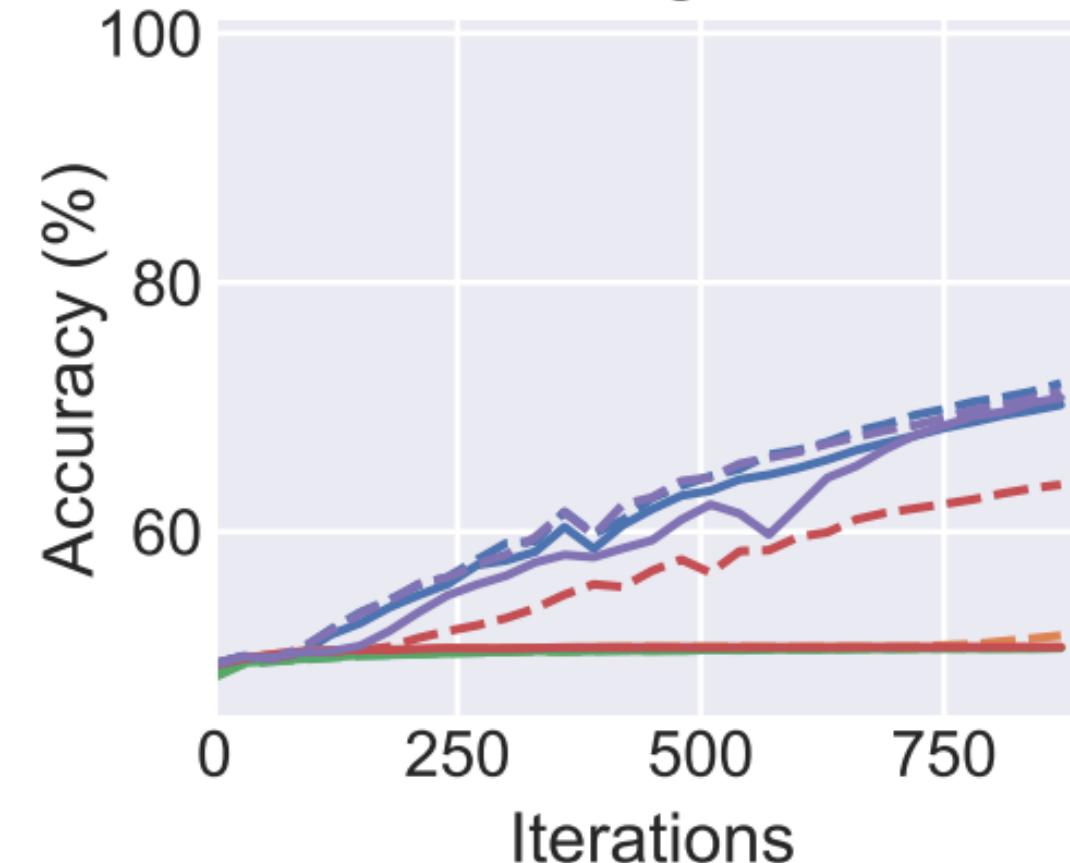


RandomEdge = False



RandomEdge = True

