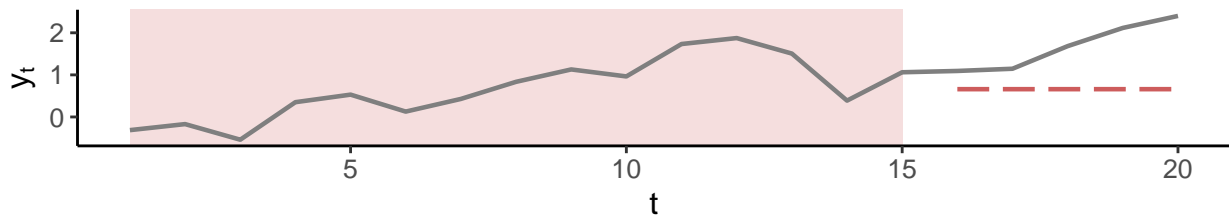
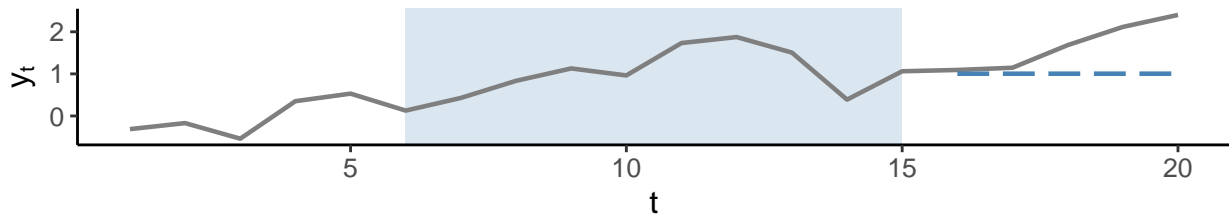


recursive



rolling



fixed

