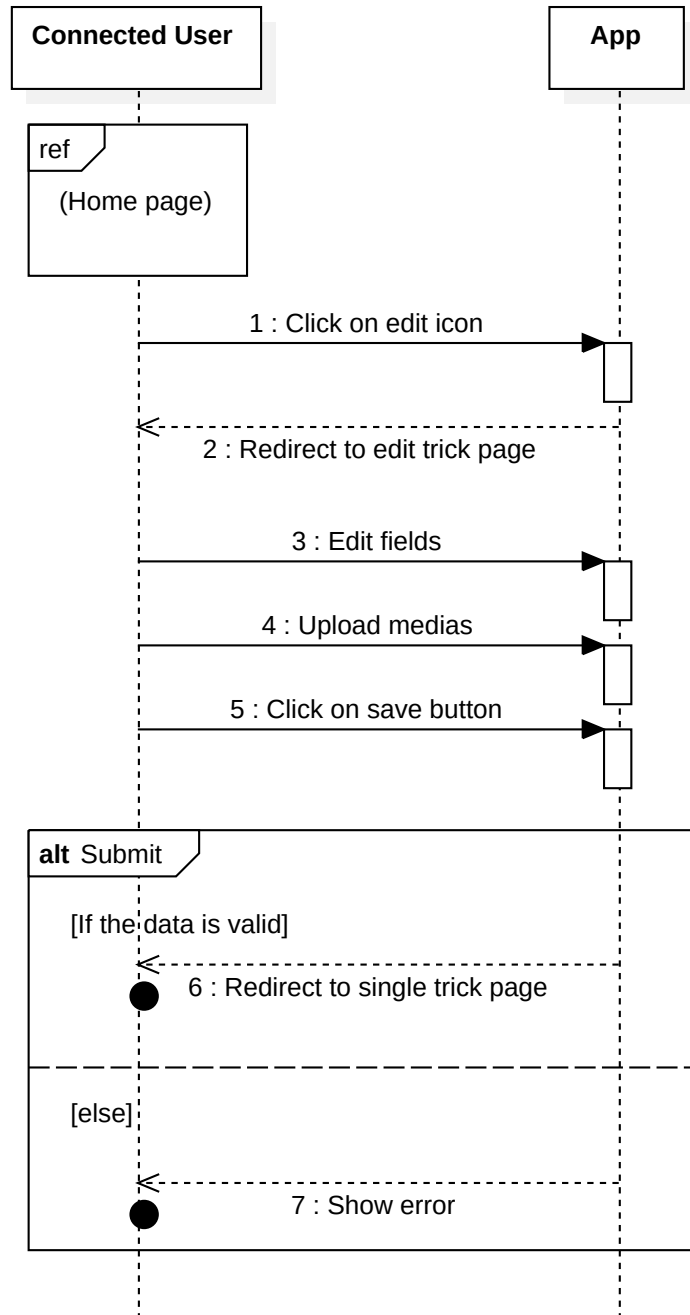


interaction SequenceEditTrick



interaction SequenceCreateTrick