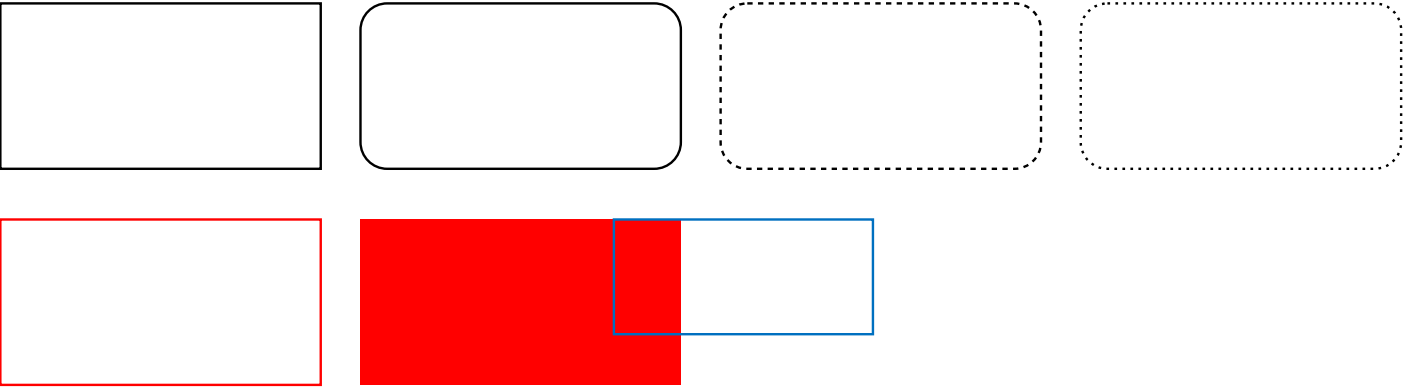


Rect (static)



Rect (dynamic)

