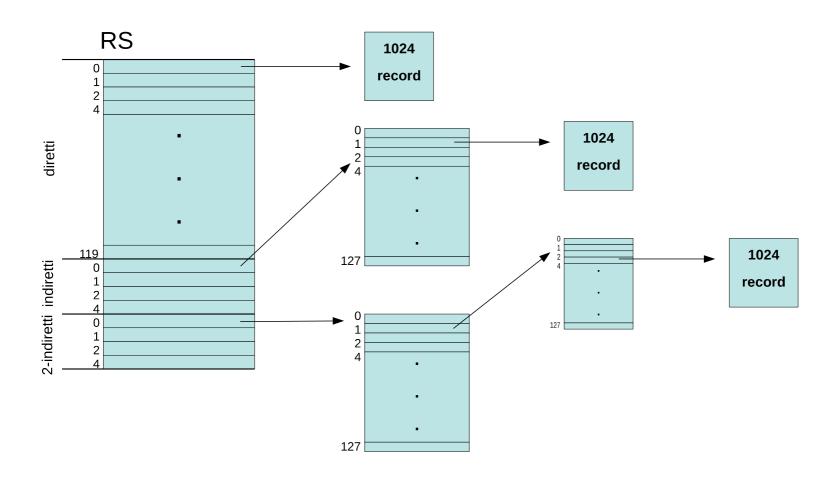


#record = (120 * 1024) + ...



#record = (120 * 1024) + (4 * (1024 / 8) * 1024) + ...

