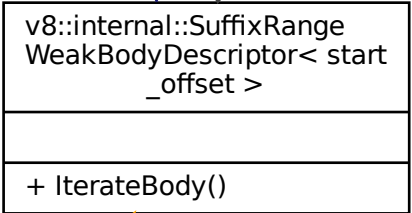


+kStartOffset



< HeapObject::kHeaderSize >

