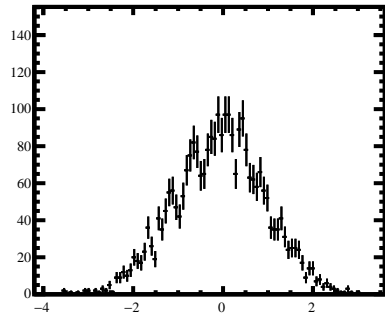


four_vs_two_body_ratio_floating error



Pull