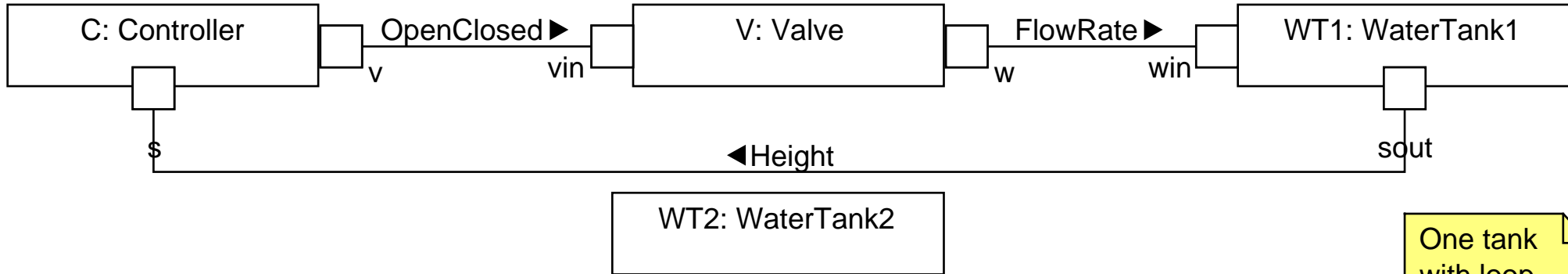


<<Block>>
WaterTanksSys



One tank
with loop