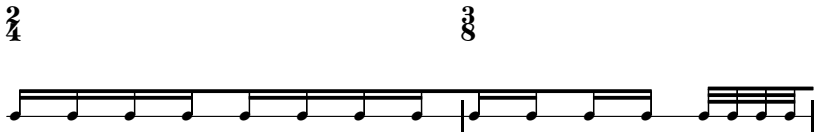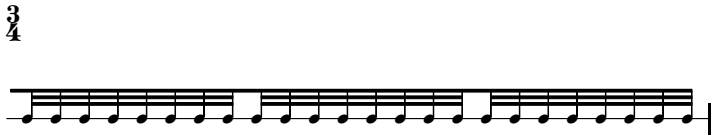# BeatSelector
# payload modifiers 2