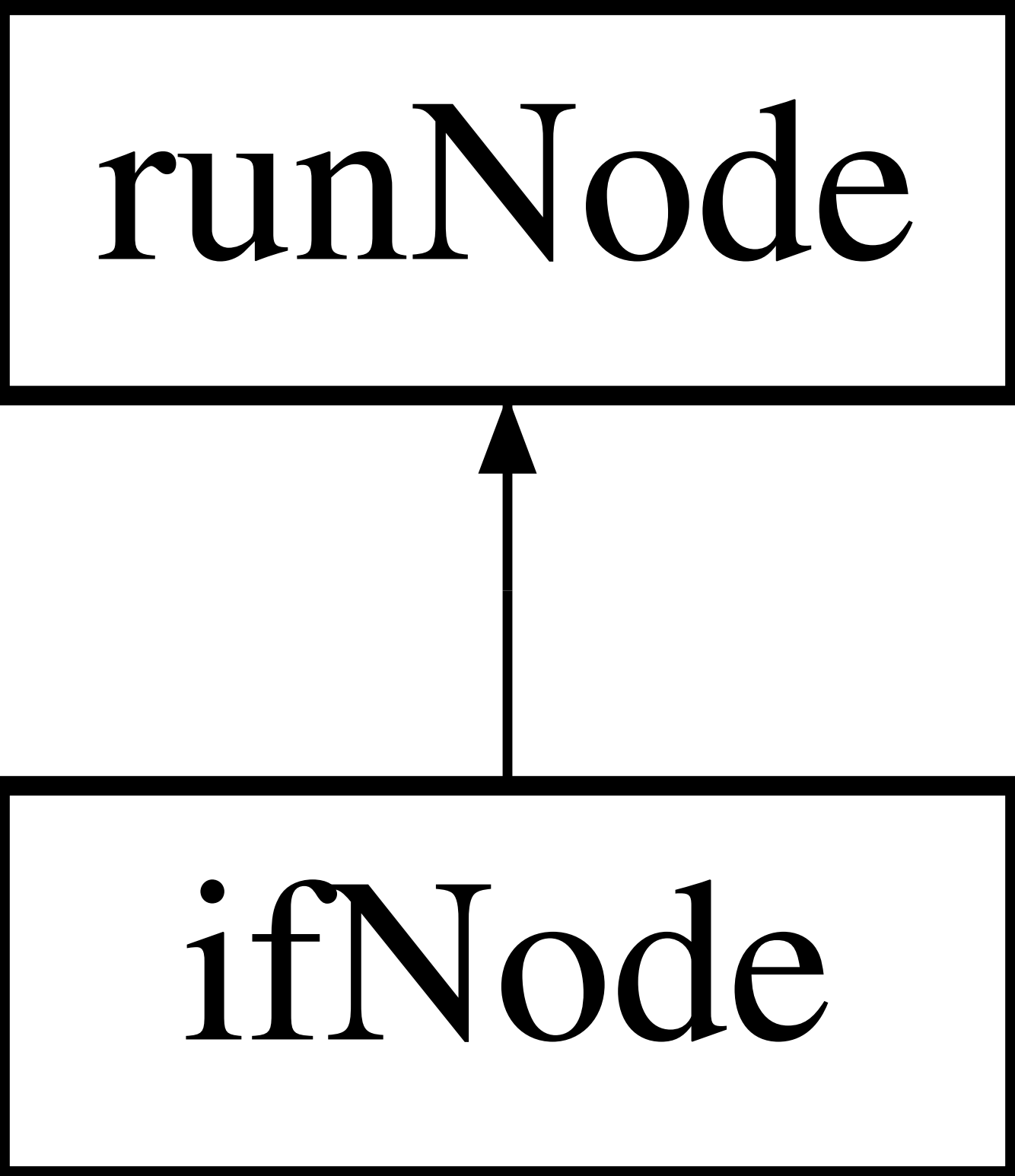
runNode
ifNode