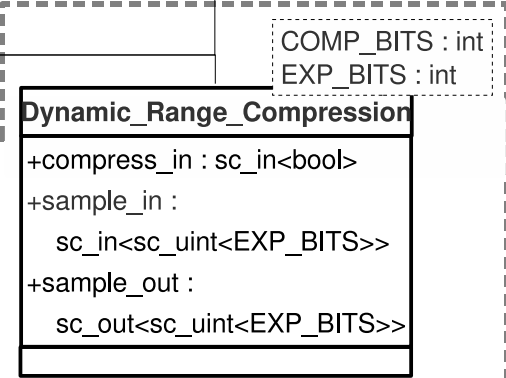
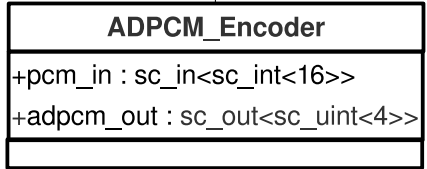
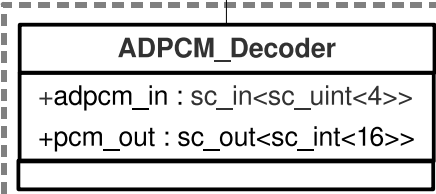
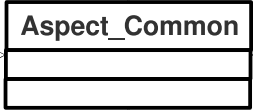
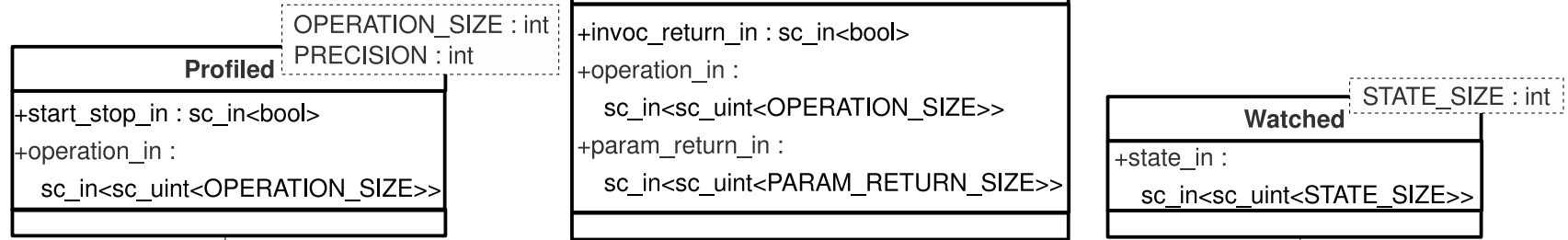


Debug aspects



Compression aspects