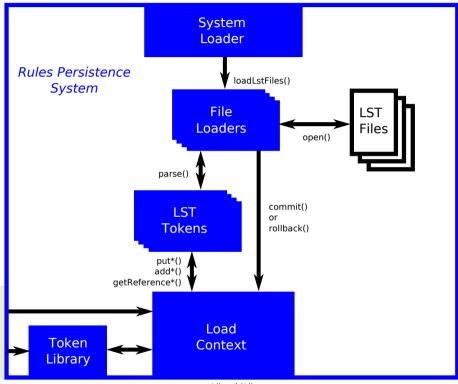
Load Ul

loadCampaigns()



System Startup

put\*(), add\*()

Rules Data Store