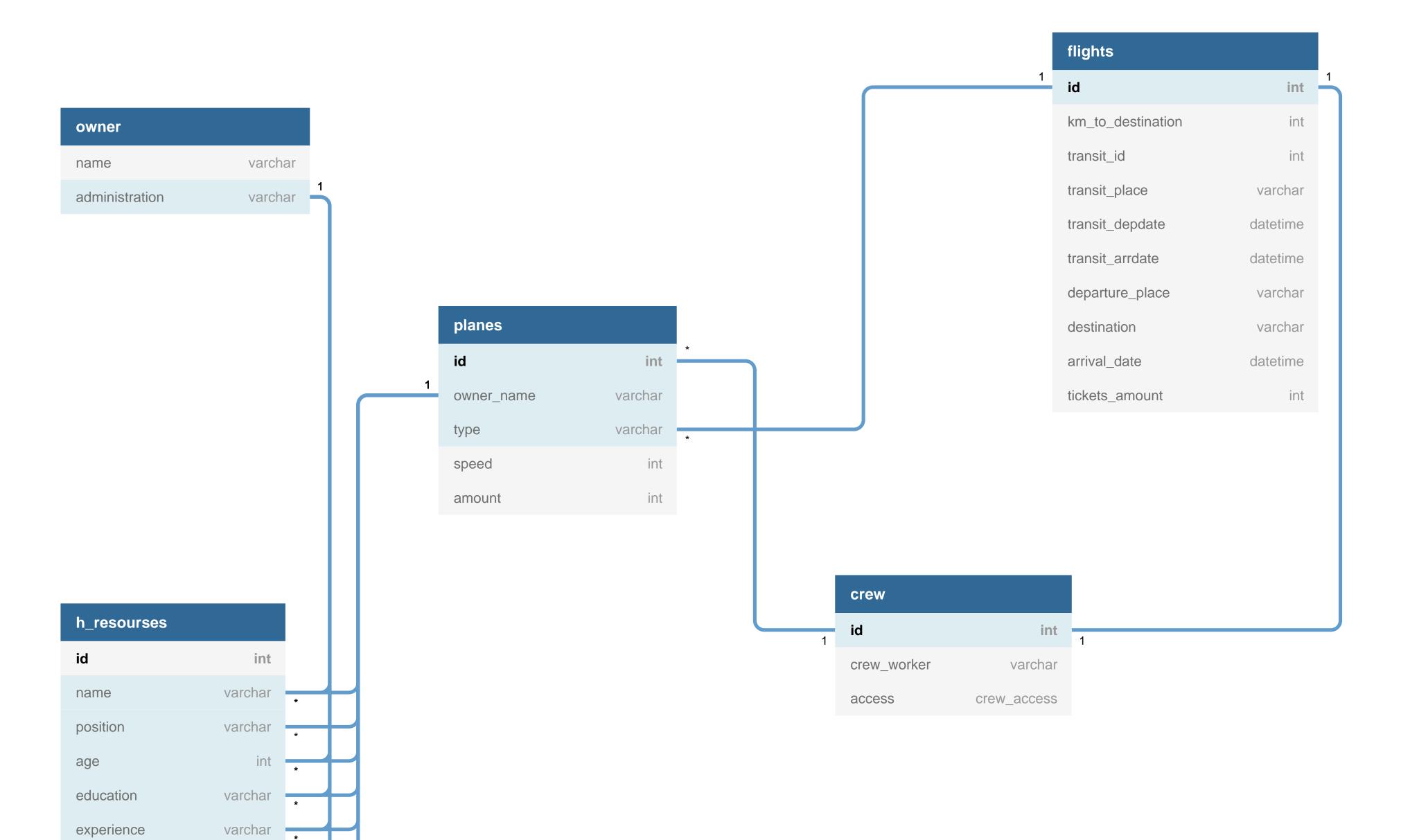


int

passport





passport



```
Enum crew_access {
  access
  no_access
}
```

