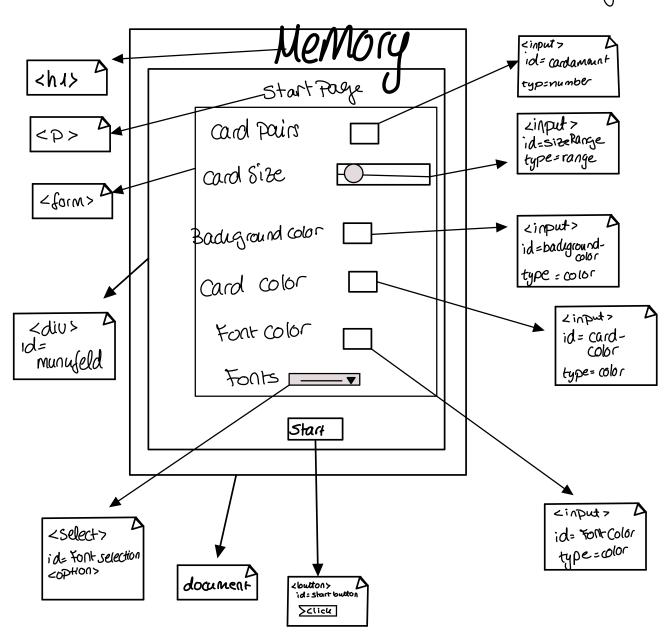
## Memory setting



1

