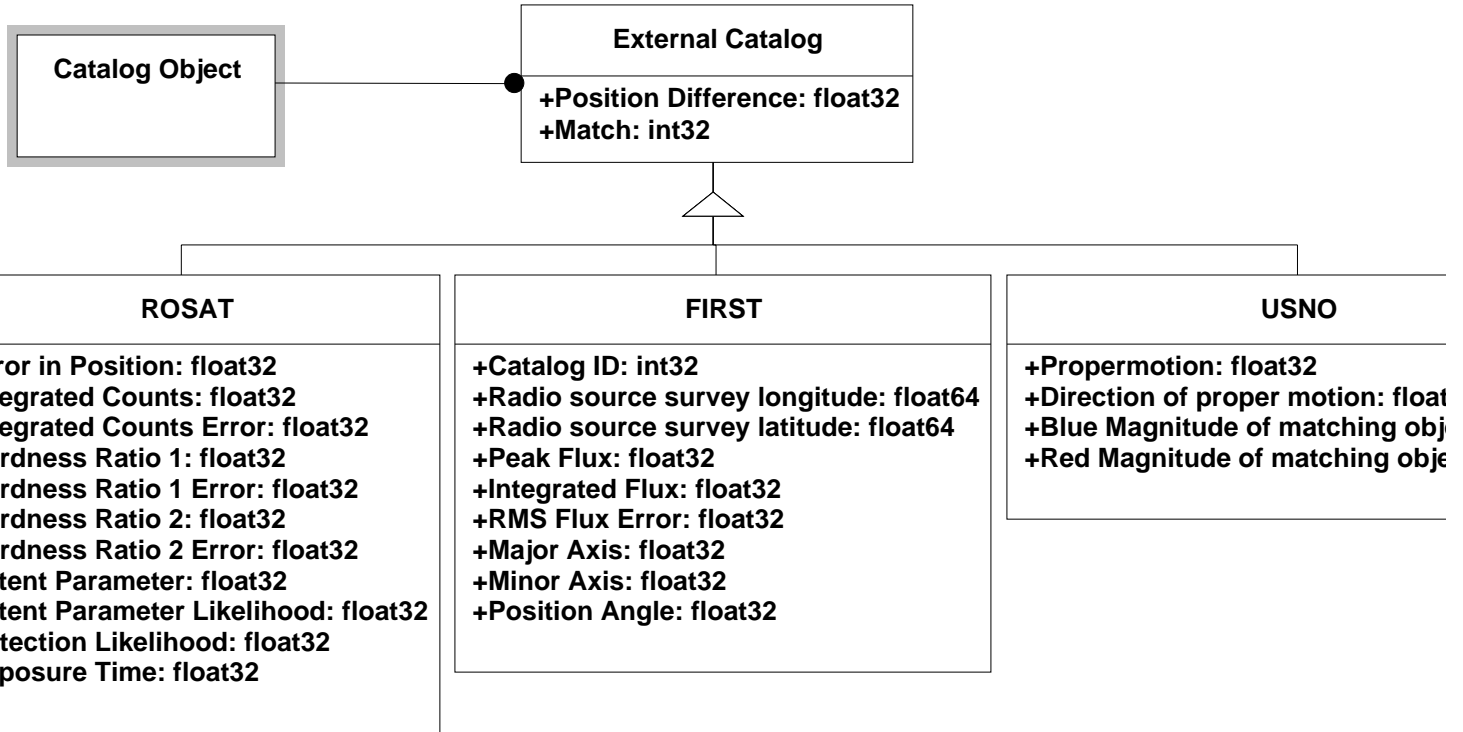


External Object



<b>i32</b> <b>ect: float32</b> <b>act: float32</b>