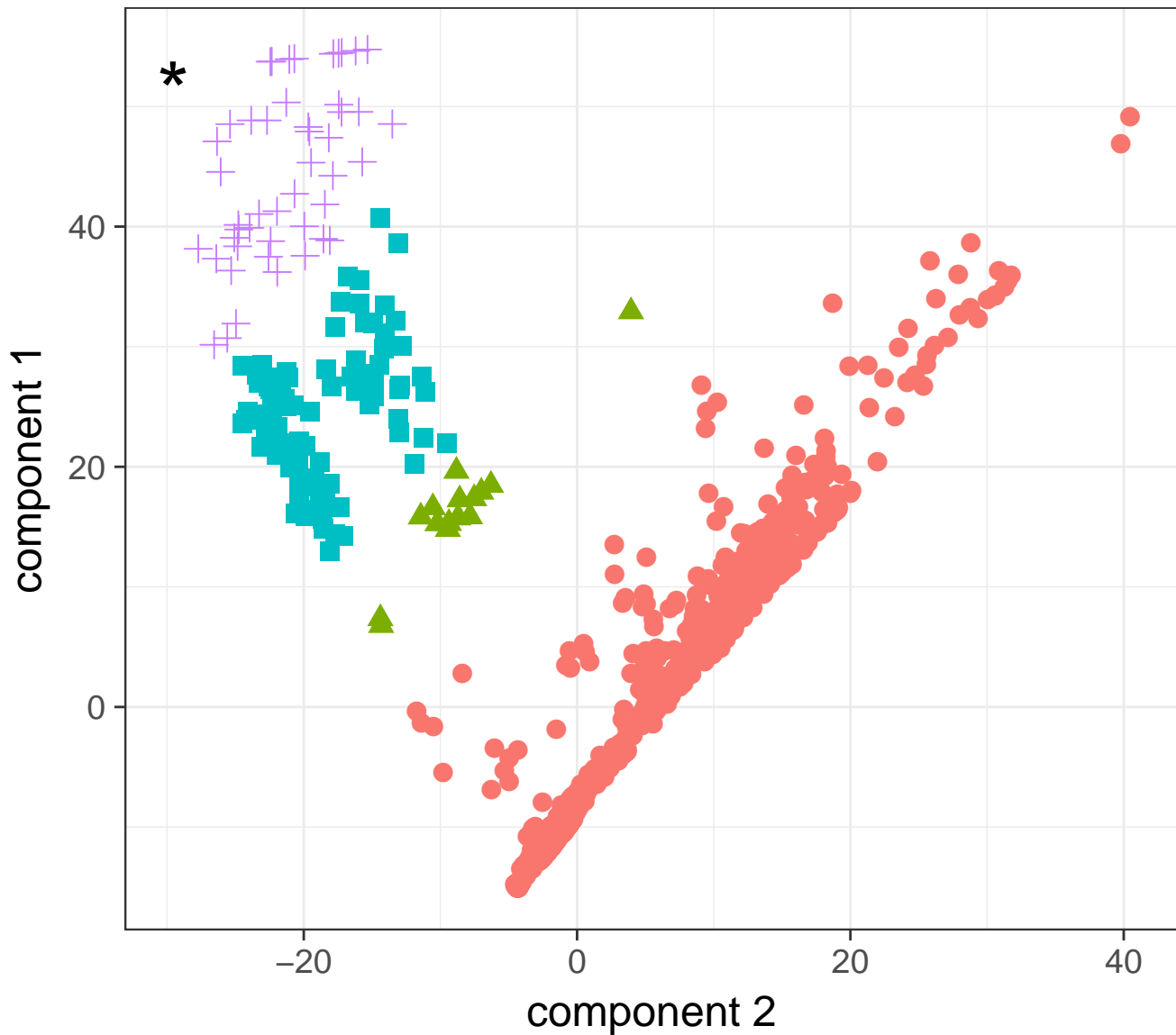


CPU load: ● 1 ▲ 2 ■ 3 + 4



* = noise