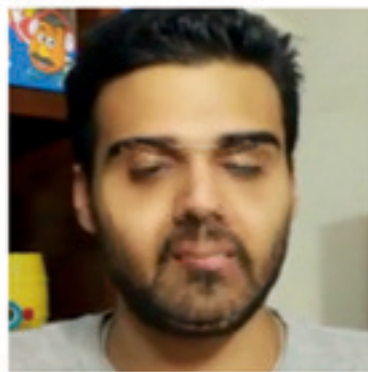


Actor



Target



Output