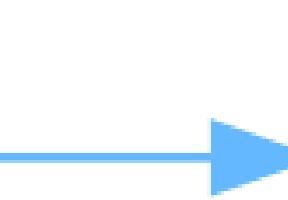


SuspendedState::Suspended
State



EmbeddedSystemXState
::EmbeddedSystemXState