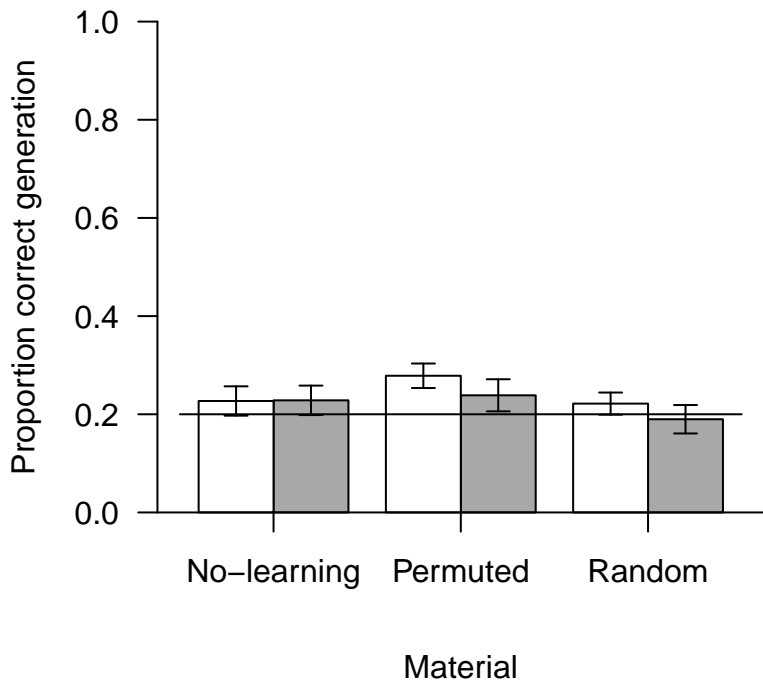


Free generation



Cued generation

