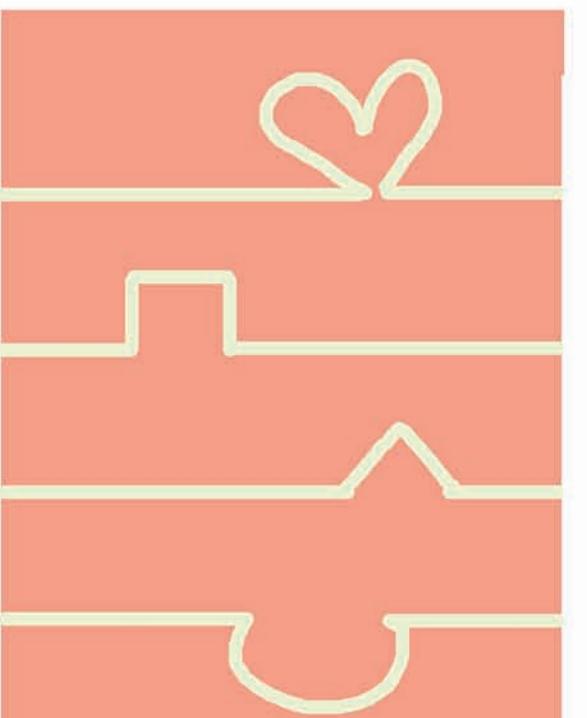
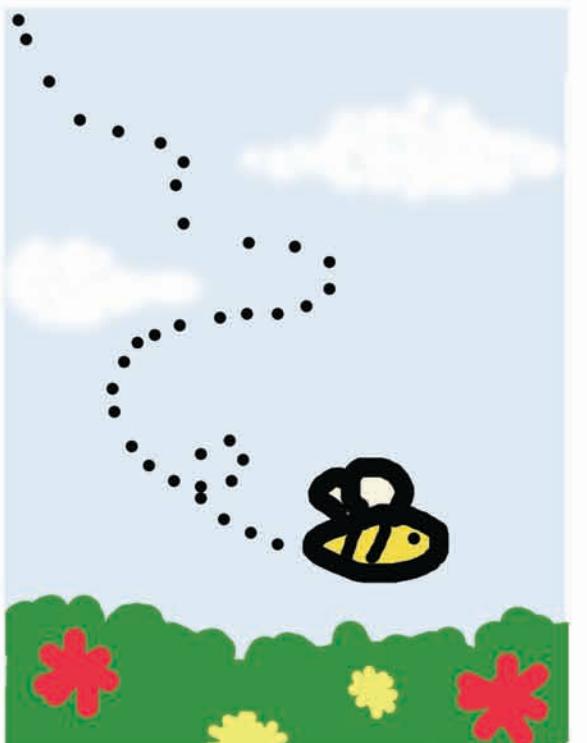
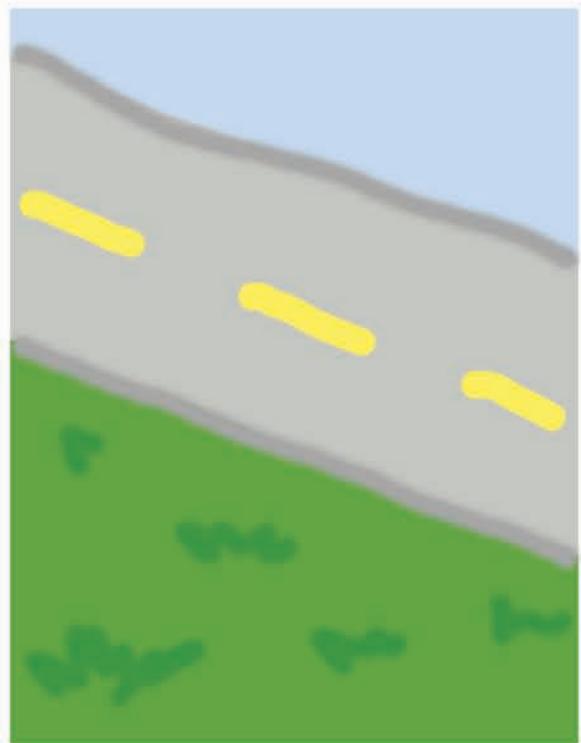
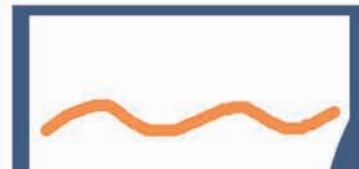


# Lines can...



texture