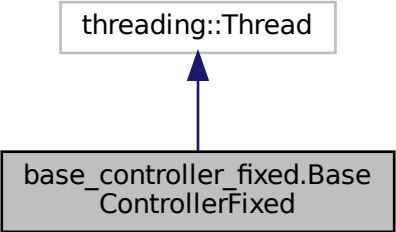


threading::Thread



base_controller_fixed.Base
ControllerFixed