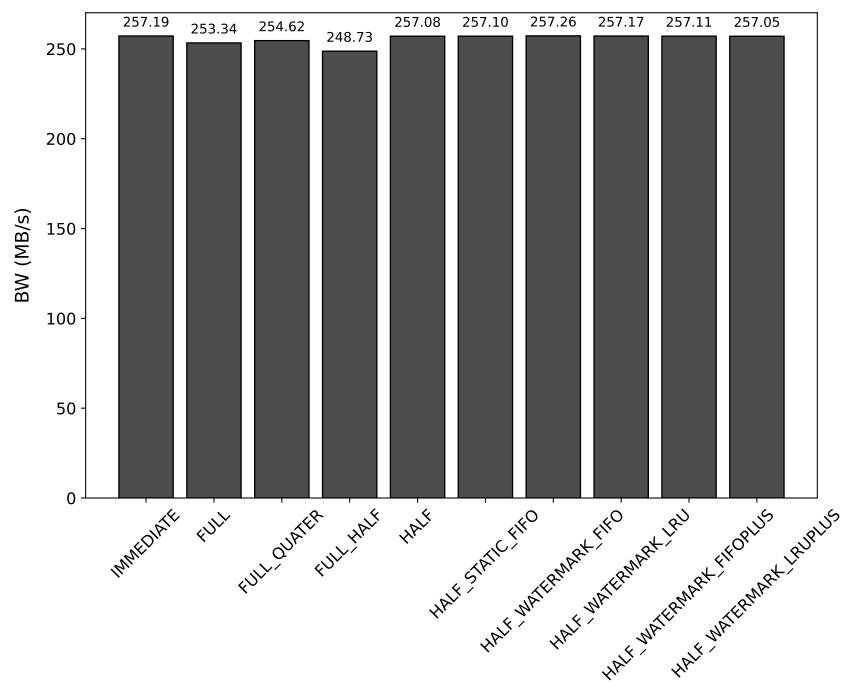
rand-write-async



Block Size (Byte)