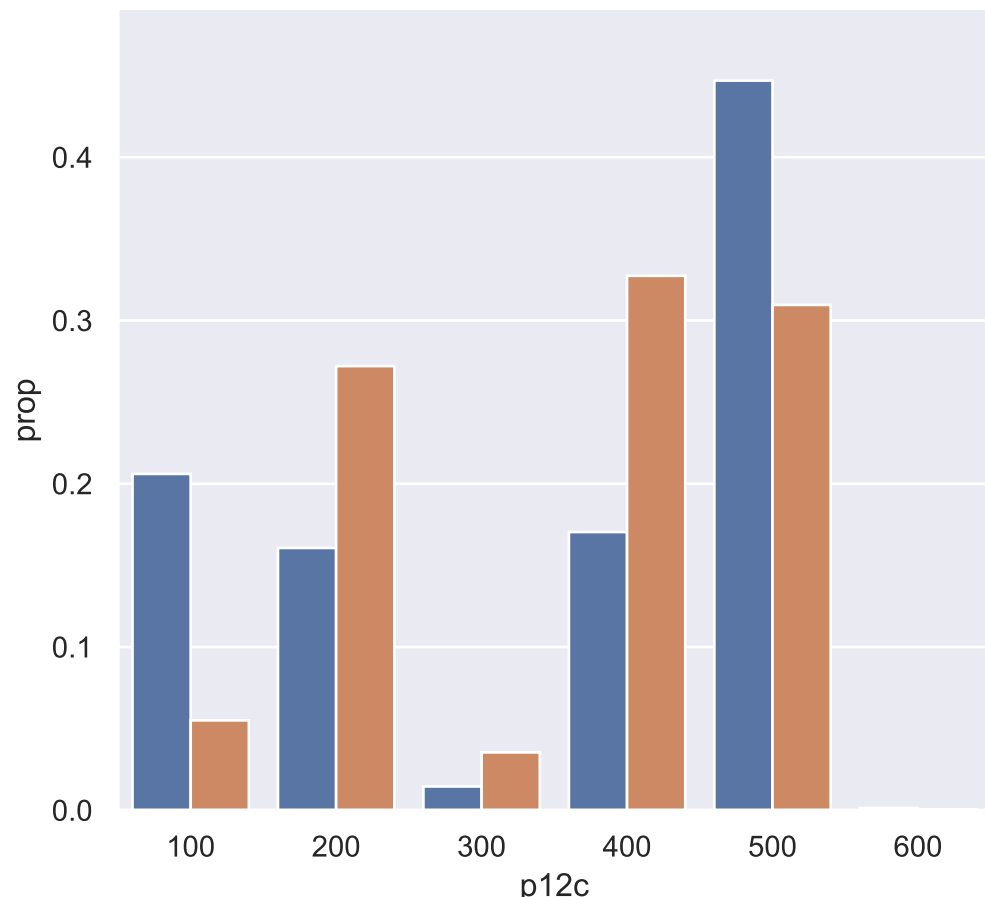


trailer = False



trailer = True

