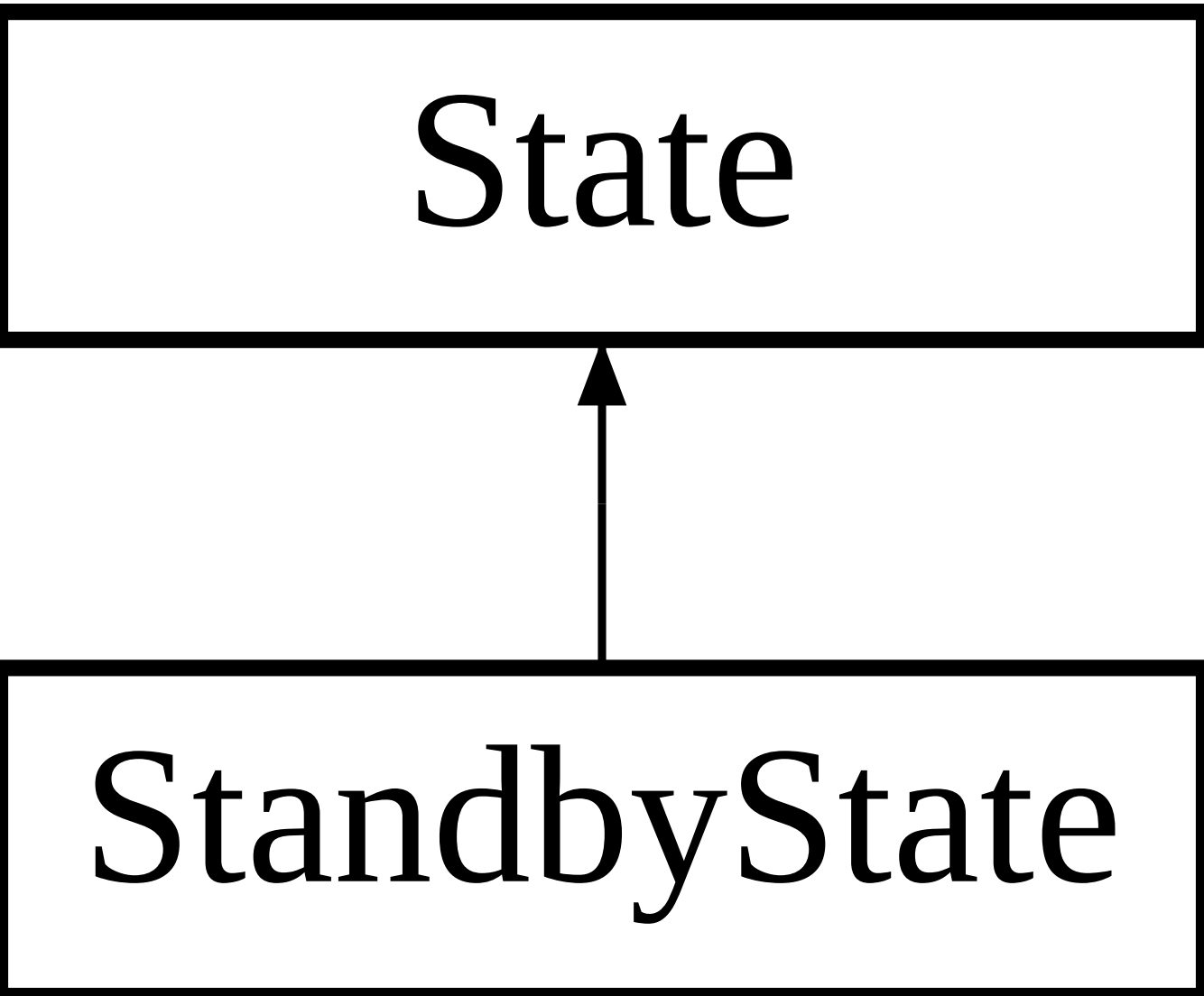
State
StandbyState