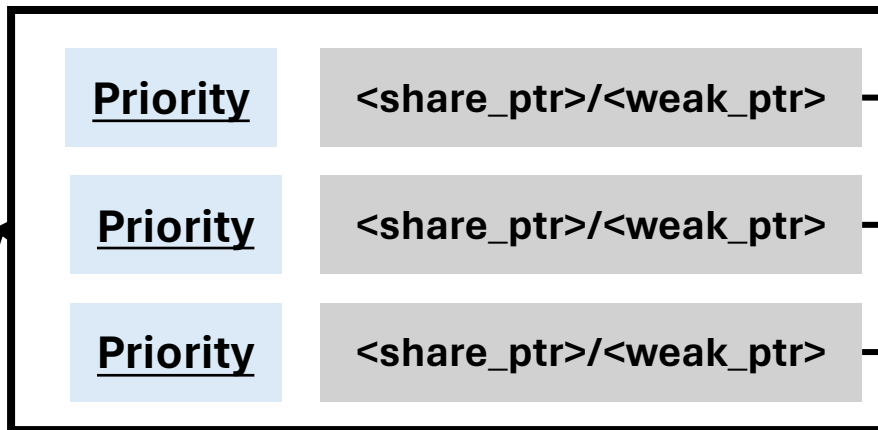




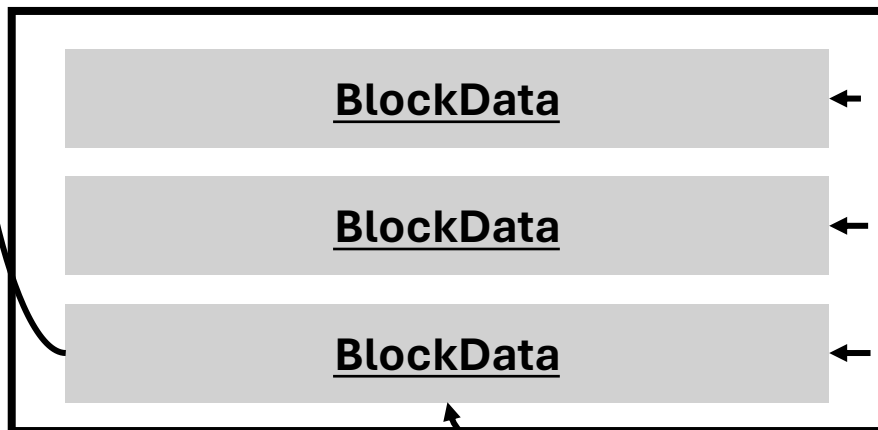
Buffer pool



Update()



Actual Buffer



Update()

