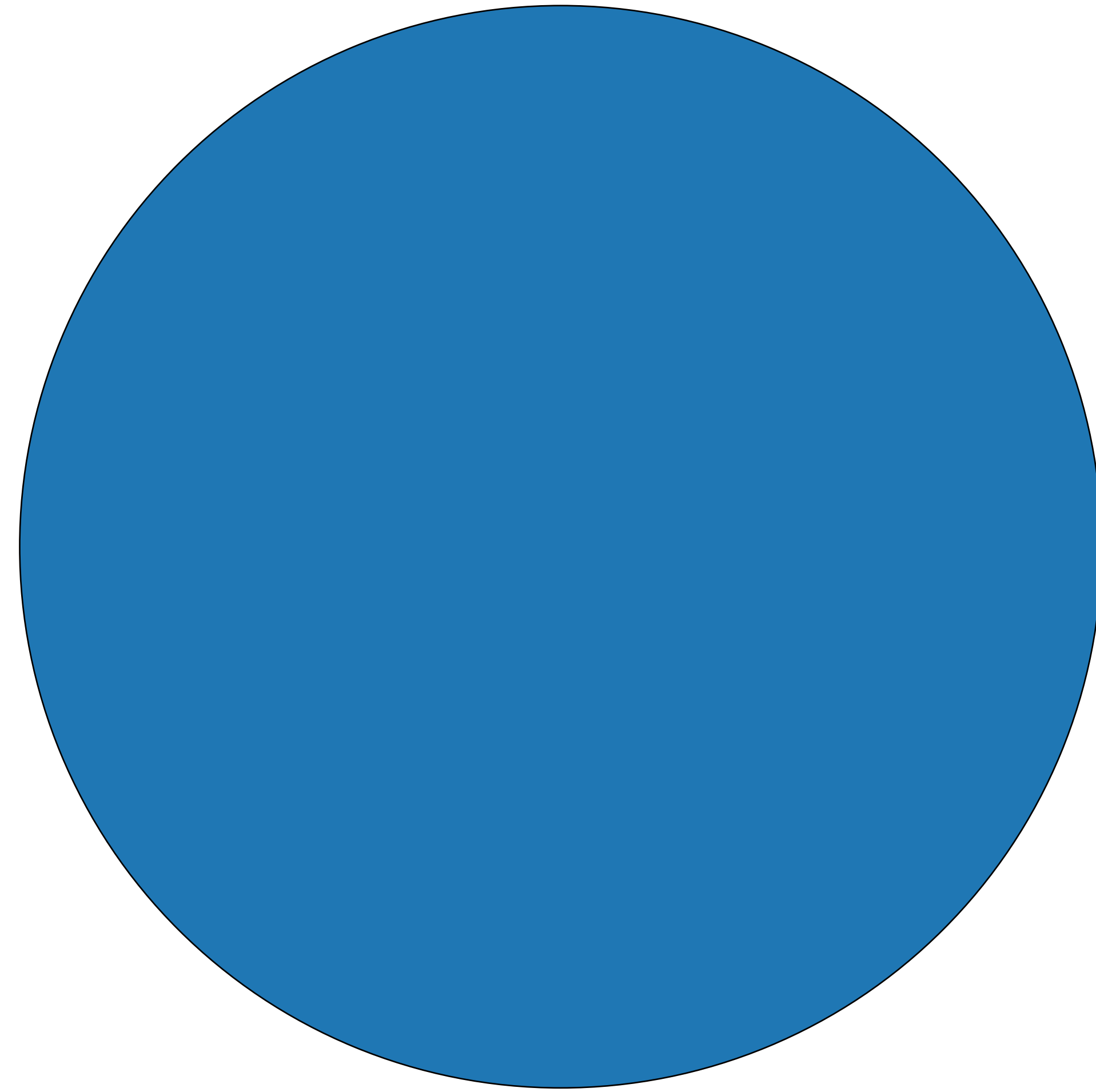# TextEncoderHelper.encodeAsMuchAsPossible

[TextEncoderHelper.encode, TextEncoderHelper.encodeText]