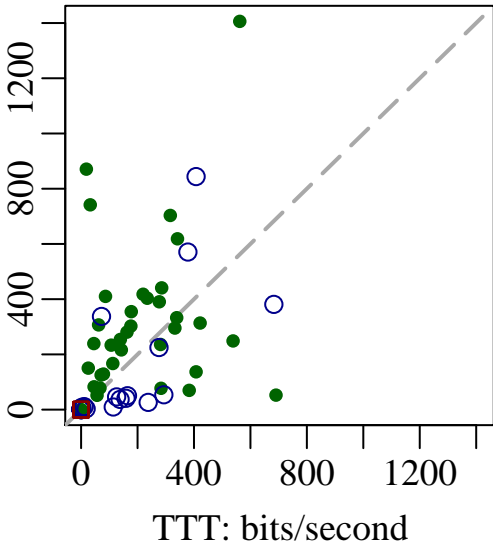


UTT: bits/second



TTT: bits/second