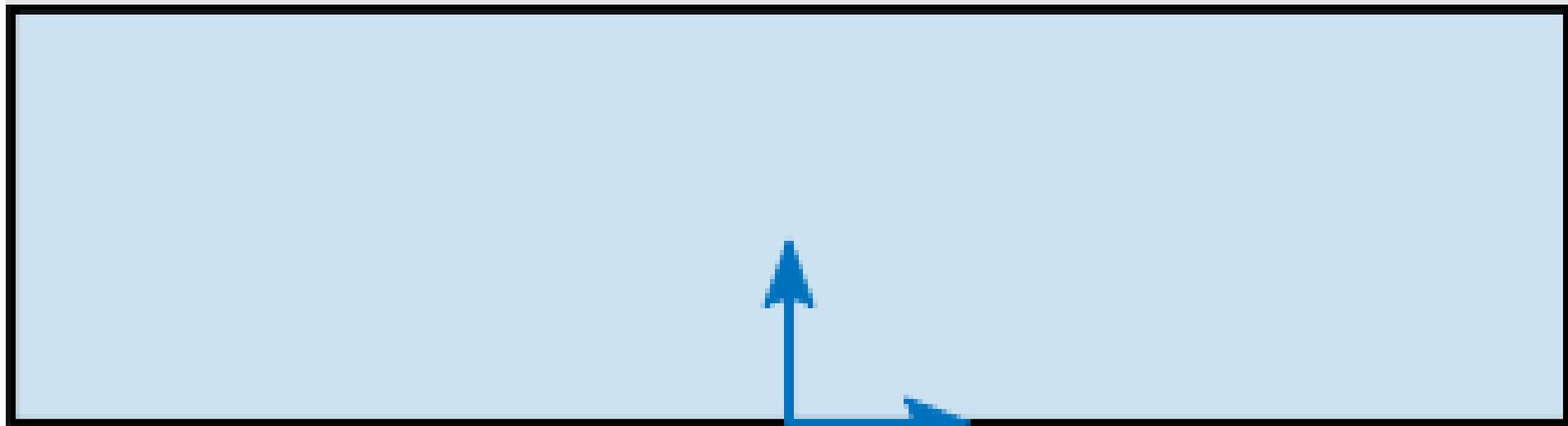


# Encoder



# Ruler

