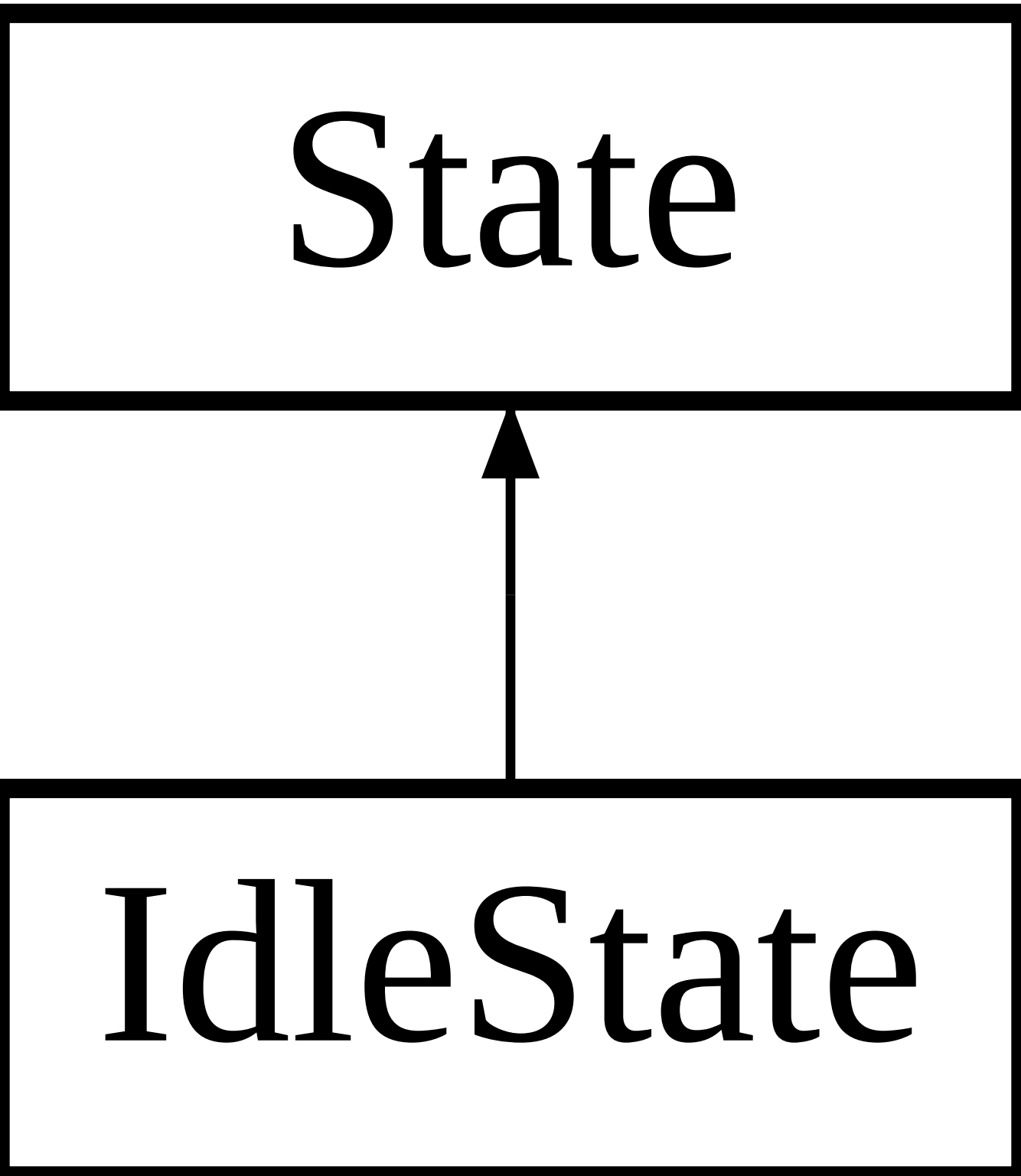
State
IdleState