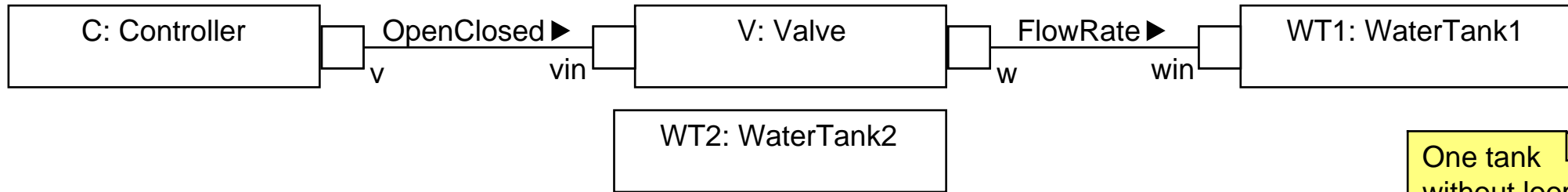


<<Block>>
WaterTanksSys



One tank
without loop