

Mission

Immortal Memory
Shared by all handlers across missions

Mission Memory
Shared by all handlers in the mission

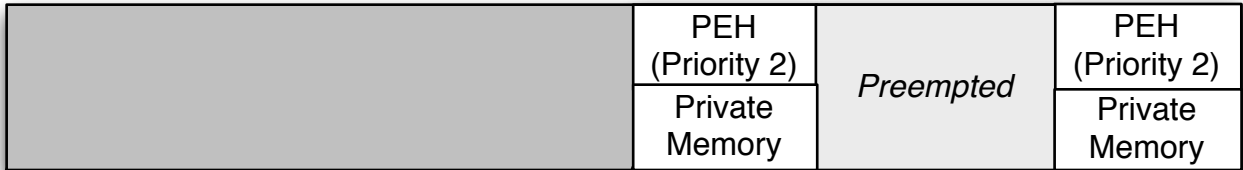
SO 3



SO 2



SO 1



Timer event

Triggered event

Timer event

Timer event

Time