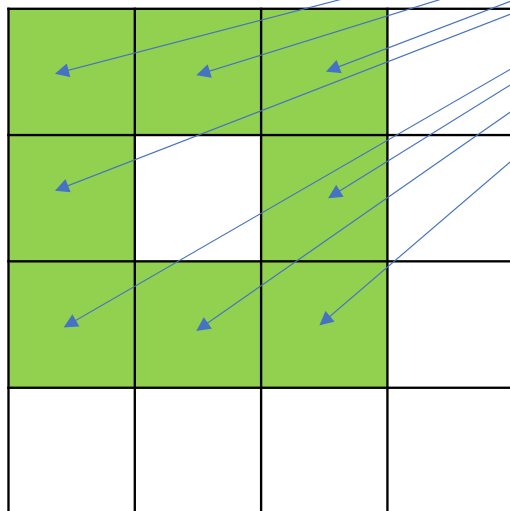
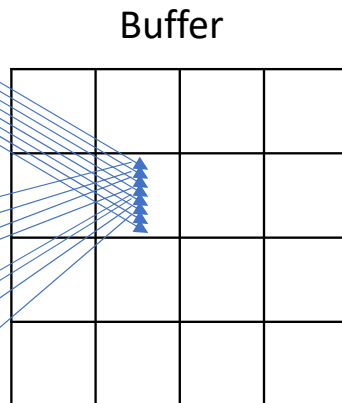


Tile



Tile



Buffer