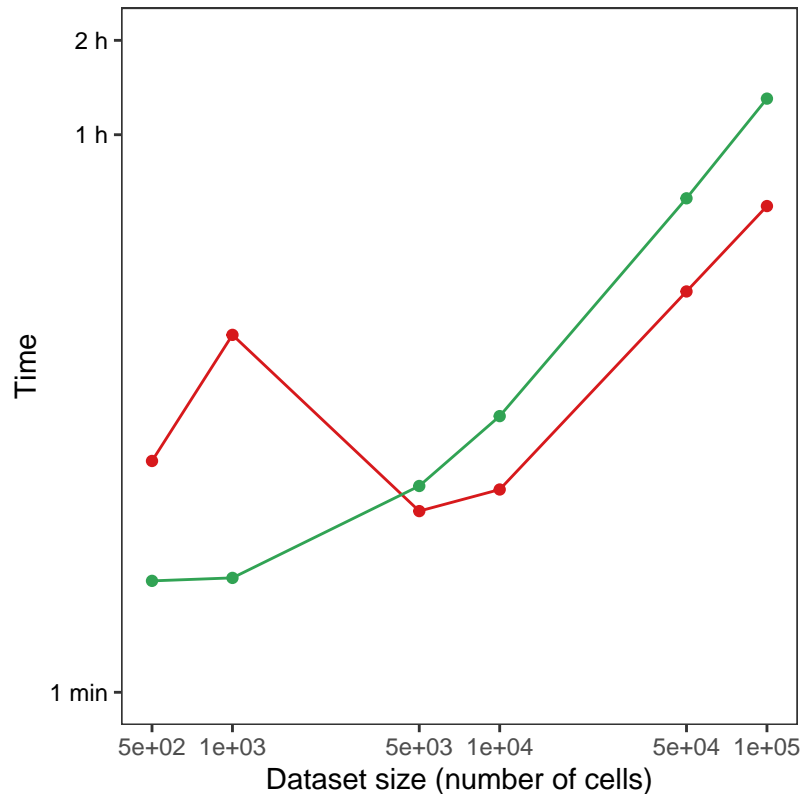


GAM time



GAM memory

