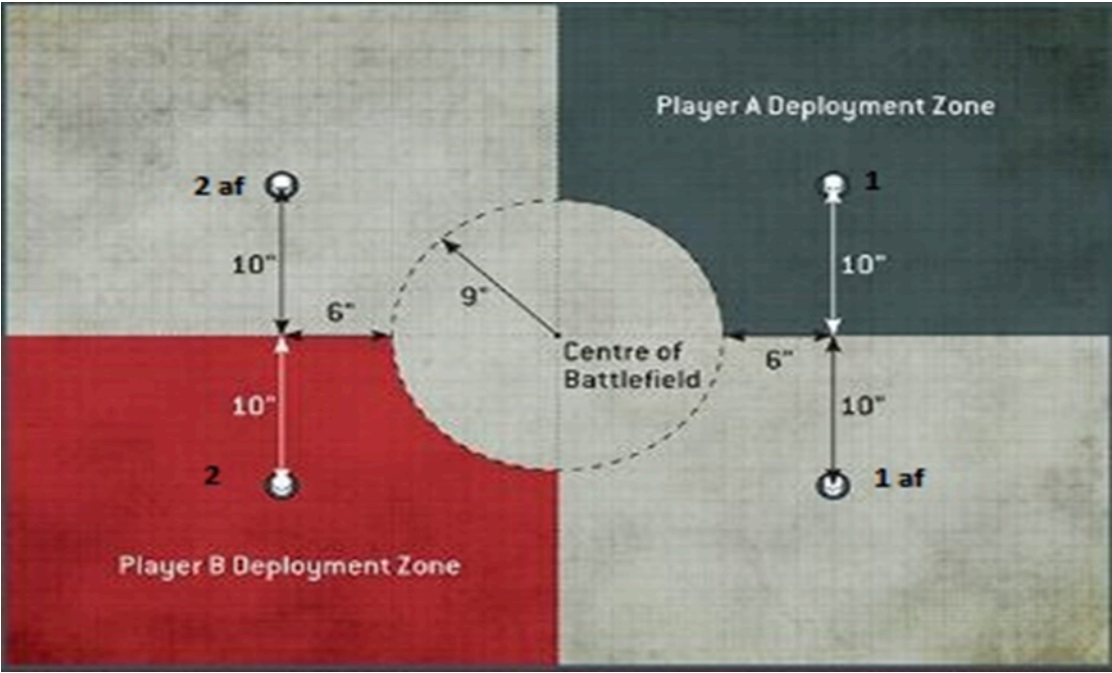


Scenario 1 : map



Scenario 2 : map

