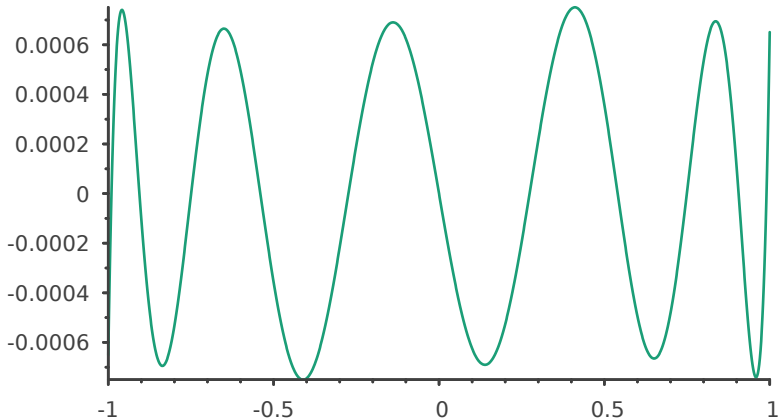


y



x

— error