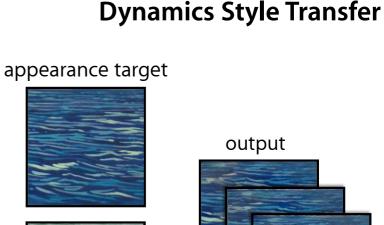
appearance & output



dynamics target

