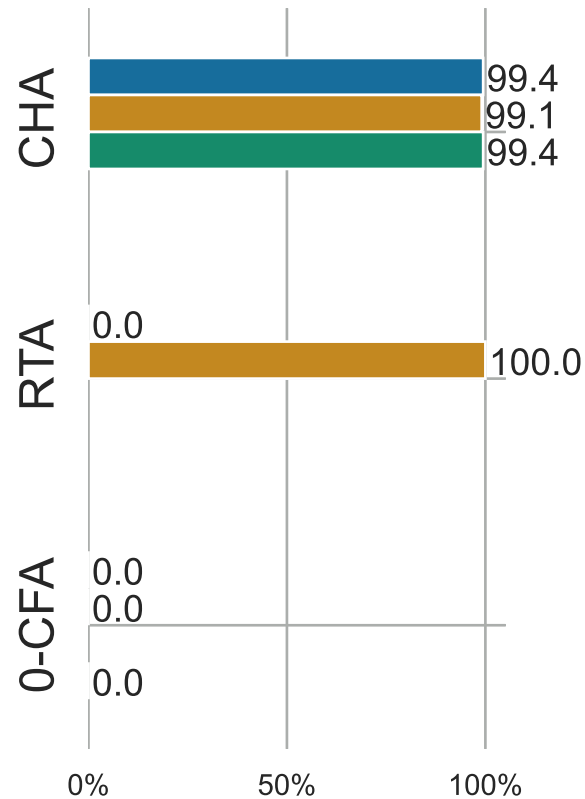


Recall



Static CG Size

