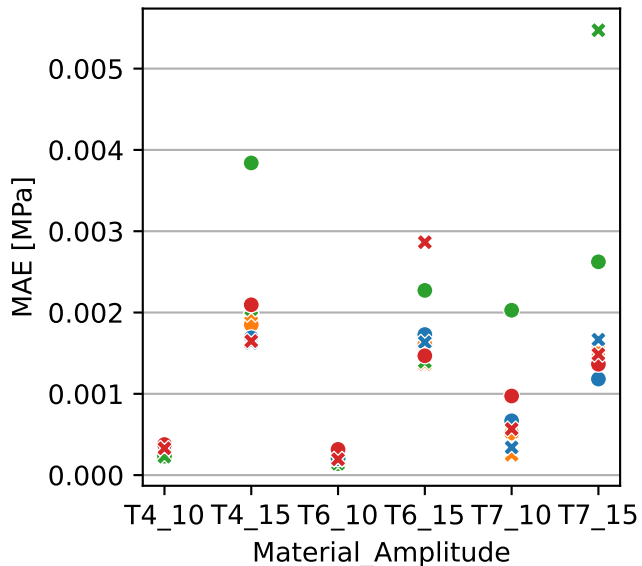


Pressure errors



Final damage errors

