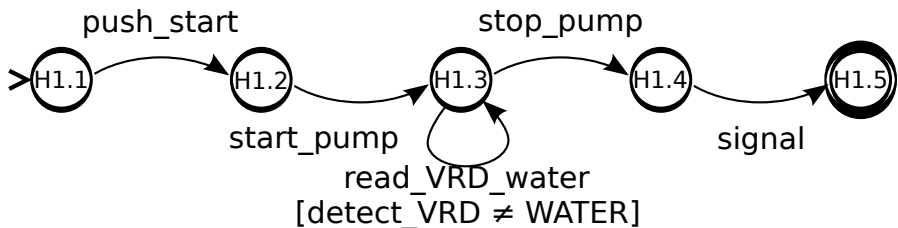


|| fill_tubbing1 | {push_start,signal}

HD

[detect_VRD = WATER]



operator

