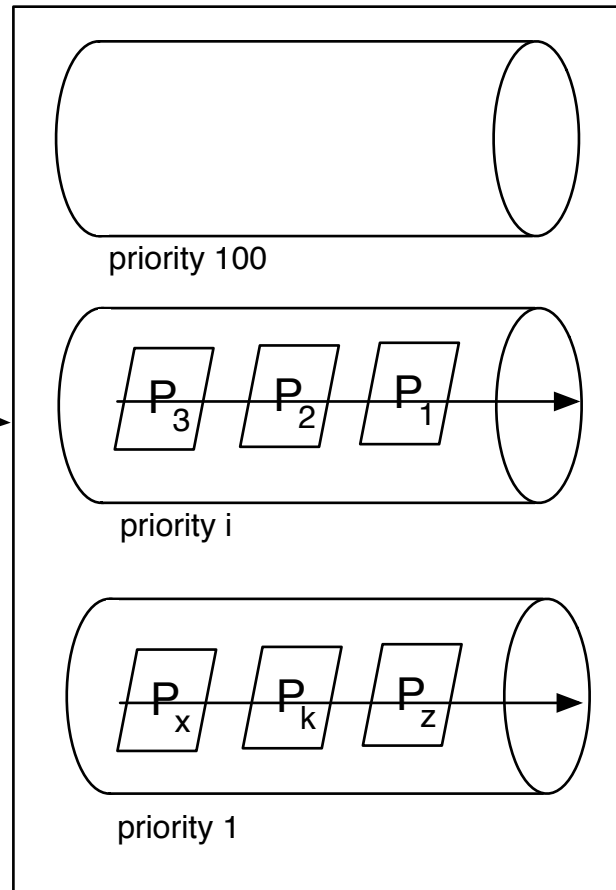


<<uniqueInstance>>

Processor



pending lists