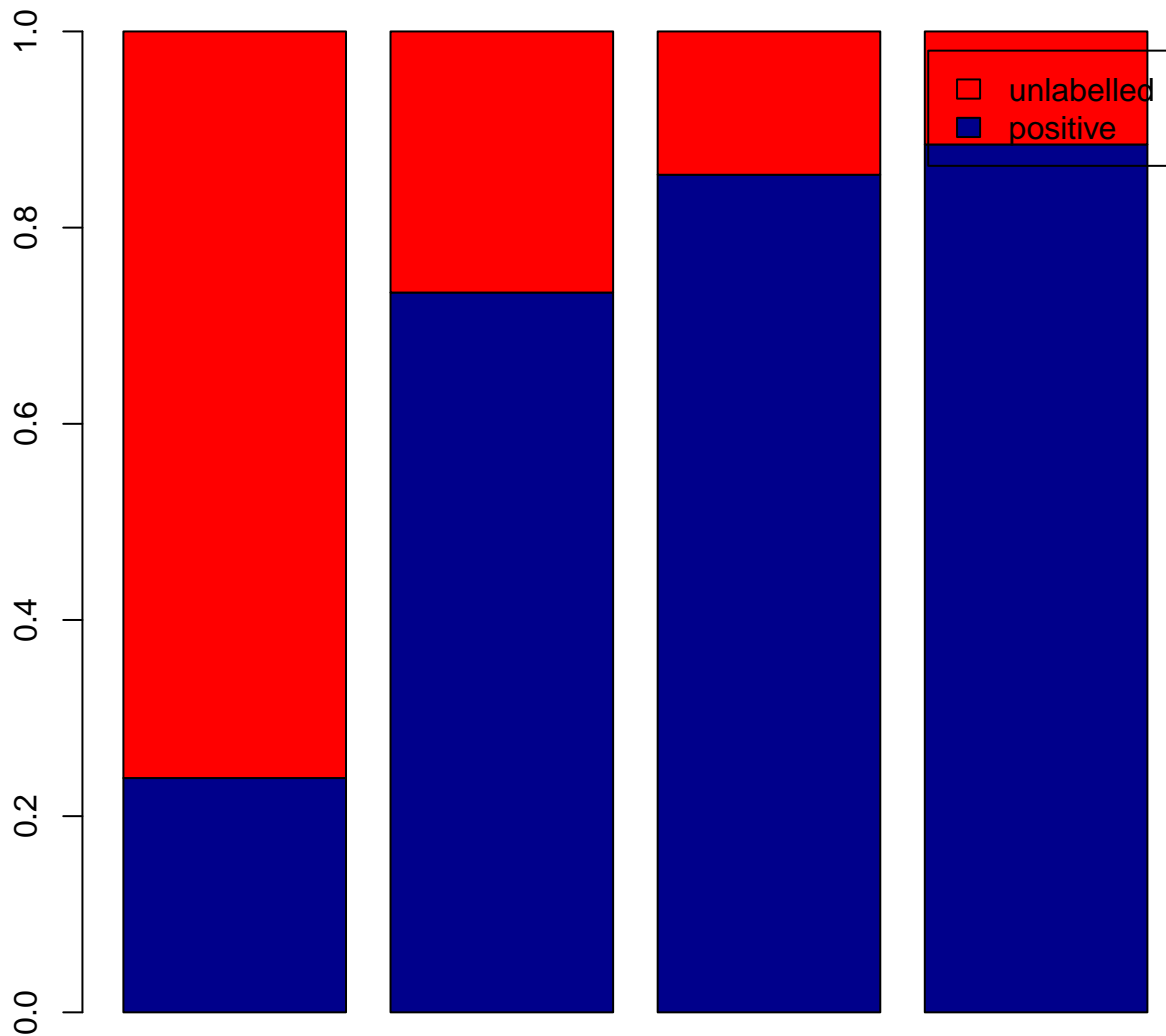


# start\_initiating



value (L to R, 1 to 2 (or 3))