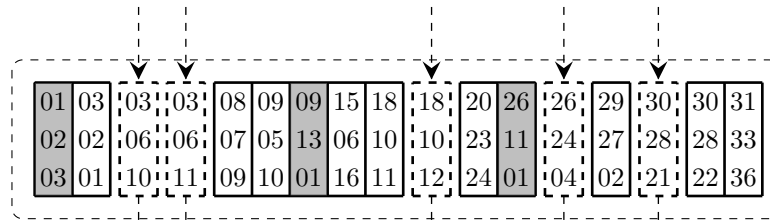


Buffer Layer



Physical Layer

