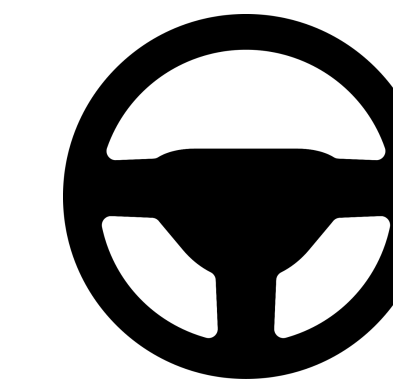
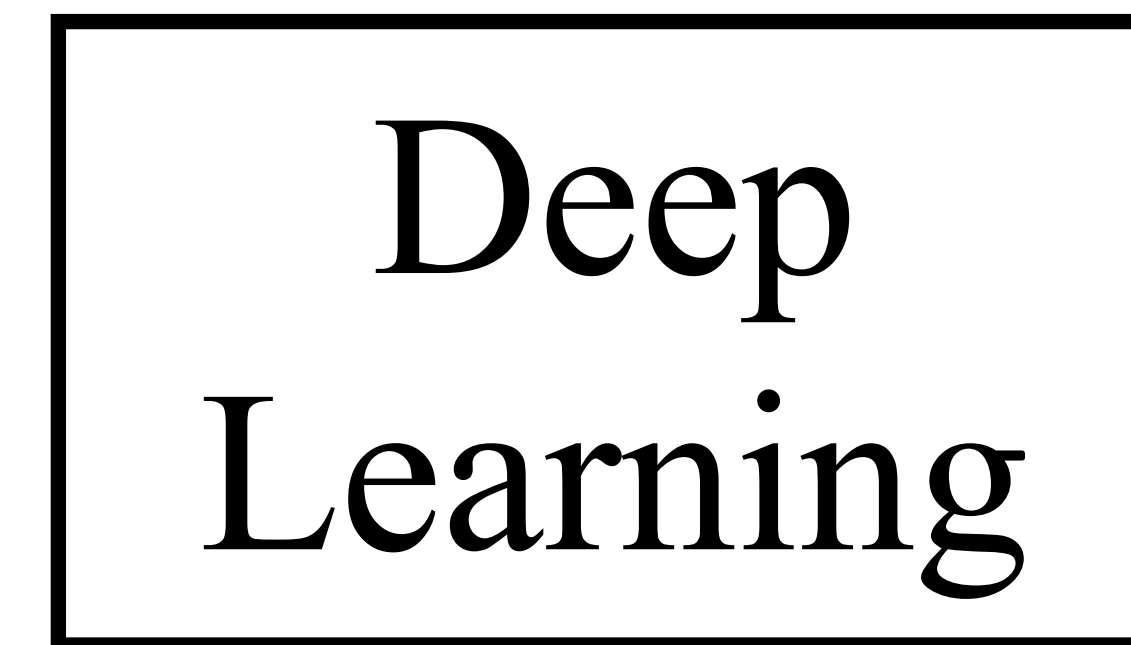


Target direction given externally



Image

