

```
ipc_magic  
ipc_type  
ipc_unknown1  
ipc_server_id  
ipc_epoch  
ipc_unknown2
```

load

Diagram illustrating memory layout and pointer relationships:

- 32B '\x00\x00\x00\x00\ [...]**: A large memory block at the bottom, mostly containing null bytes.
- Pointers (Left Side)**:
 - <2B 0x14**: Points to the first byte of the memory dump.
 - <2B 238**: Points to the 238th byte of the memory dump.
 - <2B 0x0**: Points to the 0th byte of the memory dump.
 - <2B 0x2**: Points to the 2nd byte of the memory dump.
 - <4B 1631699876**: Points to the 1631699876th byte of the memory dump.
 - <4B 0x0**: Points to the 0th byte of the memory dump.
- Memory Dump (Right Side)**: A sequence of bytes, with some highlighted in colored boxes:
 - 14 00** (Dark Blue)
 - ee 00** (Cyan)
 - 00 00** (Brown)
 - 02 00** (Green)
 - a4 c3 41 61** (Purple)
 - 00 00 00 00** (Yellow)
- Connections (Arrows)**:
 - Colored arrows connect the pointers to the corresponding bytes in the memory dump.
 - For example, the arrow from **<2B 0x14** points to the first byte of the memory dump.
 - The arrow from **<2B 238** points to the 238th byte of the memory dump.
 - The arrow from **<2B 0x0** points to the 0th byte of the memory dump.
 - The arrow from **<2B 0x2** points to the 2nd byte of the memory dump.
 - The arrow from **<4B 1631699876** points to the 1631699876th byte of the memory dump.
 - The arrow from **<4B 0x0** points to the 0th byte of the memory dump.