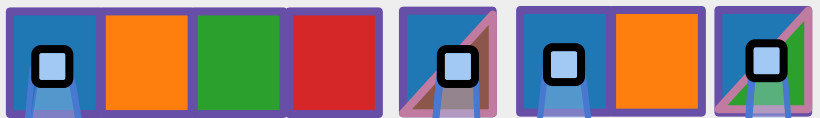




memory
buffer



time

