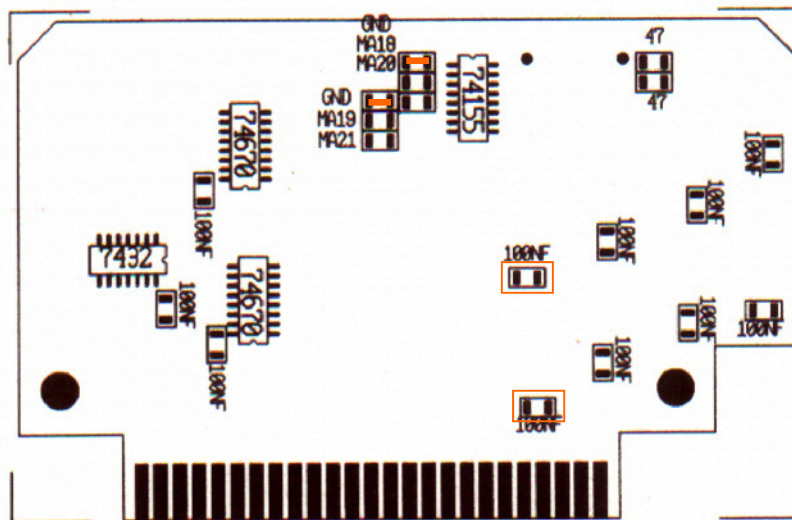
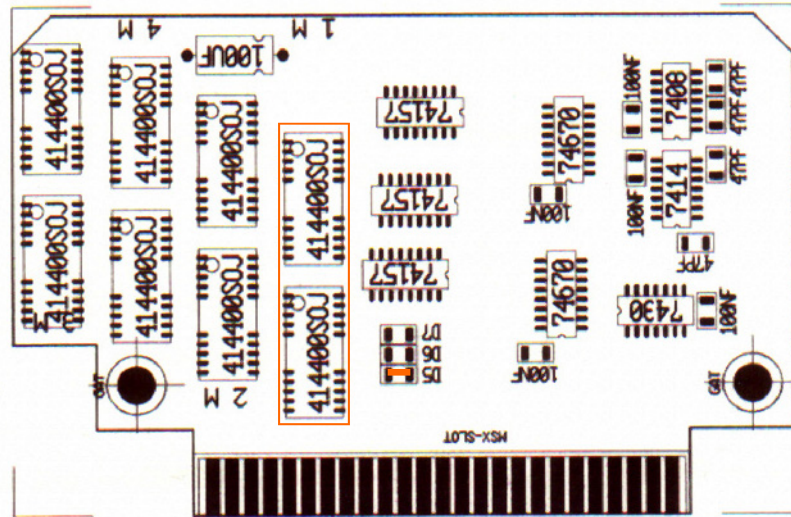


# 1 MB Memory Mapper



## 2 MB Memory Mapper

