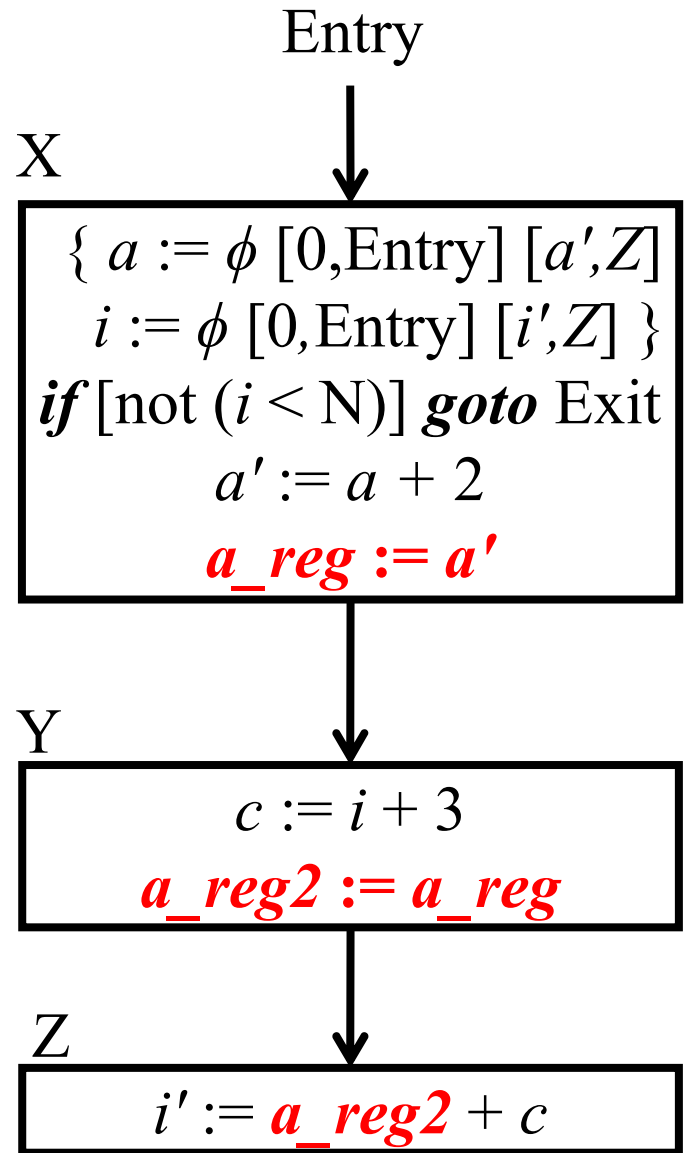


Before

shadow register primitive



After

shadow register primitive