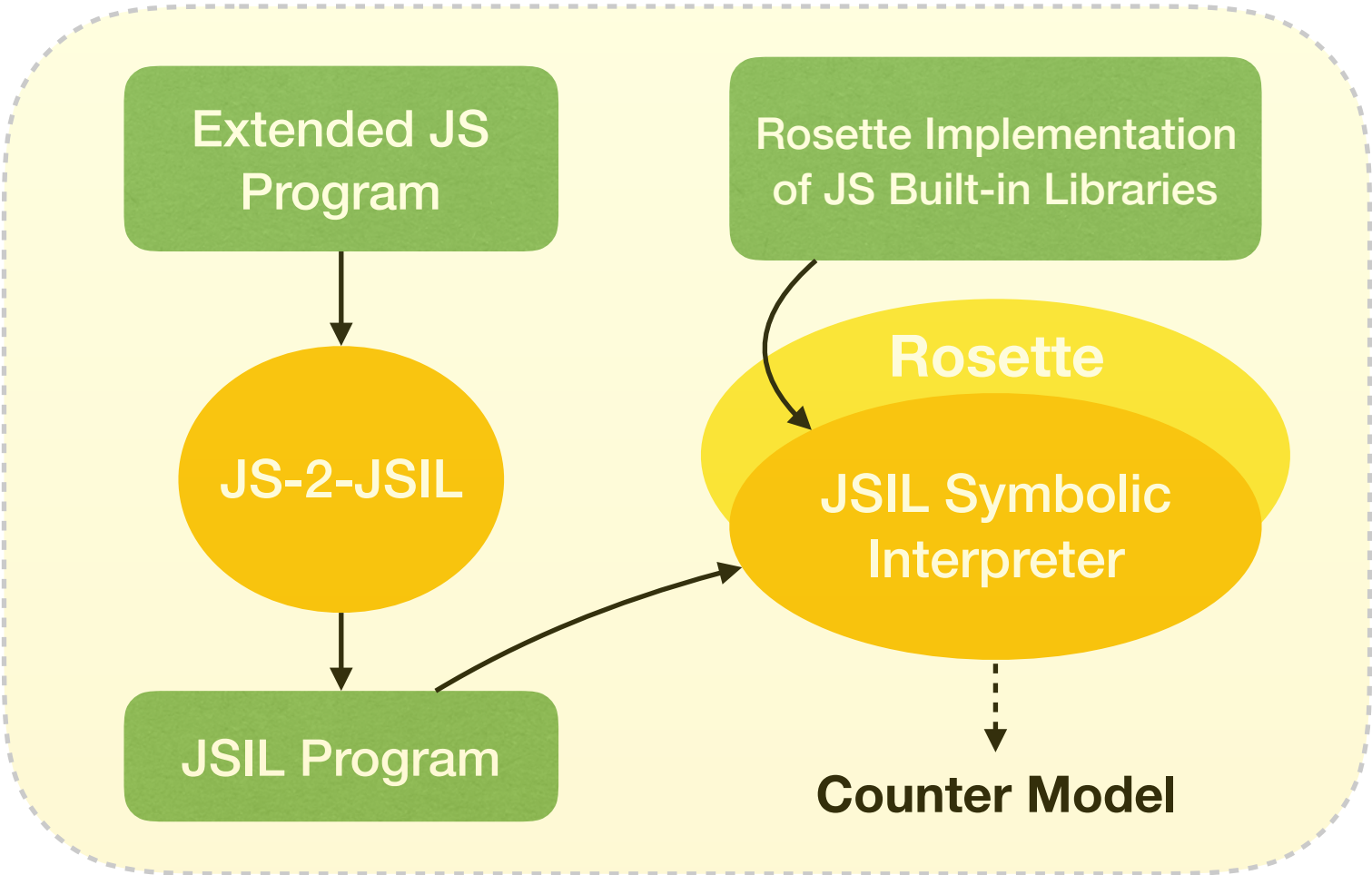


**Cosette**



## Map Library Heap

