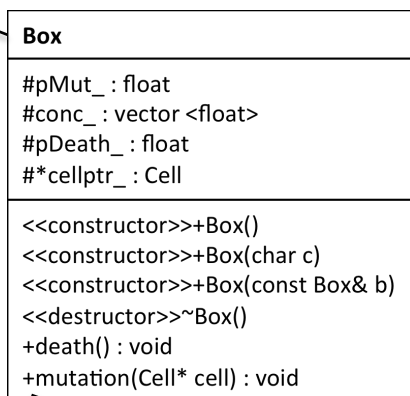


1

(32x32) grid



1

0 or 1

