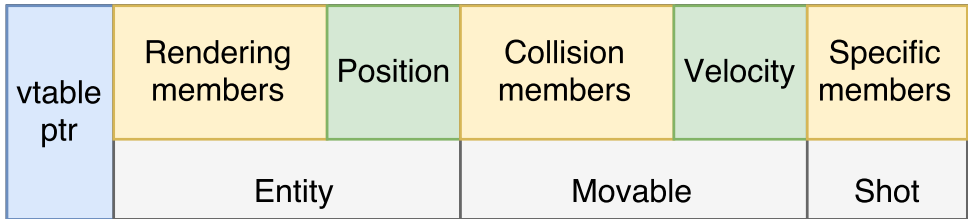


Shot instance



← Cache line →

