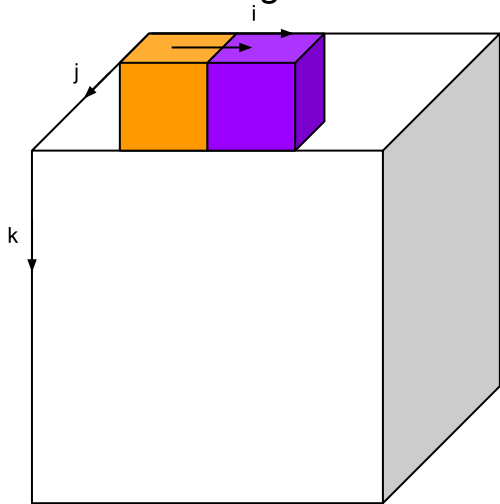


Reconstructed image



Buffer

