Shotgun Slitherlink

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Instructions

Create a loop through the grids at right without intersections or dead-ends. Each digit represents the number of wall pieces that must surround it.

On filled holes the loop must turn 90 degrees and must have straight sections before AND after.

On white holes the loop must travel straight through, and must turn 90 degrees before and/or after the hole.

In this puzzle, anywhere that a 2 immediately left of a 3 is possible, those two clues are given.

I turn 23 years old today.

Errata

Thanks go to Alan (a.k.a. PuzzleScot) for his help pointing out a mistake in the original posting of this puzzle, which has since been corrected.