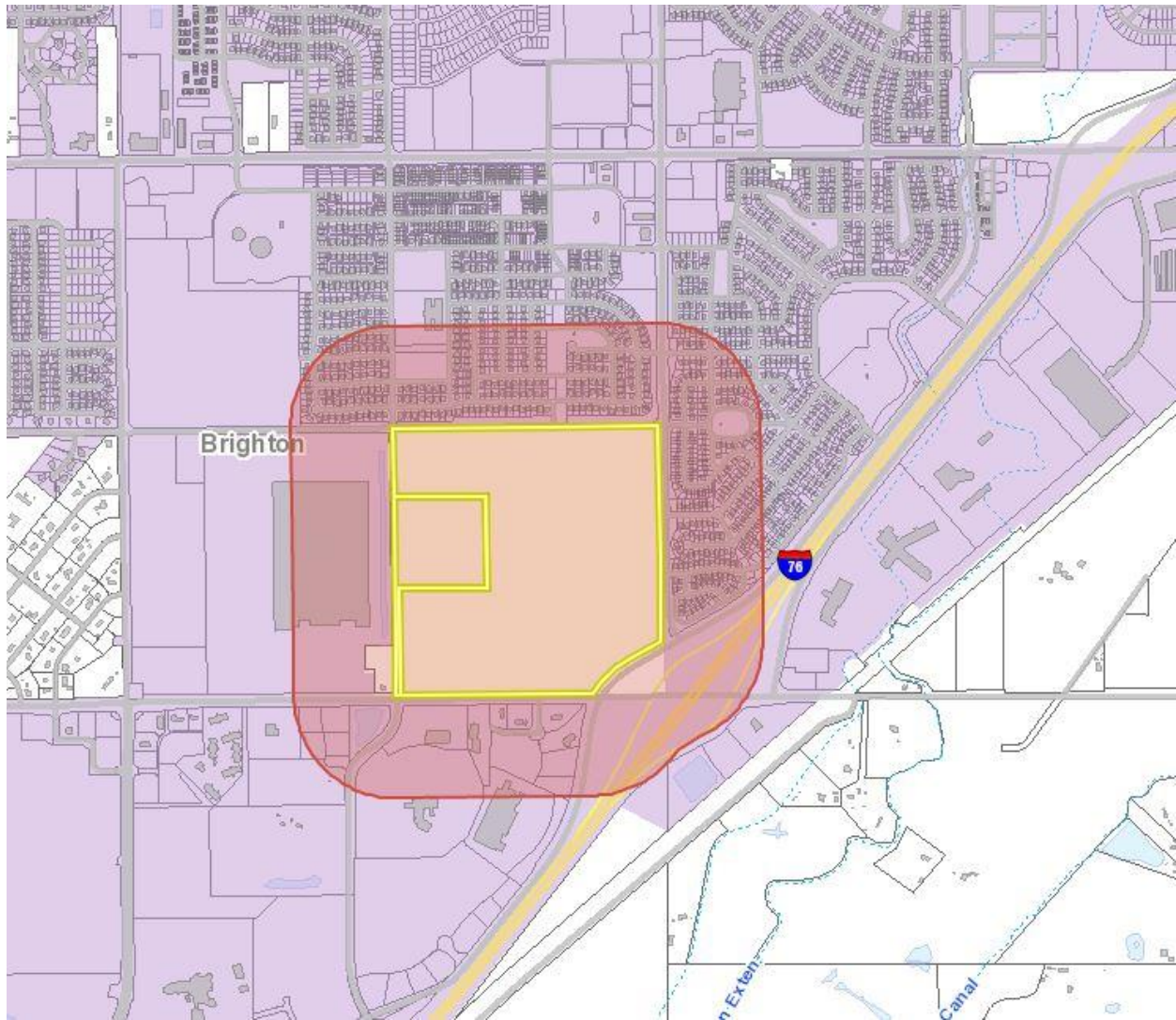




Buffer Map