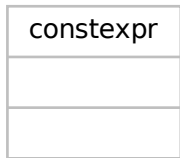
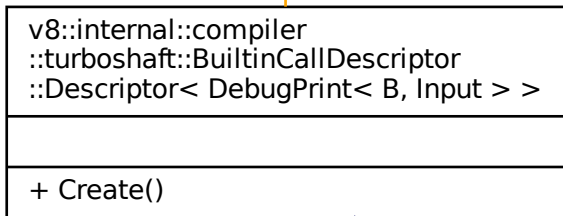


< DebugPrint< B, Input > >



+kEffects  
+kFunction  
+kNeedsContext  
+kNeedsFrameState  
+kProperties

