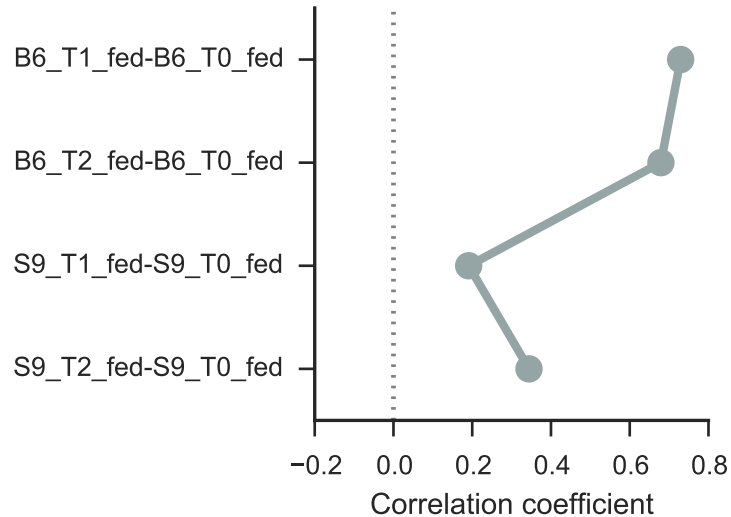
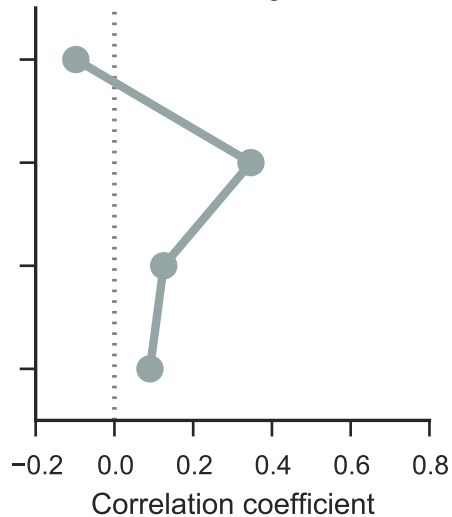


variable = SWATH, SRM



variable = Shotgun, SRM



variable = Shotgun, SWATH

