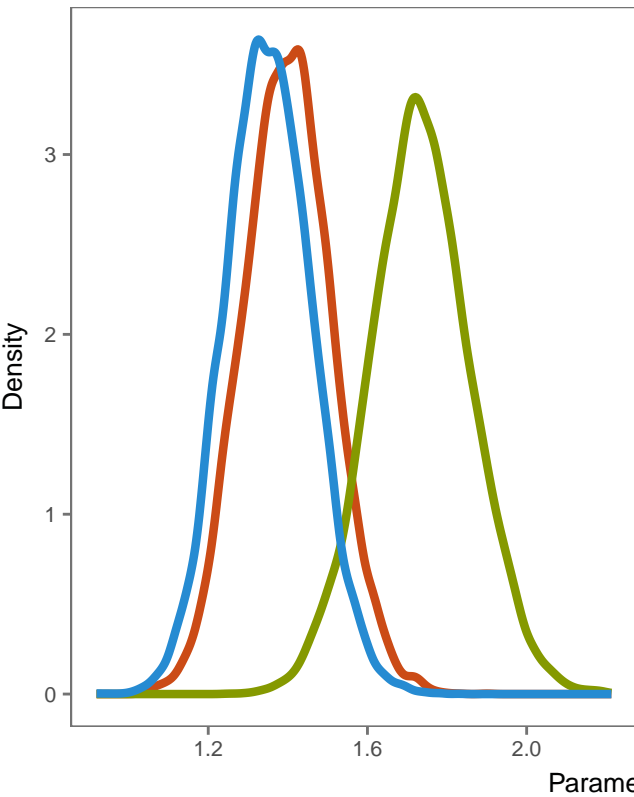


boundary



drift

