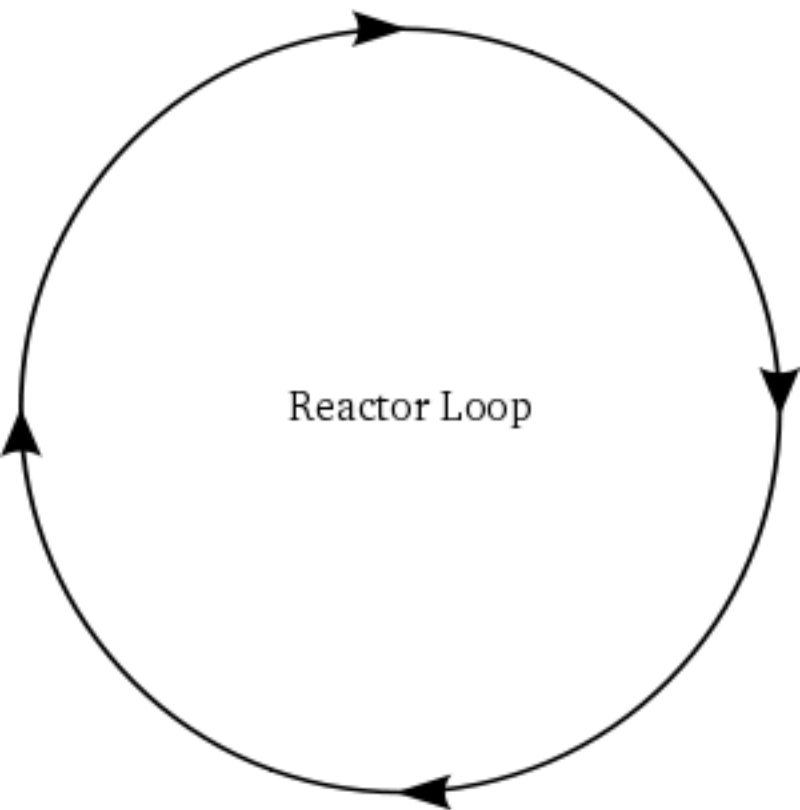


Wait for Events



Handle Events