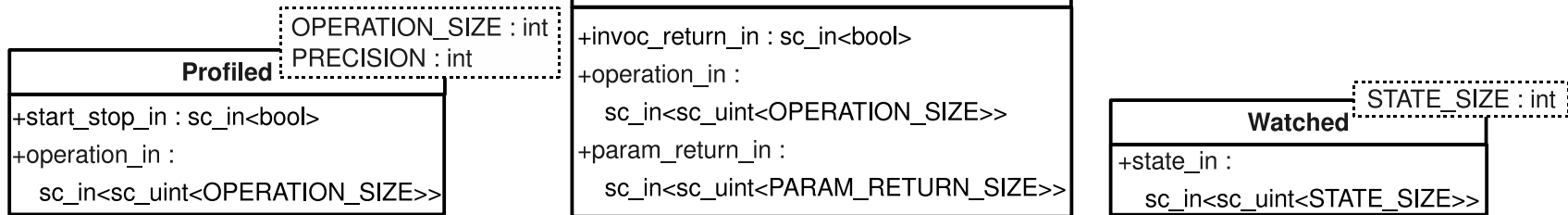


Debug aspects



Compression aspects

