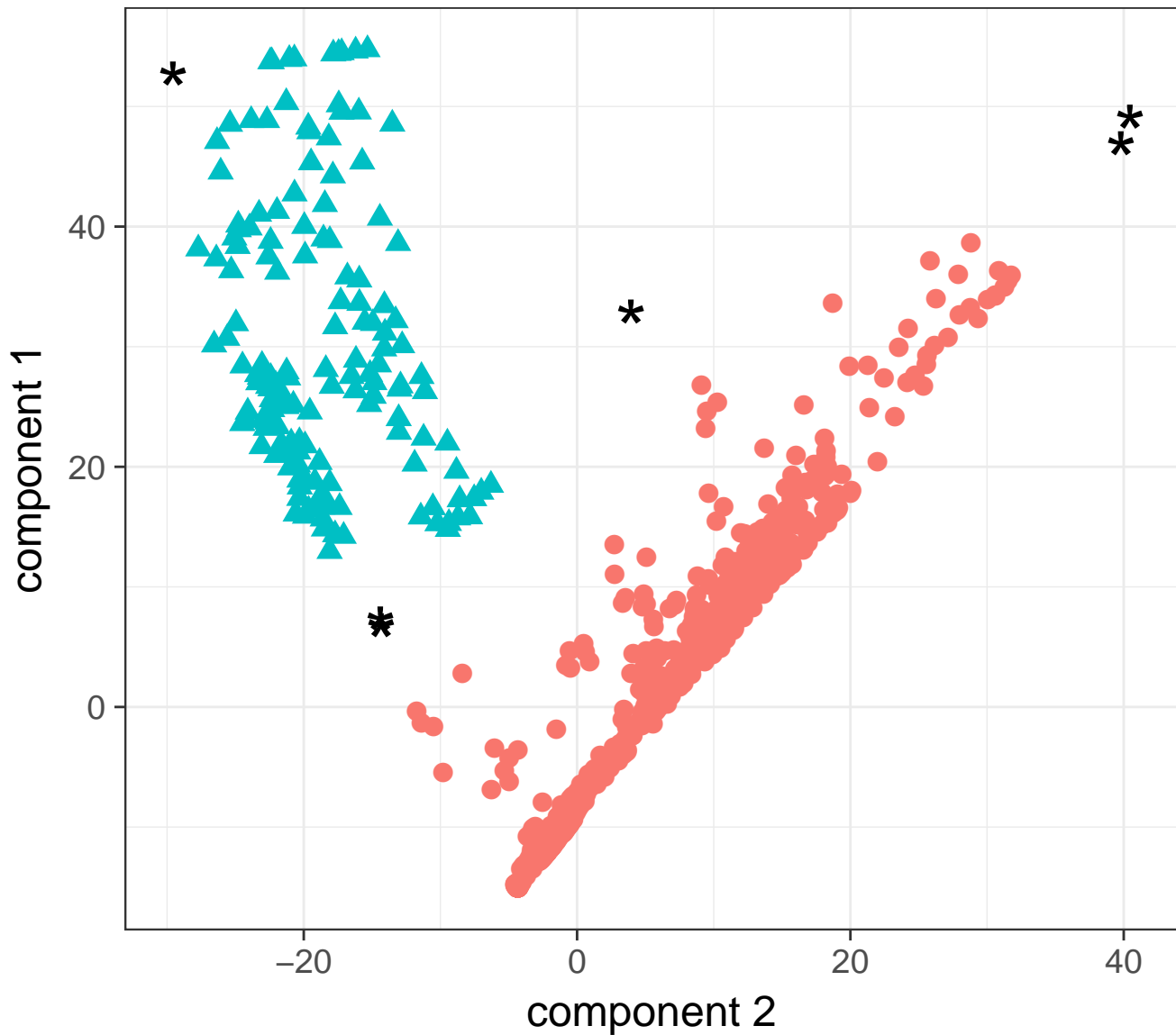


CPU load: ● 1 ▲ 2



* = noise