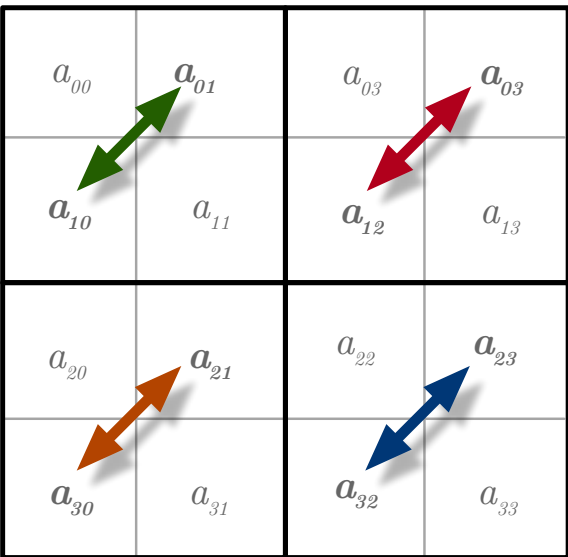
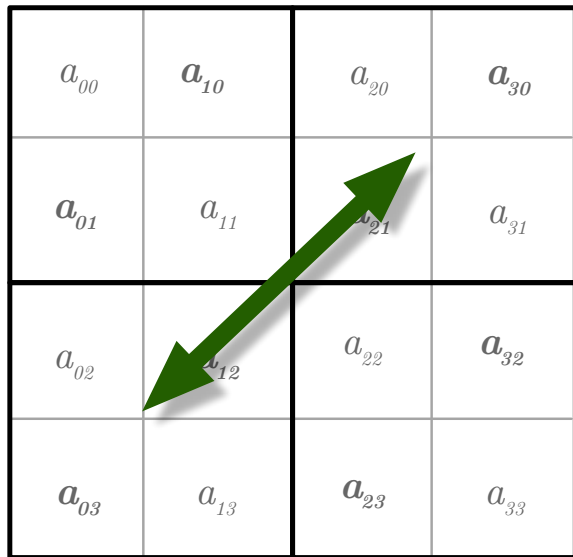


local



local



Thread 0

Thread 1

Thread 2

Thread 3

... Thread N