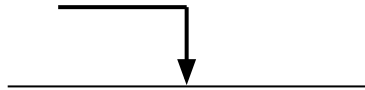


call walkDir

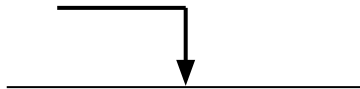


add 1

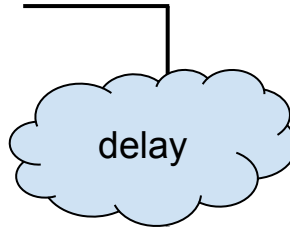
defer done()
call visit



walkDir returns
wg.Wait() returns



go walkDir



add 1

defer done()

TOO LATE!