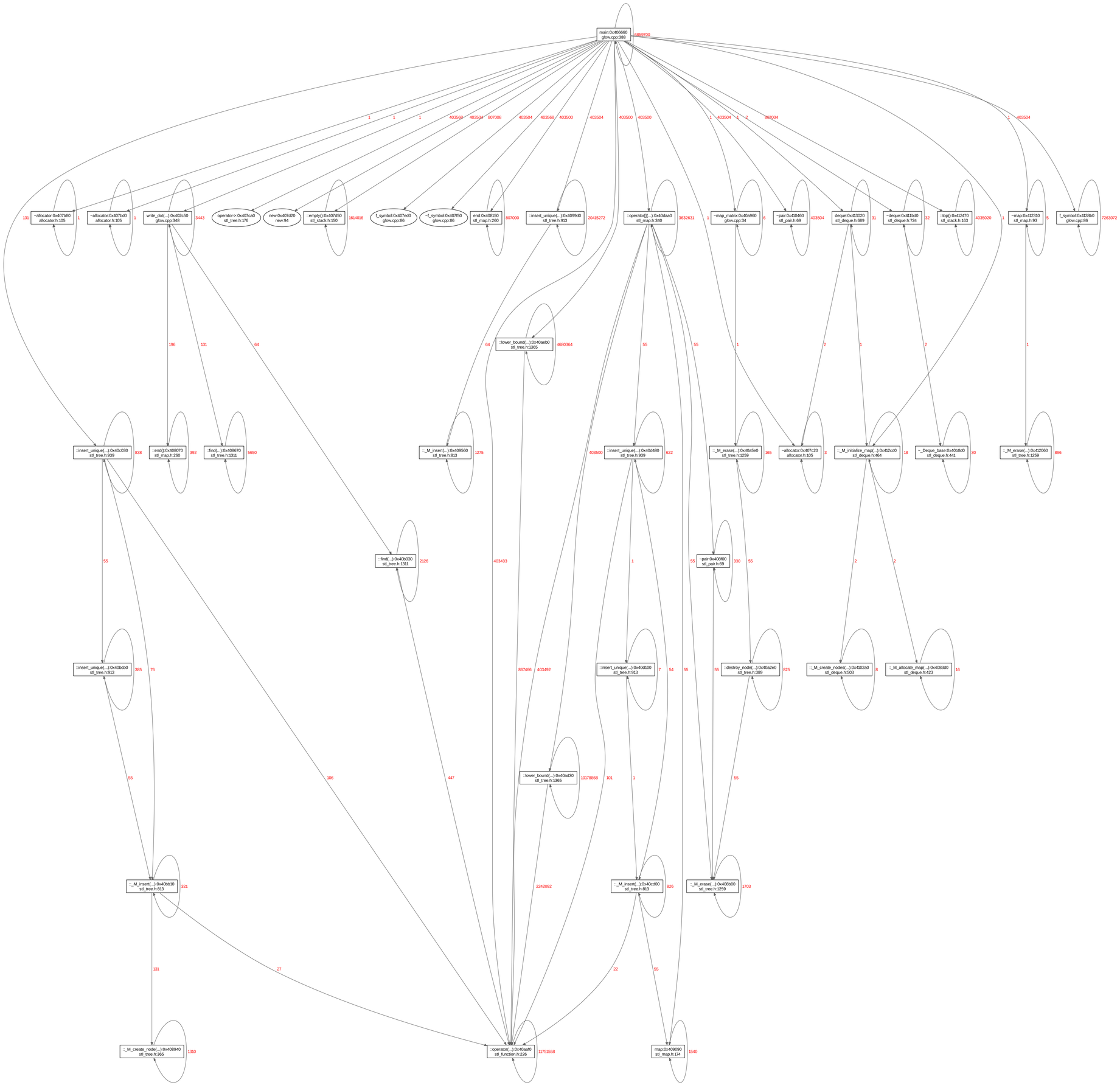
main:0x406660
glow.cpp:388
6859700
~allocator:0x407bb0
allocator.h:105
~allocator:0x407bd0
allocator.h:105
write_dot(...):0x402c50
glow.cpp:348
operator->:0x407ca0
stl_tree.h:176
new:0x407d20
new:94
::empty():0x407d50
stl_stack.h:150
f_symbol:0x407ed0
glow.cpp:86
~f_symbol:0x407f50
glow.cpp:86
end:0x408150
stl_map.h:260
::insert_unique(...):0x4099d0
stl_tree.h:913
::operator[](...):0x40daa0
stl_map.h:340
~map_matrix:0x40a960
glow.cpp:34
~pair:0x410460
stl_pair.h:69
deque:0x413020
stl_deque.h:689
~deque:0x411bd0
stl_deque.h:724
::top():0x412470
stl_stack.h:163
~map:0x412310
stl_map.h:93
f_symbol:0x4138b0
glow.cpp:86
::lower_bound(...):0x40aeb0
stl_tree.h:1365
::insert_unique(...):0x40c030
stl_tree.h:939
::end():0x408070
stl_map.h:260
::find(...):0x408670
stl_tree.h:1311
::_M_insert(...):0x409560
stl_tree.h:813
::insert_unique(...):0x40d480
stl_tree.h:939
::_M_erase(...):0x40a5e0
stl_tree.h:1259
~allocator:0x407c20
allocator.h:105
::_M_initialize_map(...):0x412cd0
stl_deque.h:464
~_Deque_base:0x40b8d0
stl_deque.h:441
::_M_erase(...):0x412060
stl_tree.h:1259
::find(...):0x40b030
stl_tree.h:1311
~pair:0x409f00
stl_pair.h:69
::insert_unique(...):0x40bcb0
stl_tree.h:913
::insert_unique(...):0x40d100
stl_tree.h:913
::destroy_node(...):0x40a2e0
stl_tree.h:389
::_M_create_nodes(...):0x4102a0
stl_deque.h:503
::_M_allocate_map(...):0x4083d0
stl_deque.h:423
::lower_bound(...):0x40ad30
stl_tree.h:1365
::_M_insert(...):0x40bb10
stl_tree.h:813
::_M_insert(...):0x40cd00
stl_tree.h:813
::_M_erase(...):0x408b00
stl_tree.h:1259
::_M_create_node(...):0x408940
stl_tree.h:365
::operator(...):0x40aaf0
stl_function.h:226
map:0x409090
stl_map.h:174