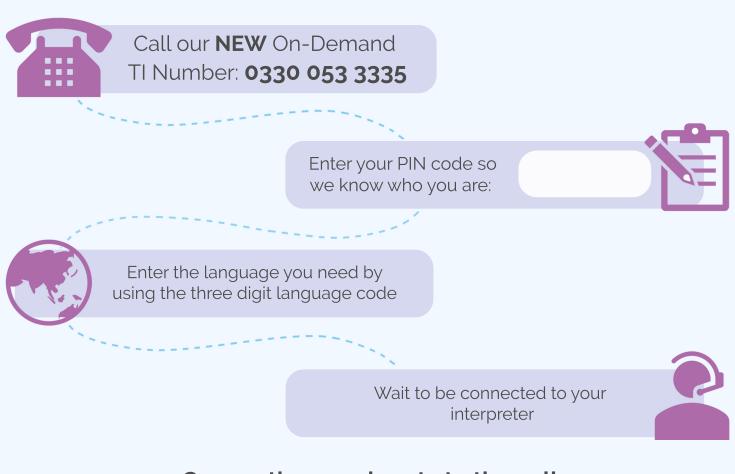




How to connect to an interpreter



Connecting a 3rd party to the call

