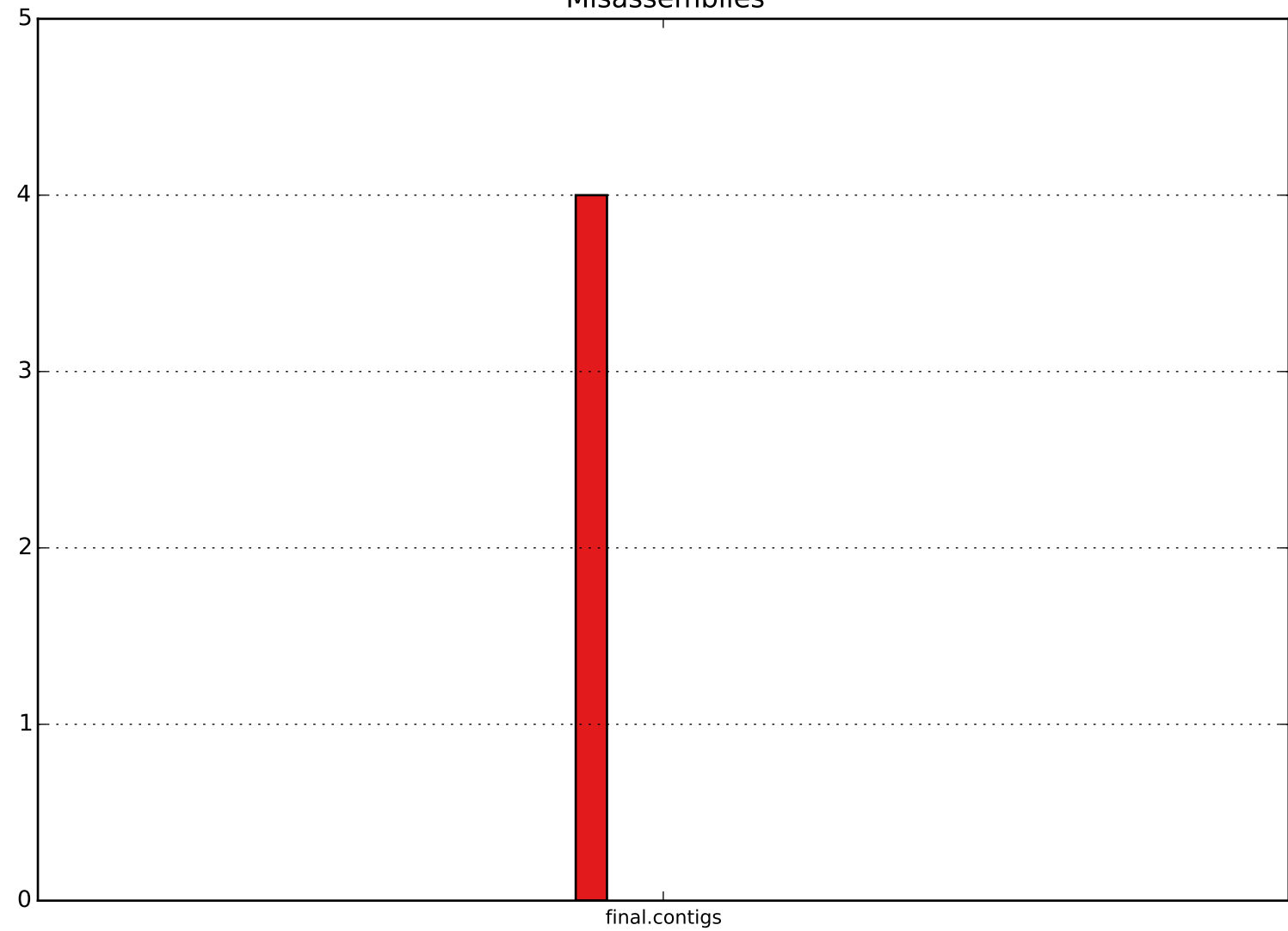


# Misassemblies



# relocations