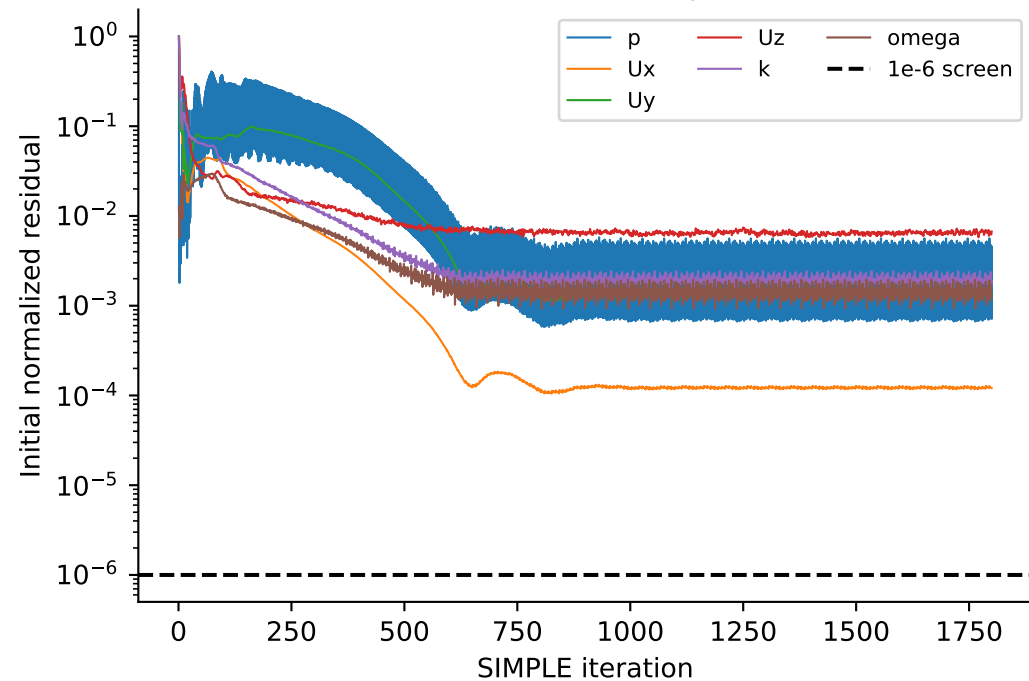


wall-function — built-in stop not reached



low-re — built-in stop not reached

