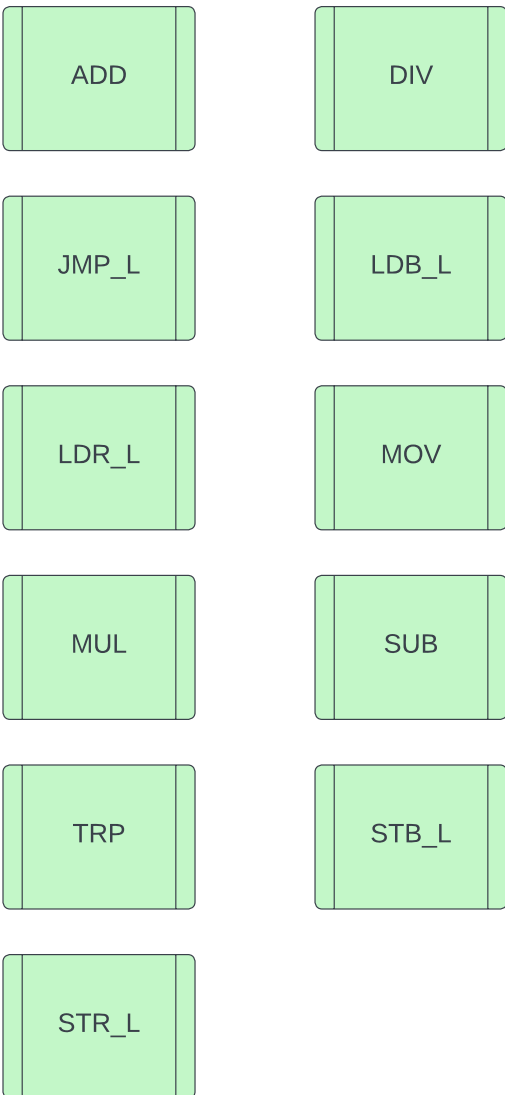
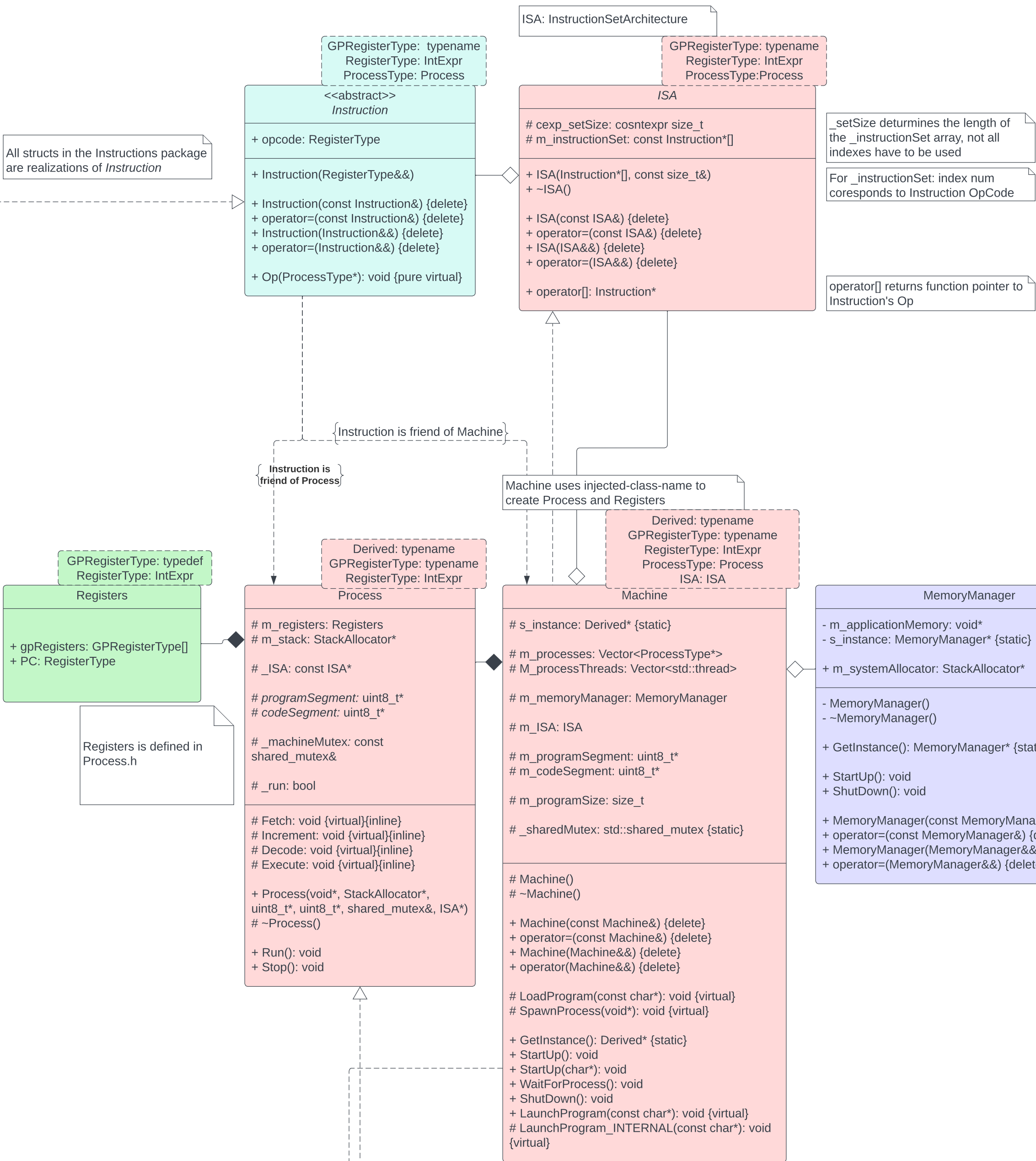


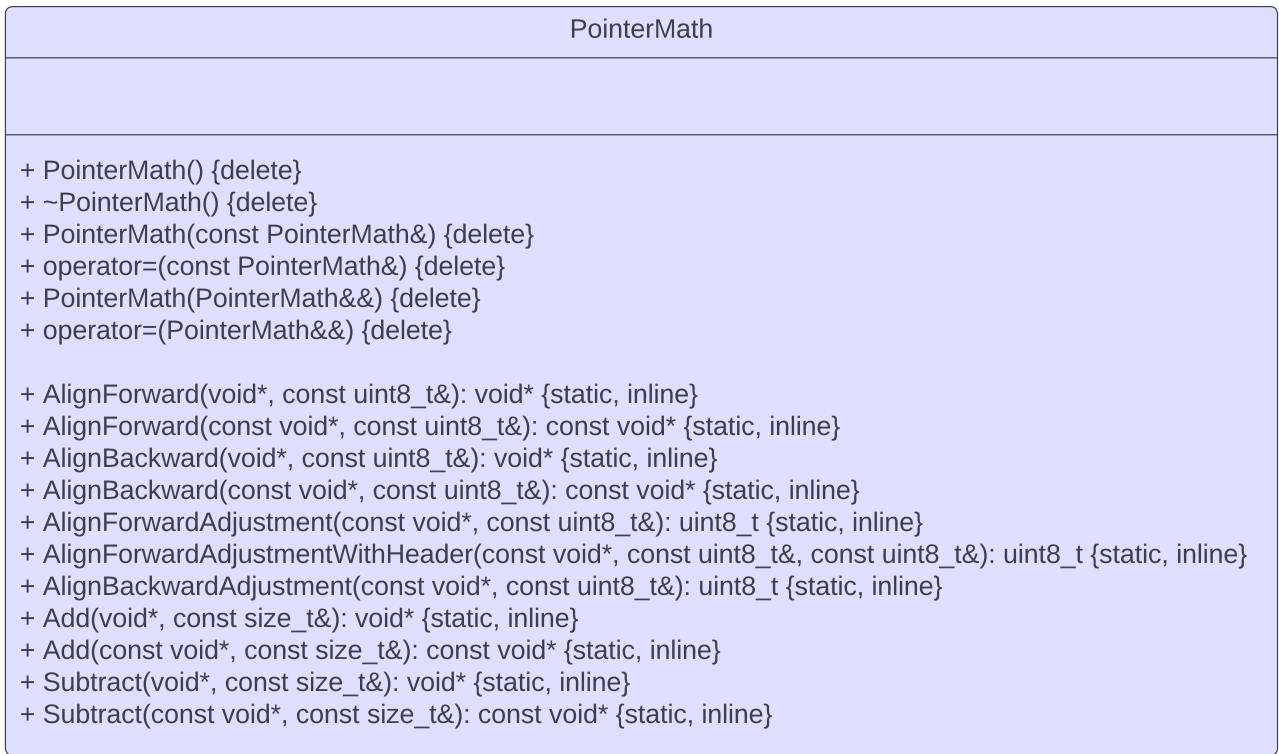
Instructions



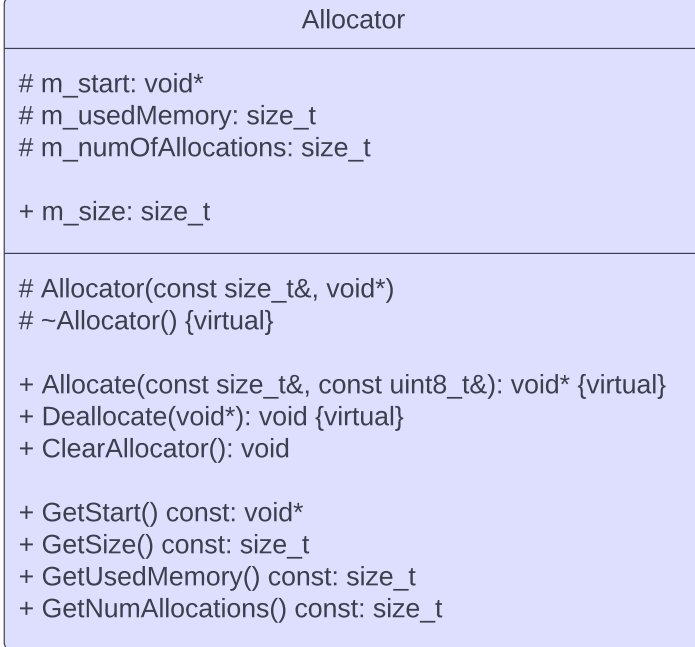
VMFramework



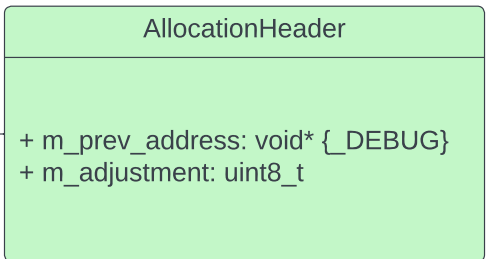
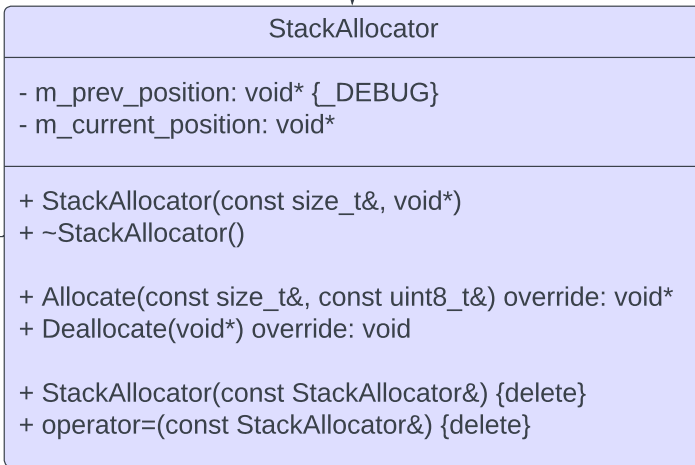
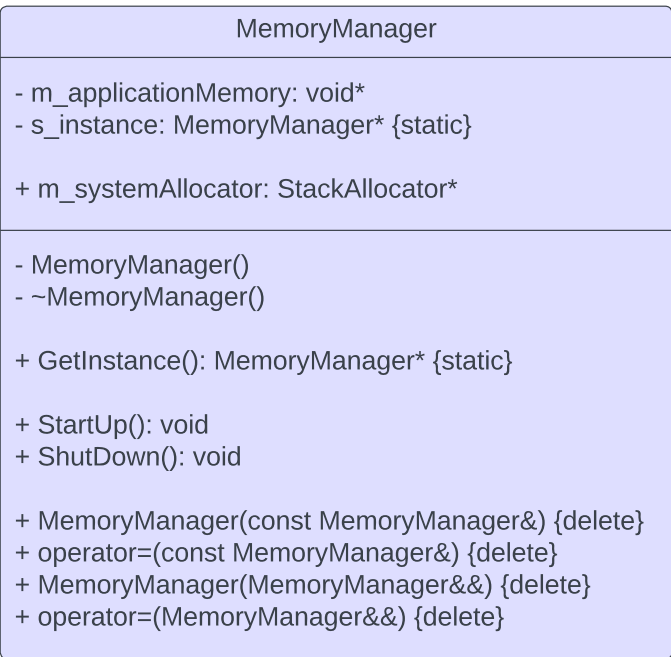
{ PointerMath is a static class }



Uses



\*\*PointerMath class is contained in Allocator.h



VM\_4380

