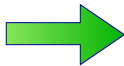
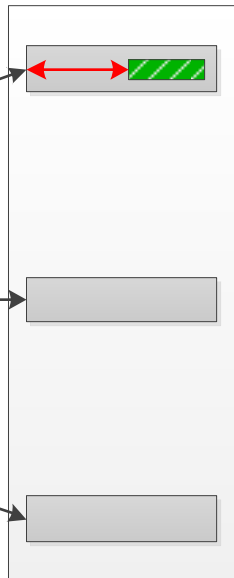
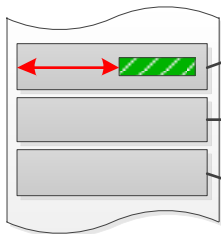


Loading into
Memory



Binary File Disk
Representation



Offset X



Bytes to
patch

