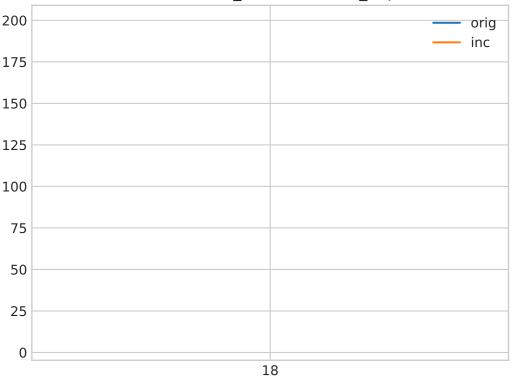


transf = move; fv_c = 65536; inv_depth = 2



depth

