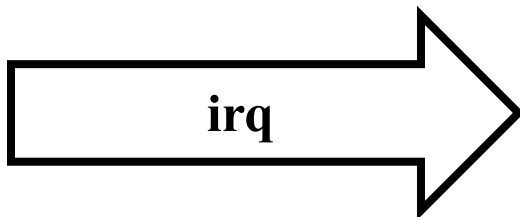
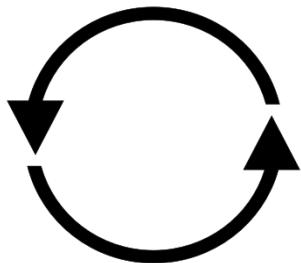




Timer



Core

task_tick



entity_tick



resched_curr