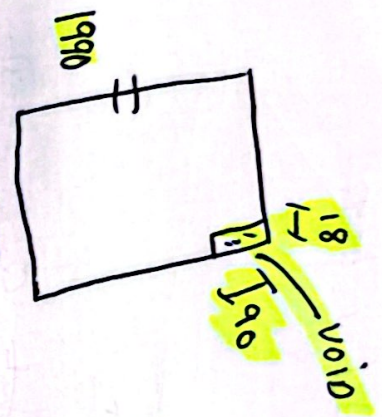


Voids

#3 = Panels = a void



#4 Cabriols

