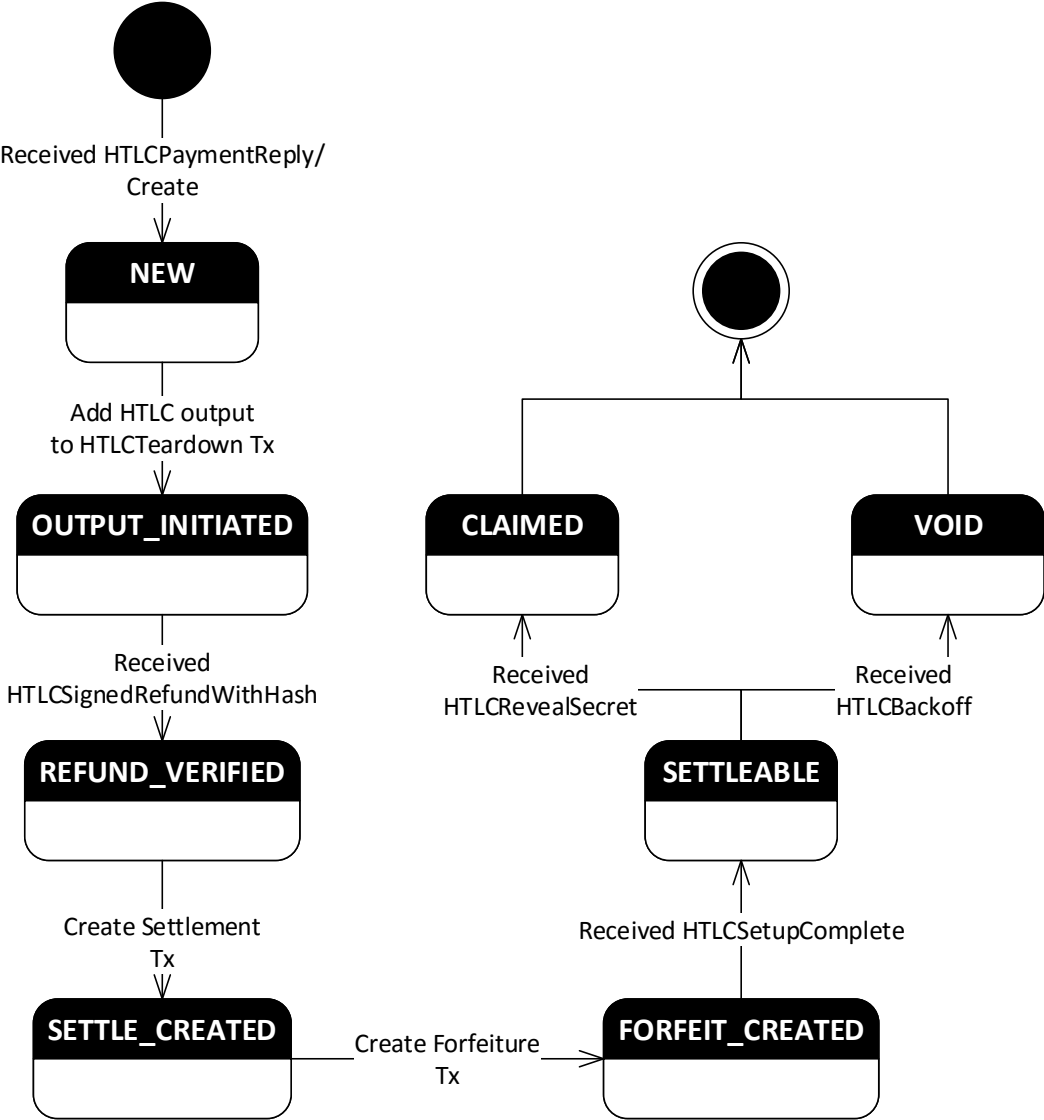


HTLCClientStateMachine



HTLCServerStateMachine

