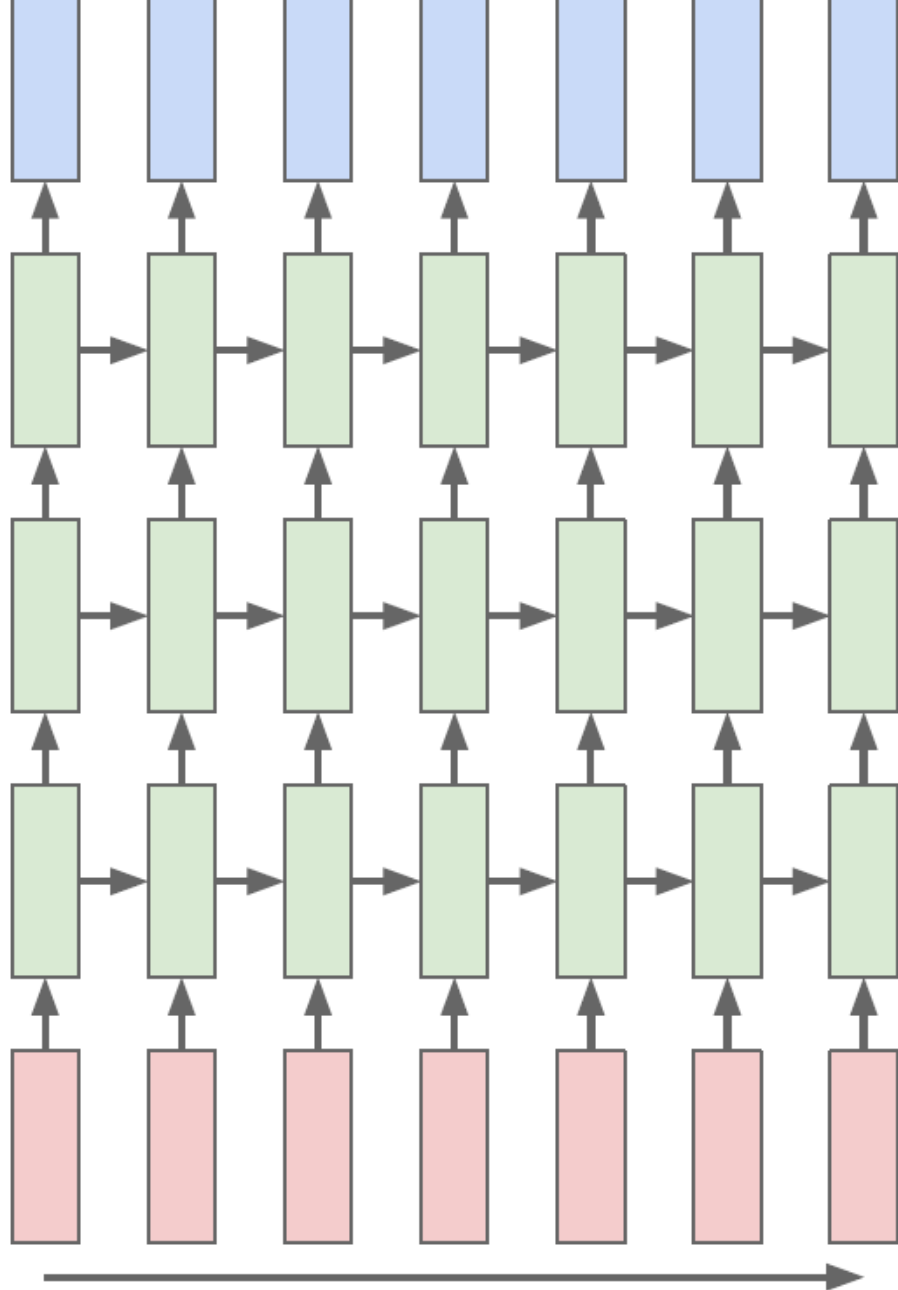


depth



time