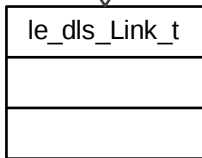


+nextPtr
+prevPtr

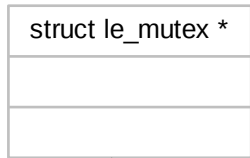
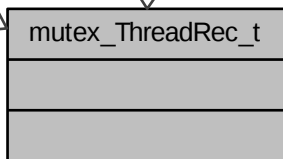


+headLinkPtr



+waitingListLink

+lockedMutexList



+waitingOnMutex