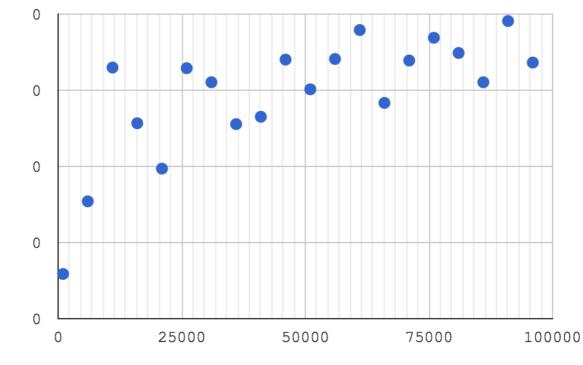


latency (second)



rules #