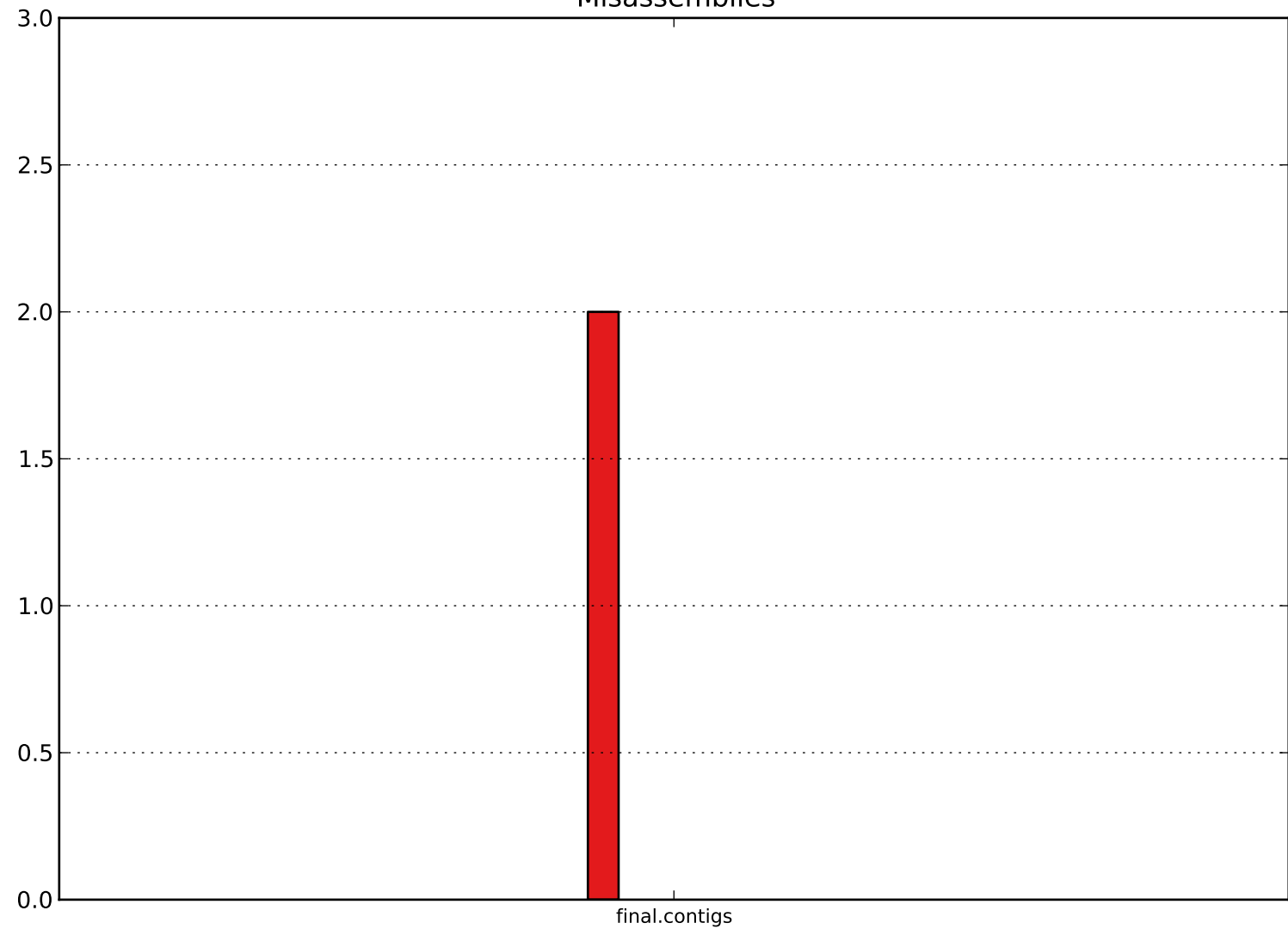


# Misassemblies



 # relocations