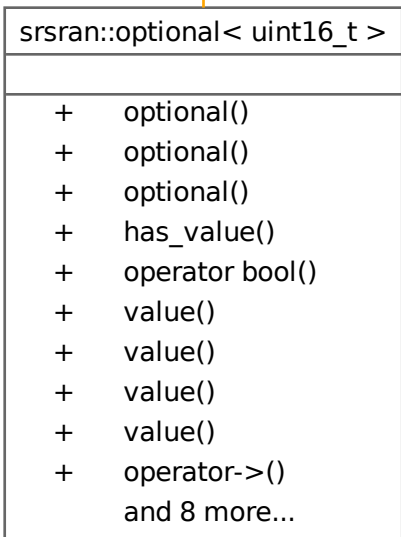


< uint16\_t >



+scrambling\_id0  
+scrambling\_id1

