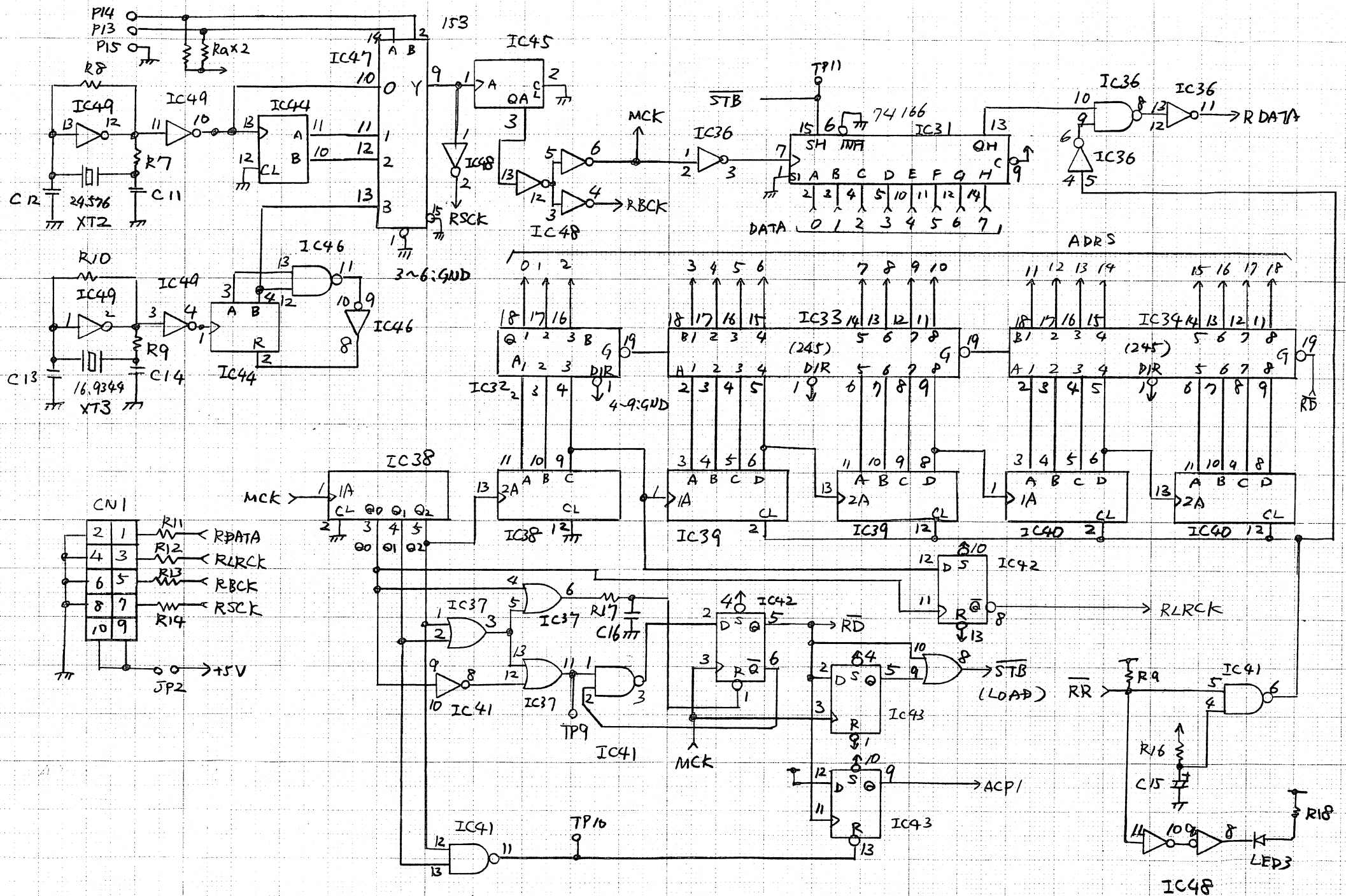




Memory Buffer / read unit