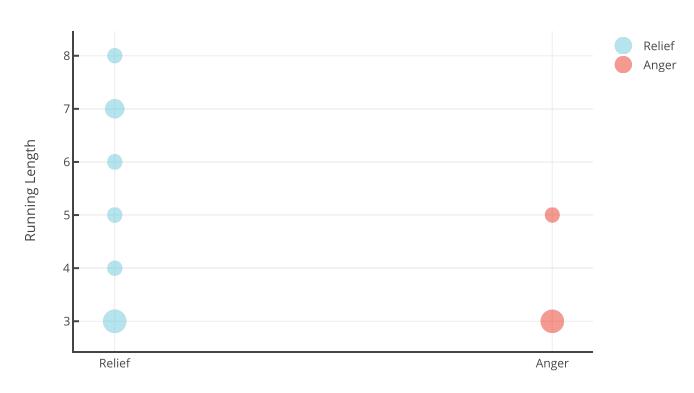
## emotion running length



**Emotions**