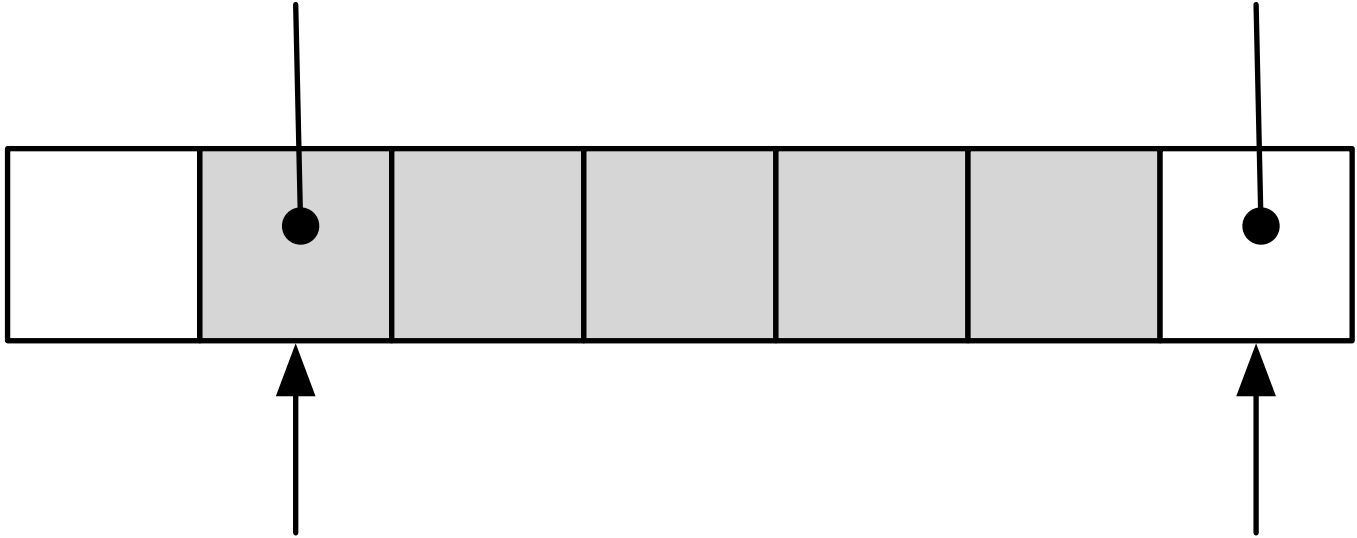


unack

seq



bufferPos - bufferFill

bufferPos