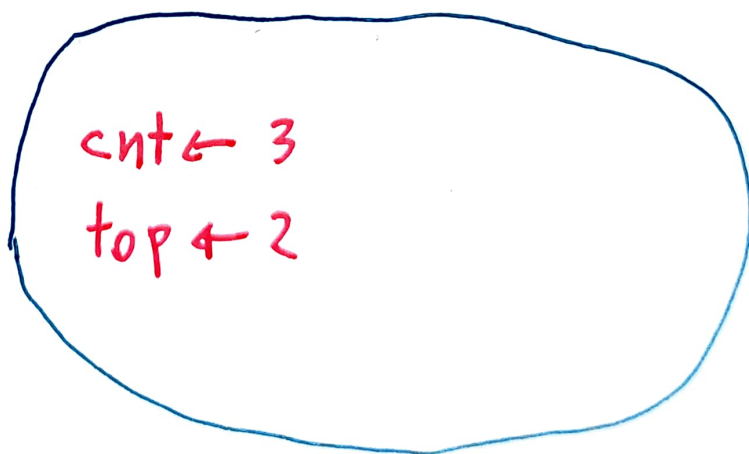


push(12)
push(24)
push(17)



↑ client memory