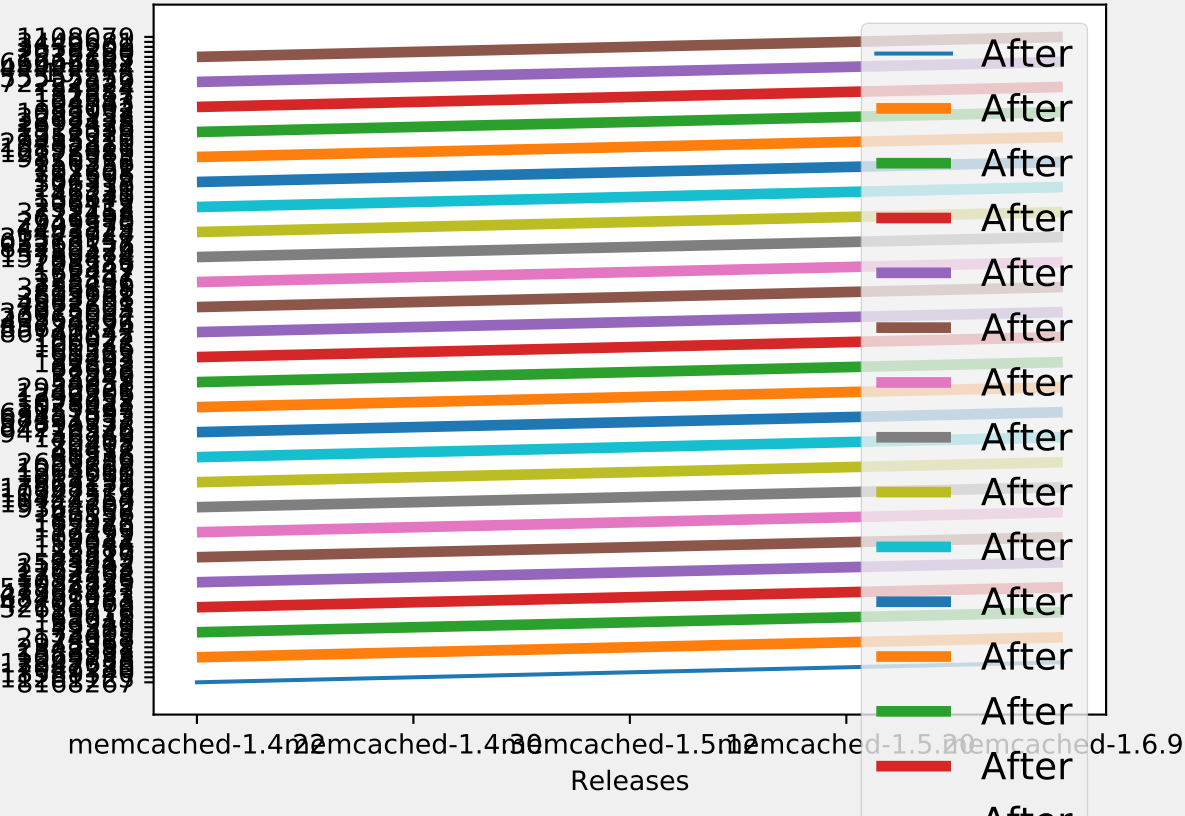
LoadAfter Thread : 4 branch-loads


After
After
After