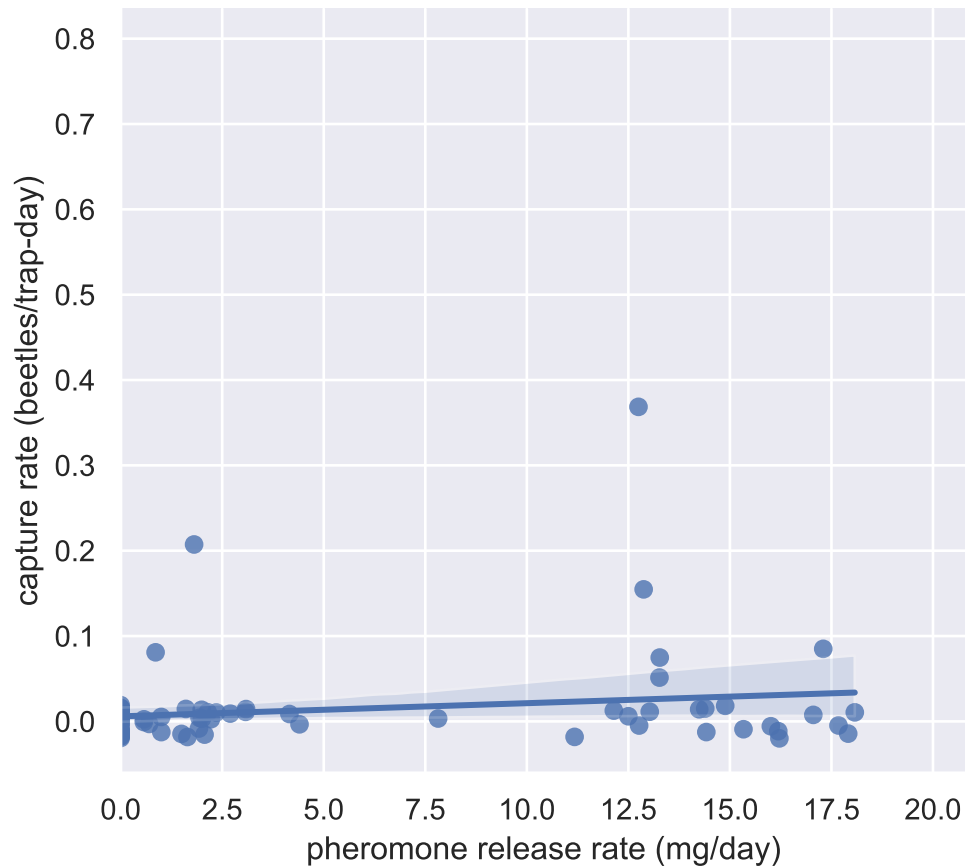


UV = False



UV = True

