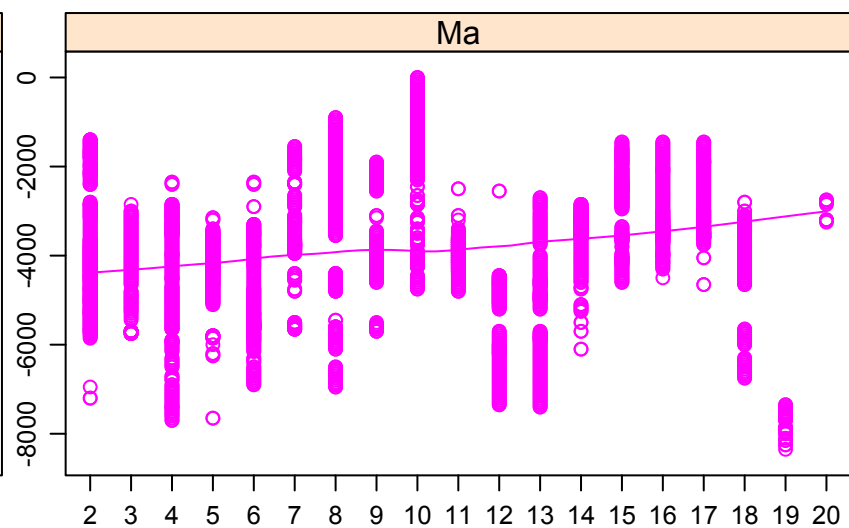
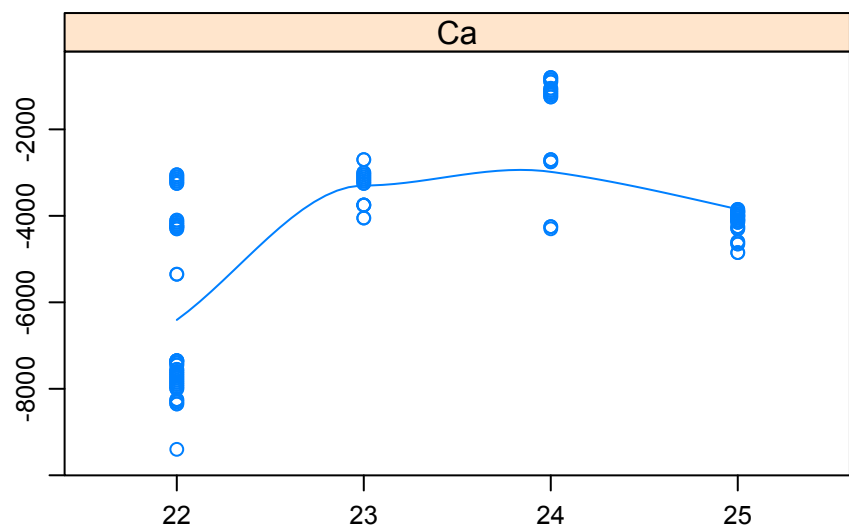
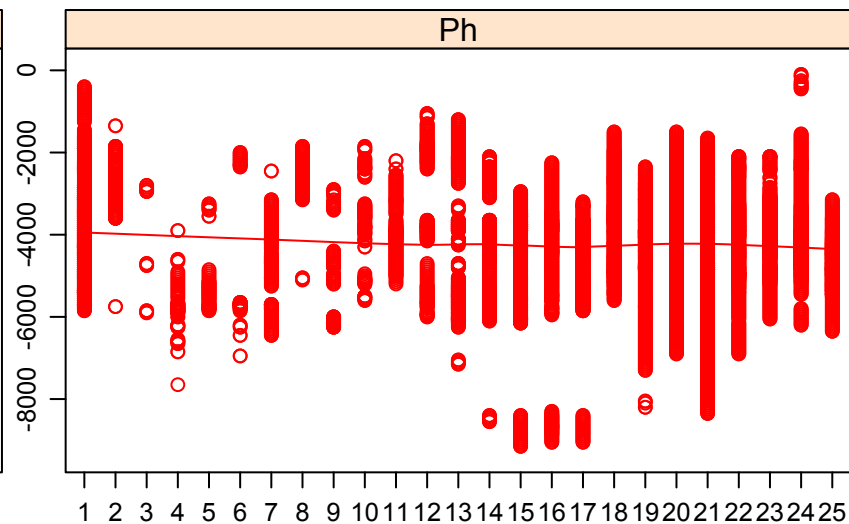
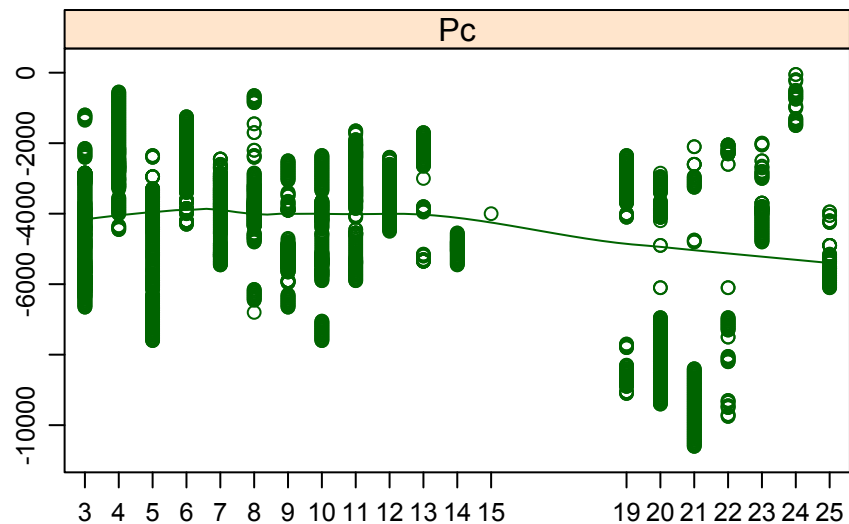


depth



variable