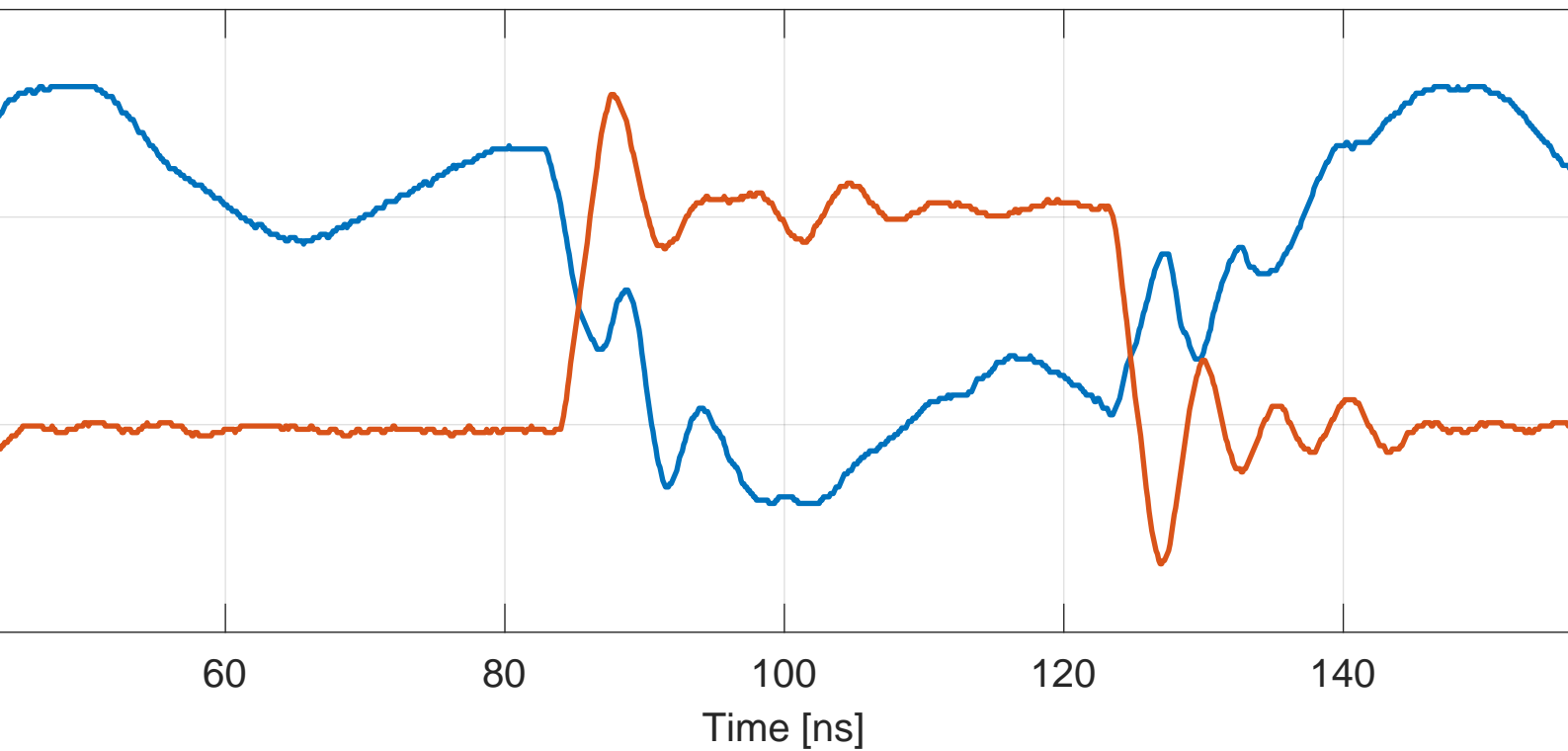


0.5 ns Deadtime



3 ns Deadtime

