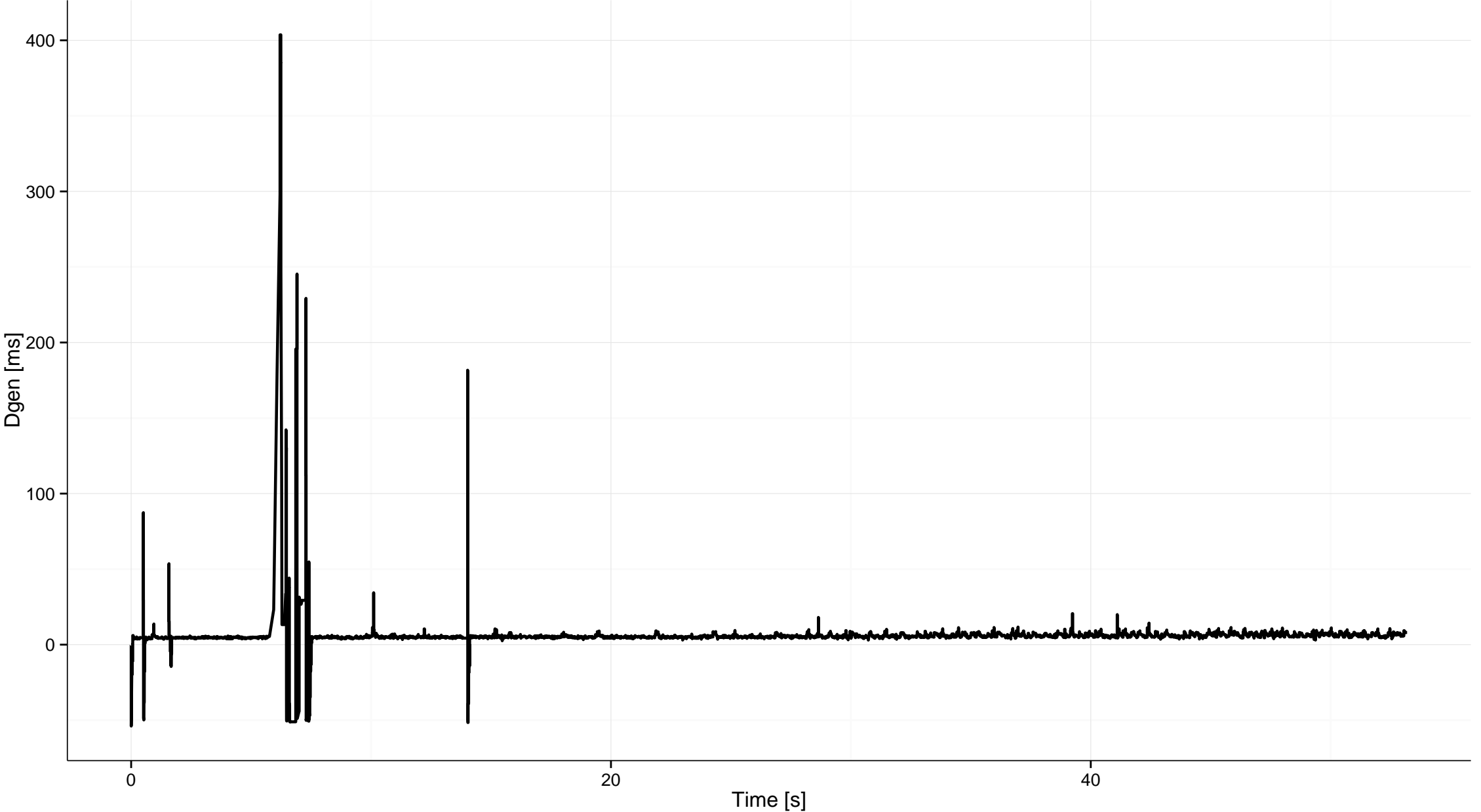
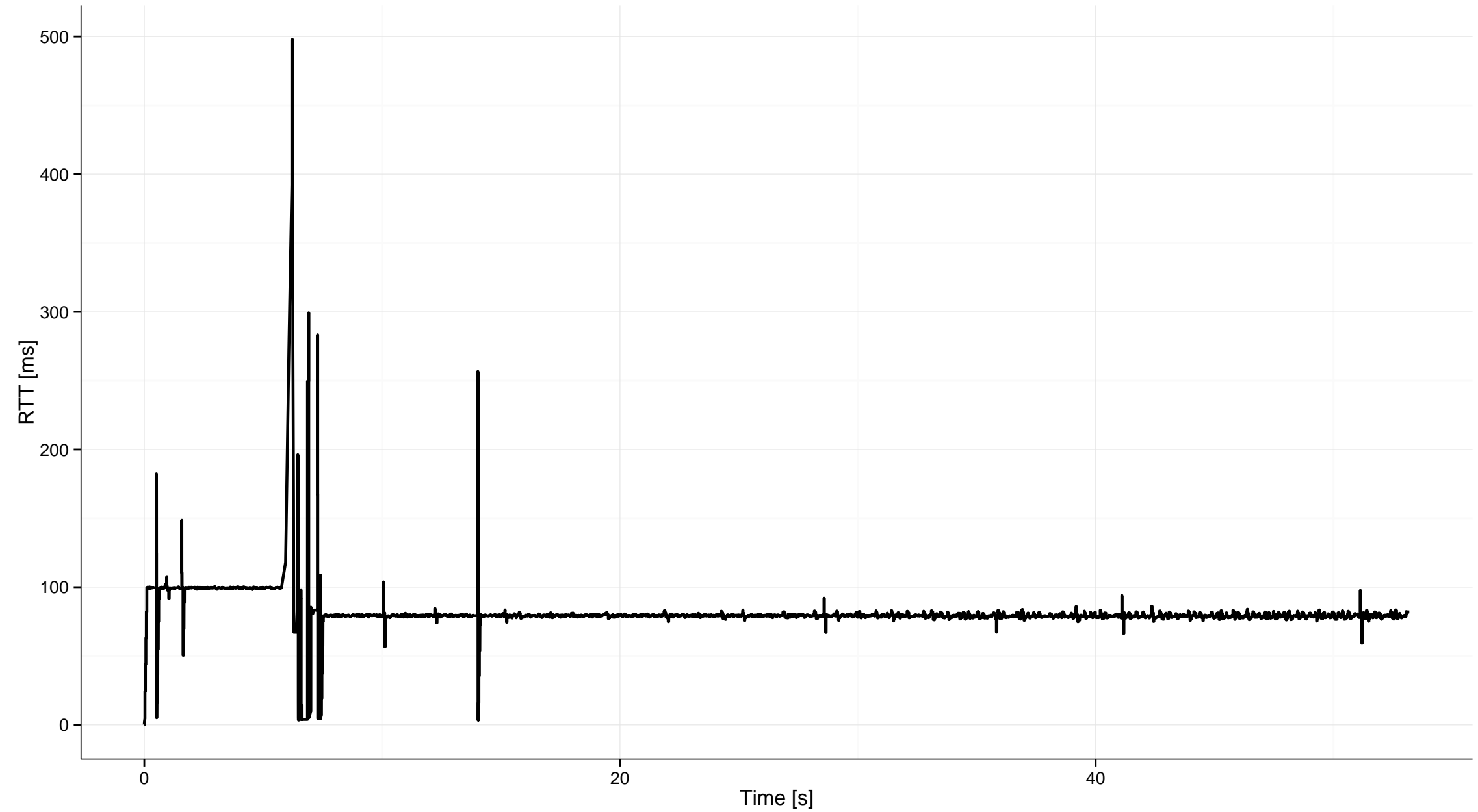


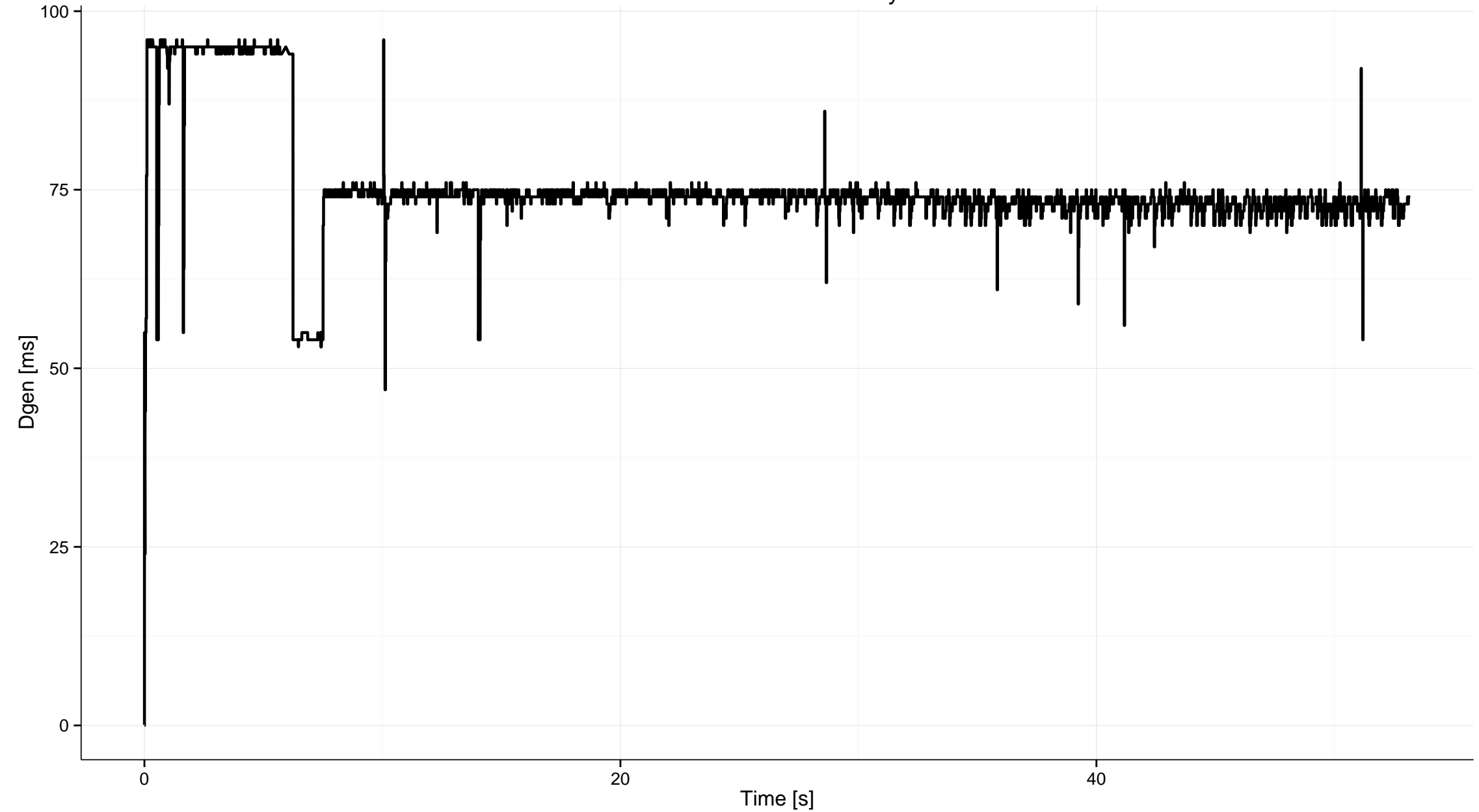
RTT



# RTT Prime



Data Generation Delay



# Playout Buffer

