). Replacing items (ammunition, herbs, keys) is safe. Only replacing weapons player when starting a new game (Handguns, knives, shotguns, SMGs and so on) causes this.- To save loadouts, freeze slots that you first want to save, click the SAVE button. Loadouts can be imported by clicking the LOAD button and selecting a file with .inv extension. No blood stains- Prevents Character of getting covered in blood either from your own blood or the blood of your enemies. Does not remove existing blood stains.- Clean Character Feature - removes dirt/injuries from the character. Must be applied before loading or reloading a save/checkpoint after you turn it onOut or Body- Allows you to walk without the character model - the model stays put while you move as usualCharacter Swap:- You need to start a new game when swapping characters - using previous save files with already swapped characters can cause problems;- This feature has not been thoroughly tested, so expect all sorts of bugs. Save often, of course. Carlos can't use Jill's gun and her knife. Jill can't use Carlos' knife.- Carlos also has problems with Jill's shotgun - it's usable, but the animation looks weird and he fires it way too fastQuick Save Manager:- With this feature you can store anywhere. However, be careful because this can break the game or corrupt the save file that was used at the time. You choose which slots you want to use (by default, the Auto Save for both slots is). You use the buttons or keyboard shortcuts (F1/2 save). Get All Records & Unlocked Shop: - This marks all records as unlocked. Once you get a notification that you've indeed unlocked things, turn off this feature.- Unlock Shop - you can access the store from the menu. This does NOT unlock steam performance. In fact, this will probably prevent you from getting them. First Person Camera:- Enables the built-in FPS camera. This feature is quite buggy and can cause the character's head/hair to disappear. It also breaks heavy cutscenes (as in, the camera can be anywhere). Skip Cutscenes:- Skips cutscenes and also radio calls (not quite, you can still hear the conversation, but you run around and do what you want. Although audio is a bit broken. You still skip it as usual)Back to title screen:- Returns to the title screen by pressing the button or using the hotkey (F9 default). You use this when you're stuck. Picked up files/Dolls shot:- Not really recommended to use unless you only want to reset to 0. Commit Suicide:- In case you're stuck or for fun. Universal Key:- Allows you to unlock doors using an item, as well as to solve some puzzles (Electronic/Electrical Parts), save game without ink ribbons.- It is advisable that you turn on and off with a hotkey when you need it. This feature can in some cases cause softlocks/bugs (3 medallions, large and small gears, etc.) Playtime:- Setting it too low (less than a minute) can break some events. How to use the manual flashlight function:- First of all, it's in Character>Manual Flashlight;- Then go to Keyboard Shortcuts, click Turn on Keyboard Shortcuts. You also change the default binding for the flashlight here. How to increase/reduce Enemy Health:- Go to Enemy, scroll down, find Enemy Health Modifier. Now move the slider to the desired place and enable this feature. 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Can cause slight graphic glitches (this is why it's turned off in cutscenes); Use the Save File Import feature: Enable this feature, close the game, and copy new saved files to C:/Program Files (x86)/Steam/userdata/YOUR_ID/952060/remote Start the game using the Launch button. Don't skip the intros, let the trainer finish the initialization. When it's done, change a few settings to make sure your game overrides the previous ID - Steam ID is baked into each save slot. Remember that file storage is not compatible with all versions of the game! Once you're done, turn off this feature and start the game again. To unlock only system data (unlocked modes, outfits, performance) copy-paste data000.bin and data00-1.bin in your save folder and perform the procedure described above. If you see Failed to Save Data, you're likely to have other files (backed up or something else) in the Save folder. Switch Steam to offline mode and remove the Remotecache.vdf folder in C:/Program Files (x86)/Steam/userdata/YOUR_ID/883710 and switch it back to online. This should happen if the game is not running. Closing Steam and then removing remotecache.vdf should also work. You may need to restart Steam multiple times to create a new remotecache.vdf with all the saved files in it. If you only save the automatic and it seems that system settings were applied - this is your case. So try restarting Steam, select the game, do this multiple times. Turning off cloud synchronization won't solve this particular issue. Steam Cloud Sync can cause problems - if you have one, try turning it off and then importing the saved file. How to use:1. Download the Nexus file (save Visual C++ about if you think you have it and click Download)2. If you don't have a 7z, download it here: 3. Enter 7z1900-x64.exe and install it4. Remove the file you downloaded from Nexus (RE3RUTrainerByRaz0r.7z) with 7z to a directory5. Run RE3RUTrainer.exe (You use the Start button to start or start the game using steam/shortcut on your desktop) desktop)

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