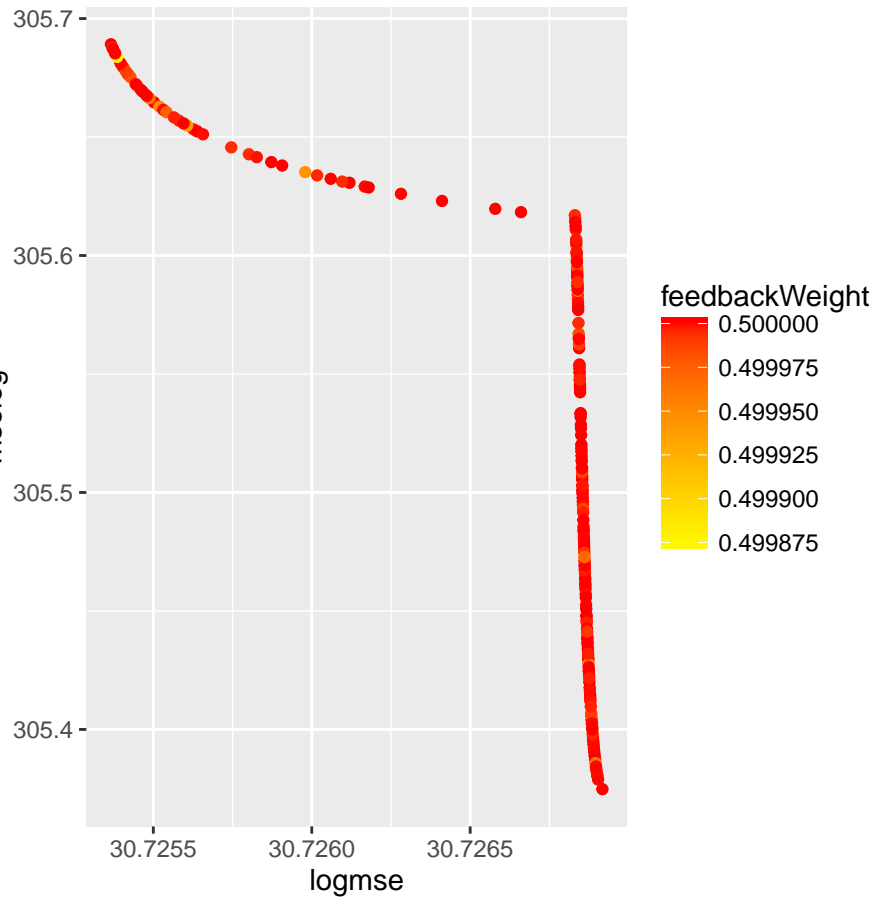
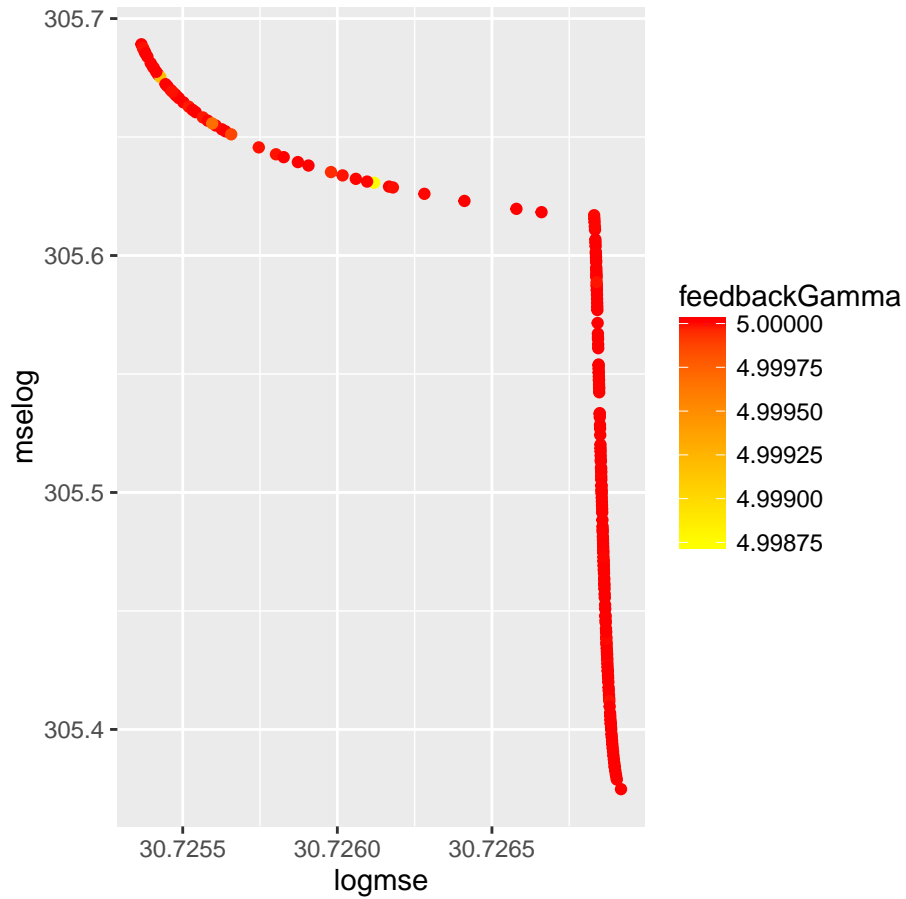


feedbackWeight



feedbackGamma



feedbackDecay

