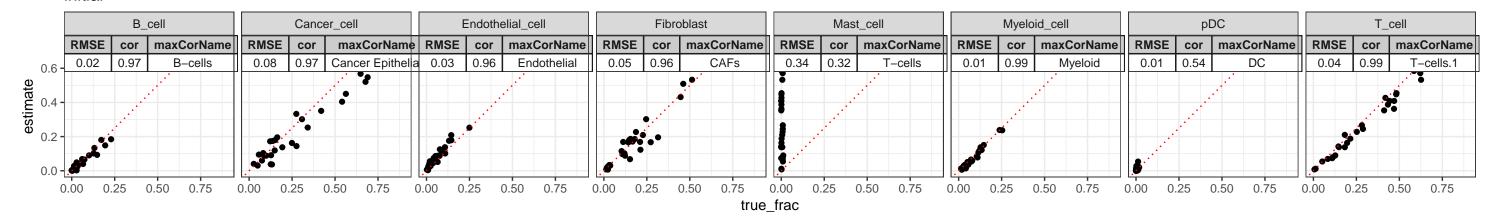
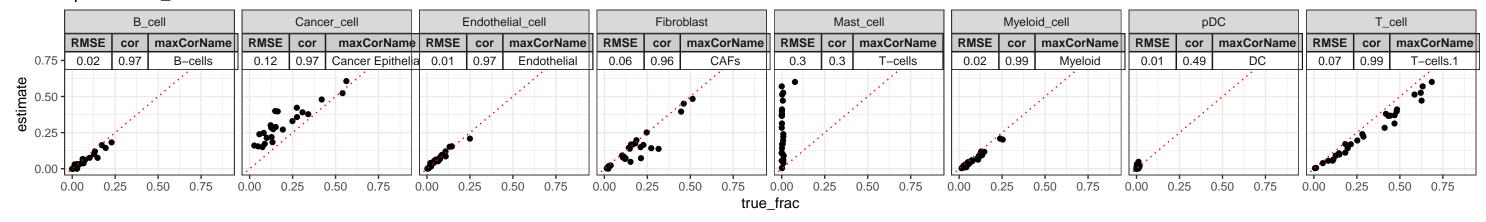
## initial



## updateMode\_1



## updateMode\_2

