

Immortal Memory

Shared by all handlers across missions

Mission Memory

Shared by all handlers in the mission

Mission

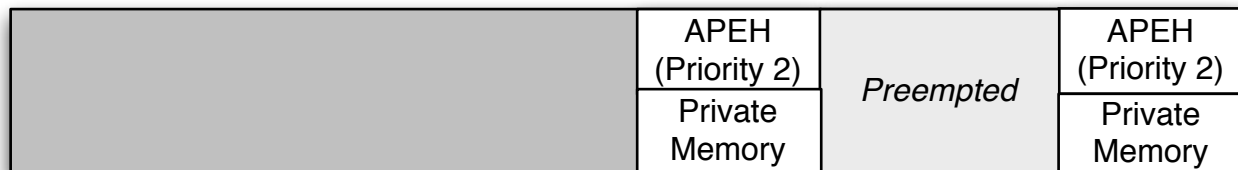
SO 3



SO 2



SO 1



Timer event

Triggered event

Timer event Timer event

Time →