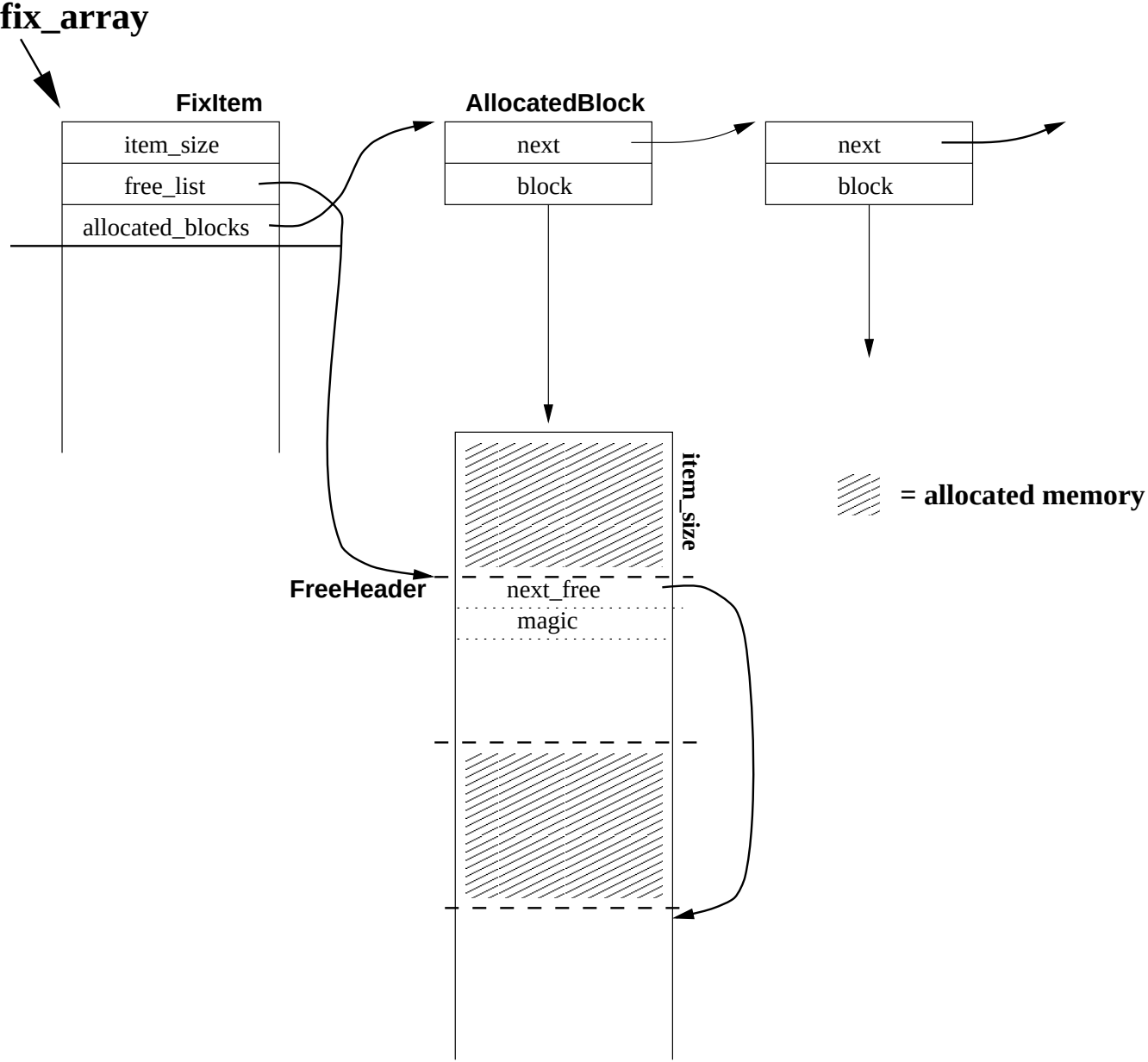
fix_array
FixItem
item_size
free_list
allocated_blocks
AllocatedBlock
next
block
next
block
item_size
= allocated memory
FreeHeader
next_free
magic