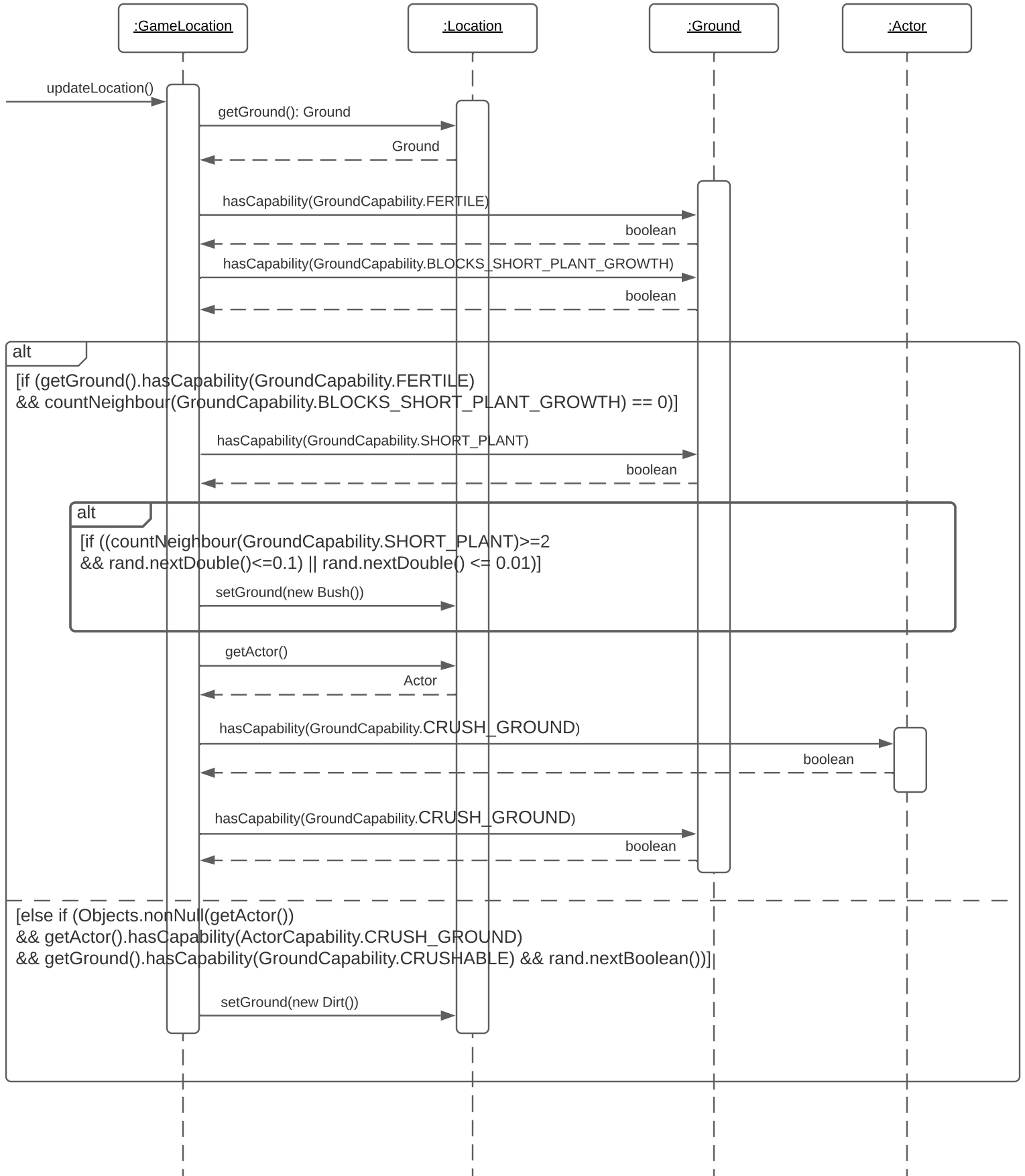


# updateLocation



# UpdateInitialGround

