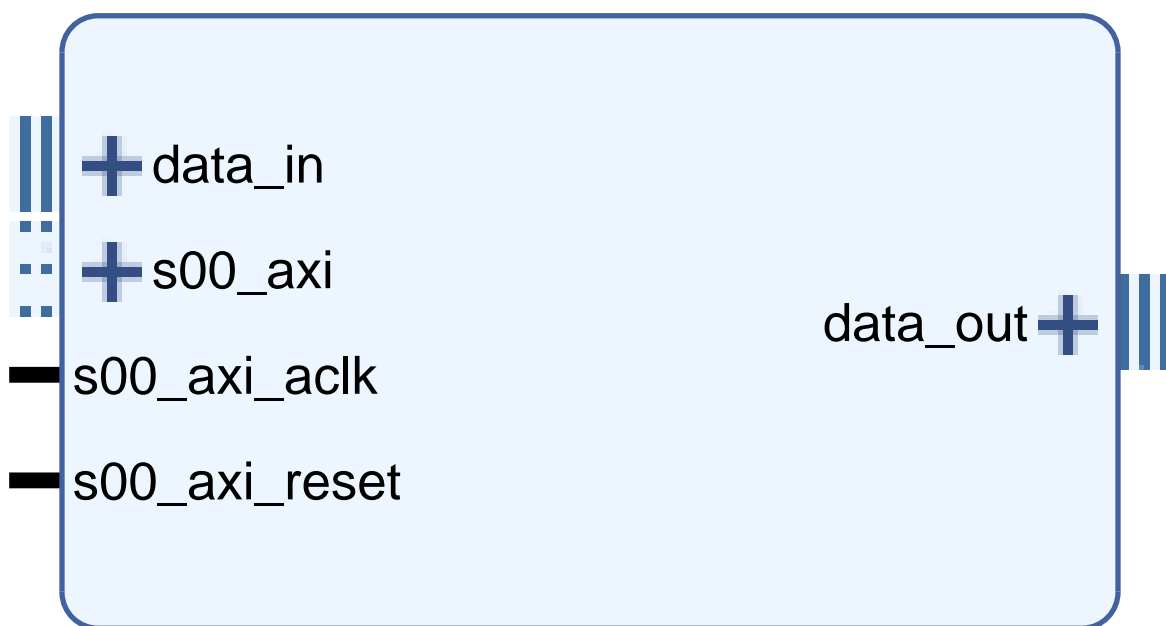


add_constReal_0



add_constReal_v1_0