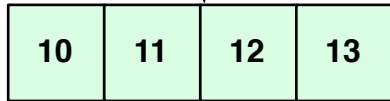
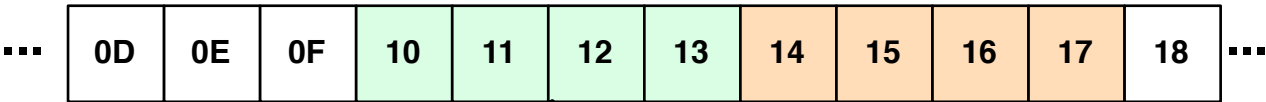


Main Memory



load<pack<float>>(0x10,0)