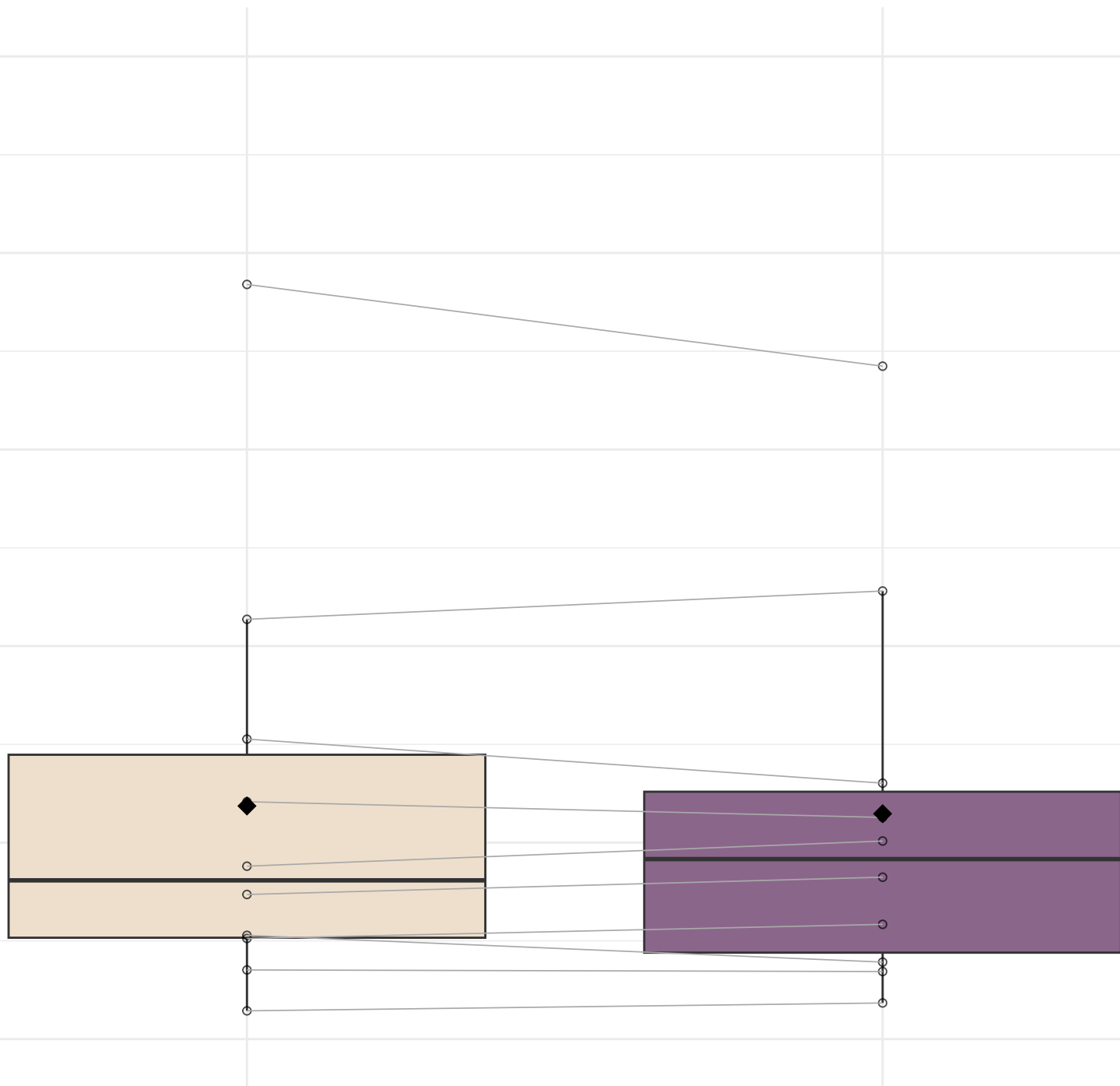


# Blinks



Contrast  low  high