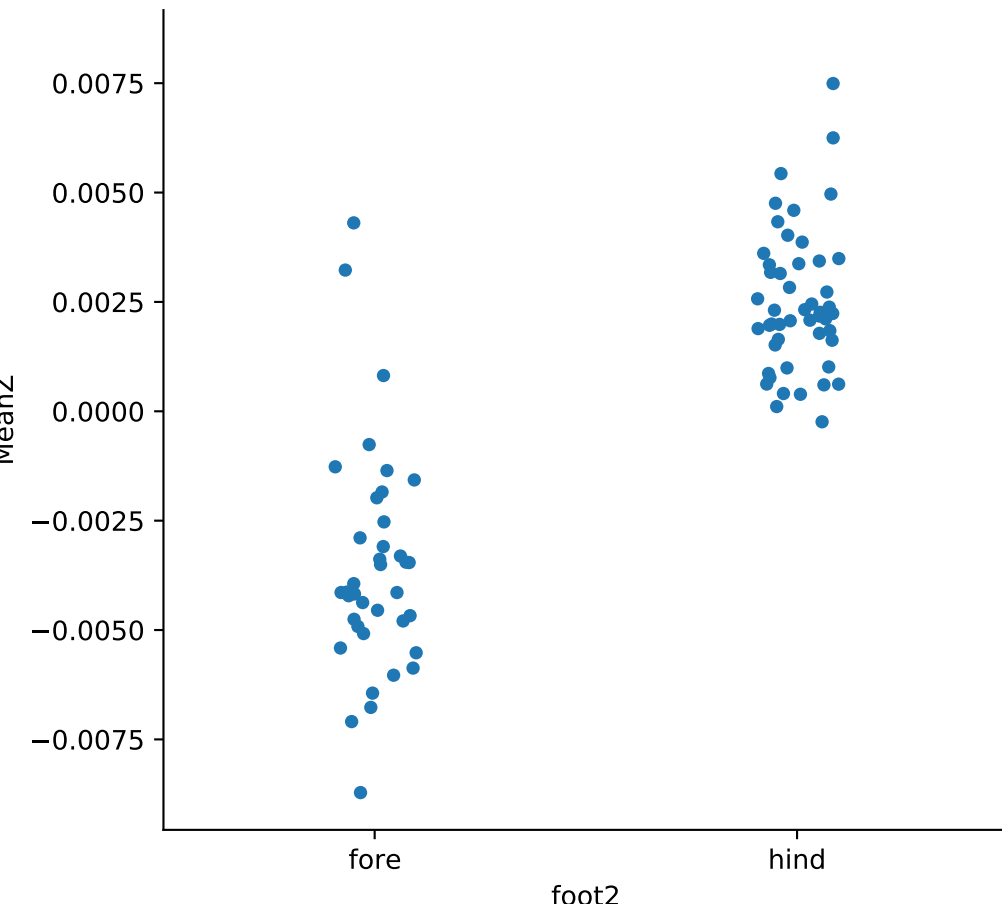


direction = down



direction = up

