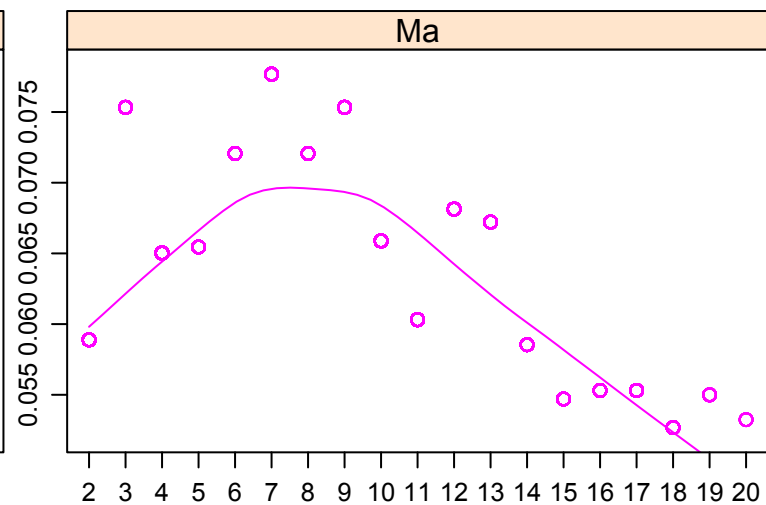
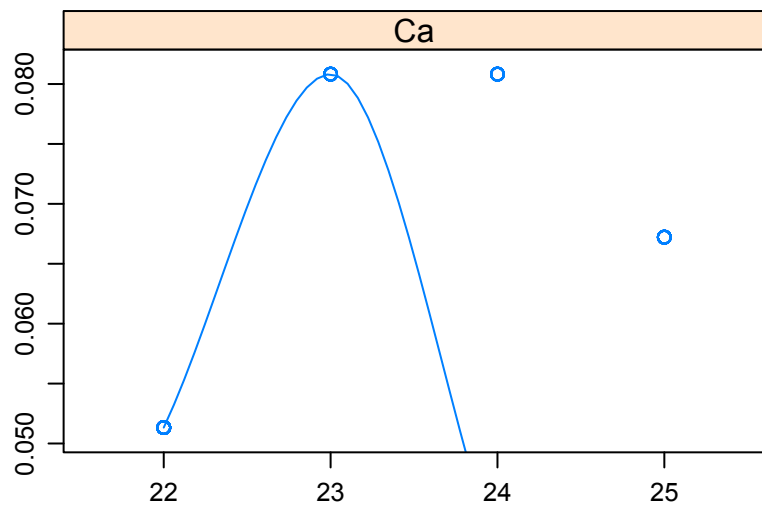
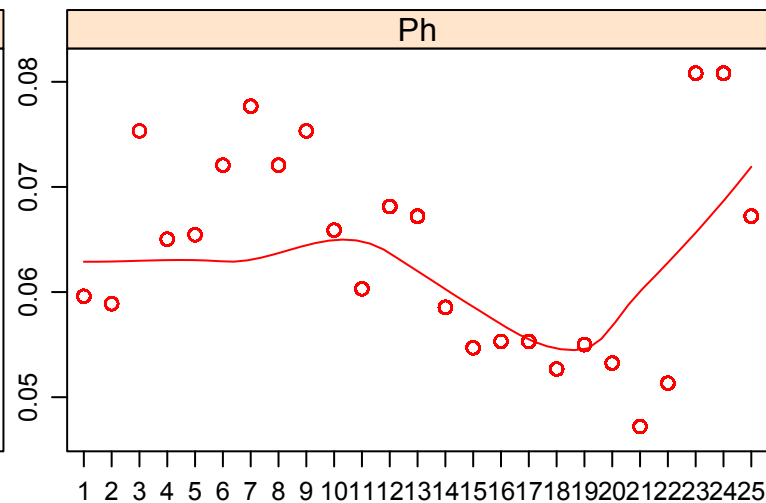
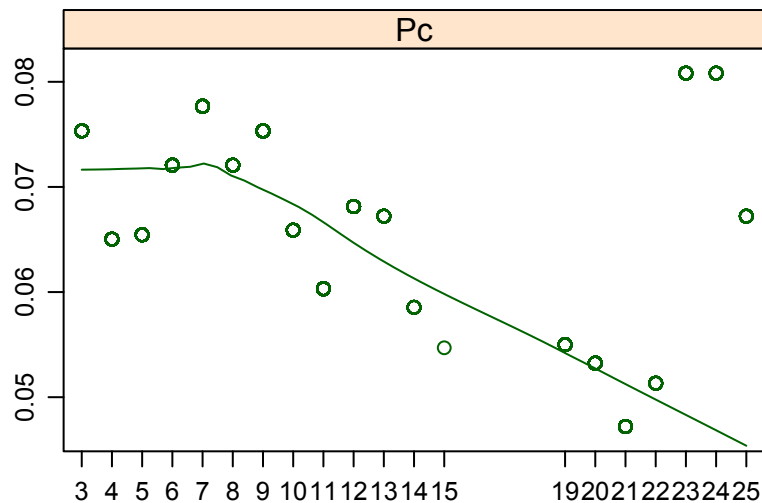


trench_angle



variable