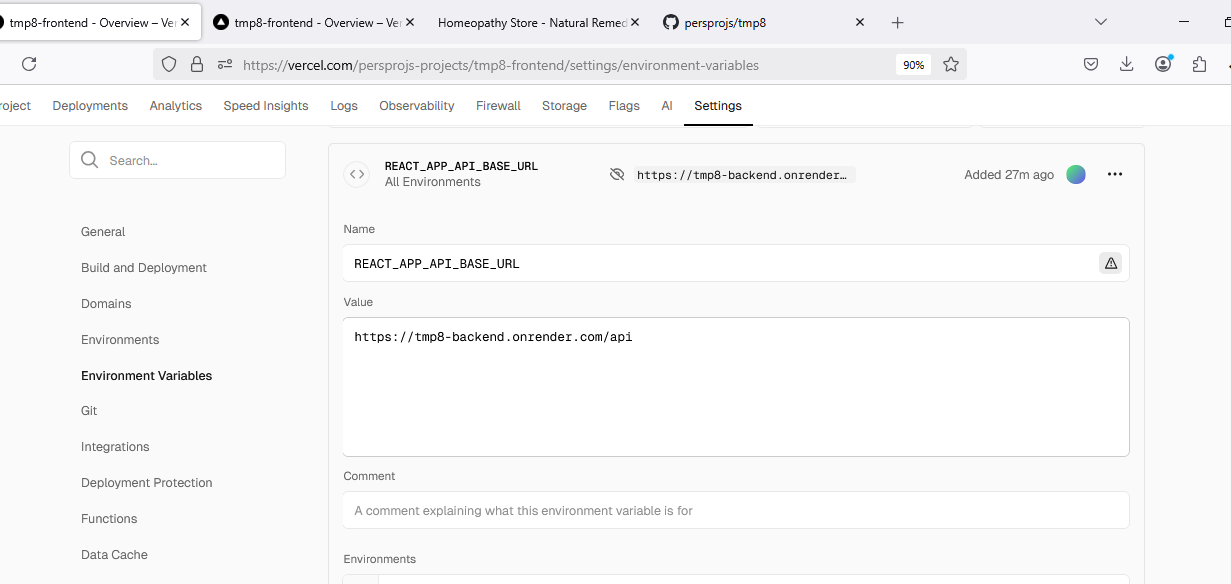


Render Env Vars (Please refer to screen print)



Vercel Vars

