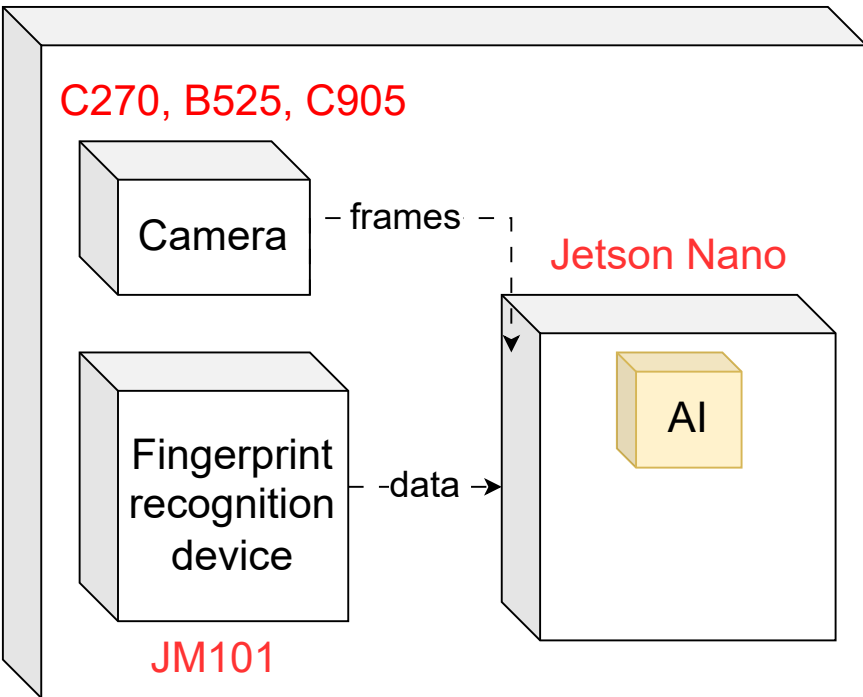


Node at entrance/exit



Node inside the room

