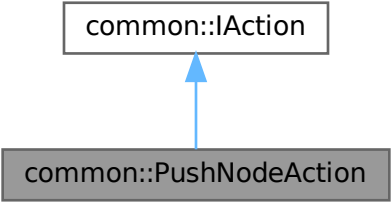


common::IAction



common::PushNodeAction