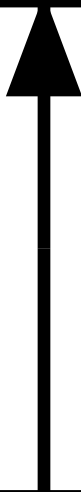
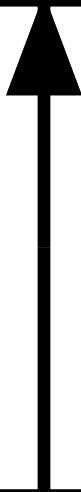


Trace



Call



UnitCall