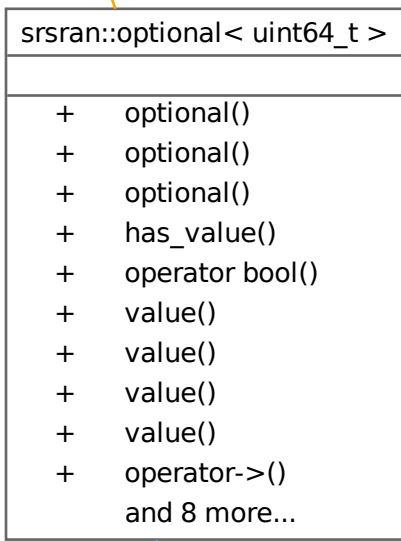
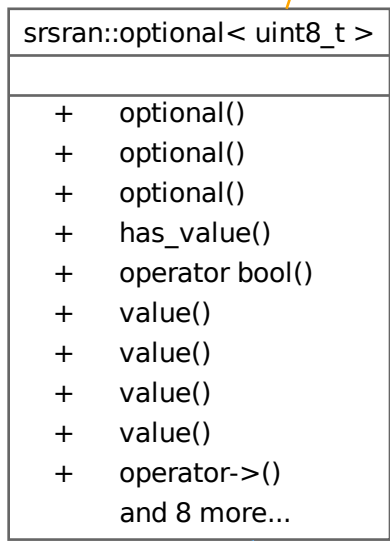


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+medium_bitmap
+short_bitmap

+long_bitmap

