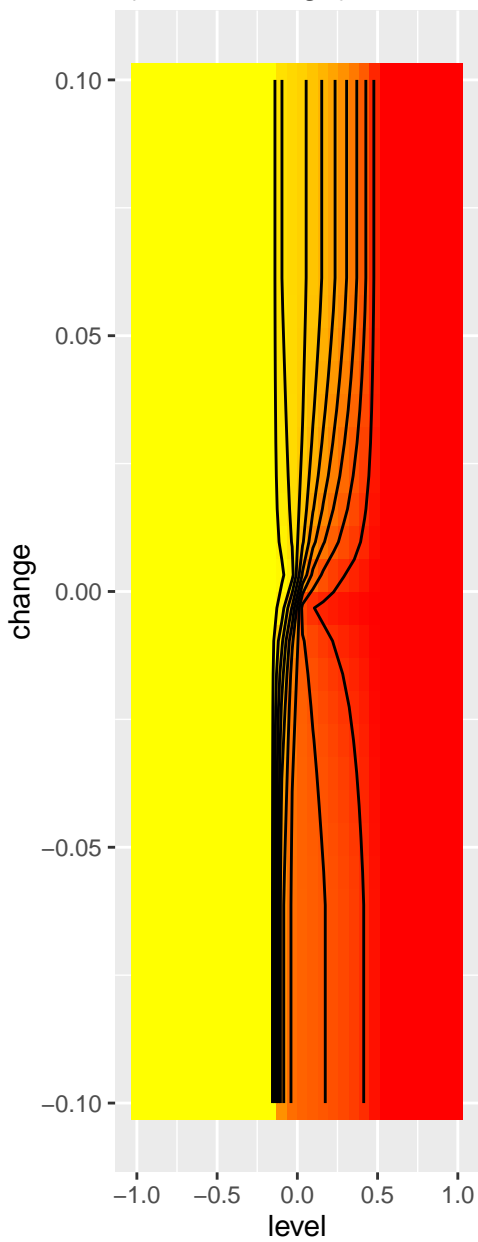


tank2

(level, change) = valve



(change, level) = valve

