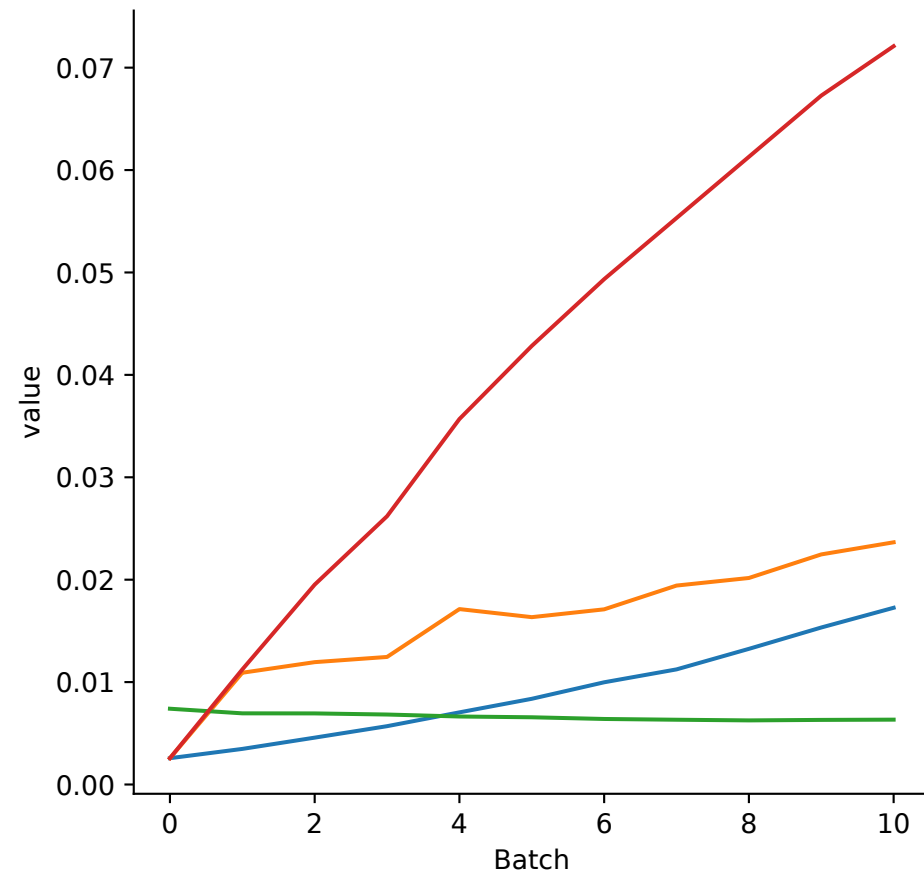


FPS



Memory

