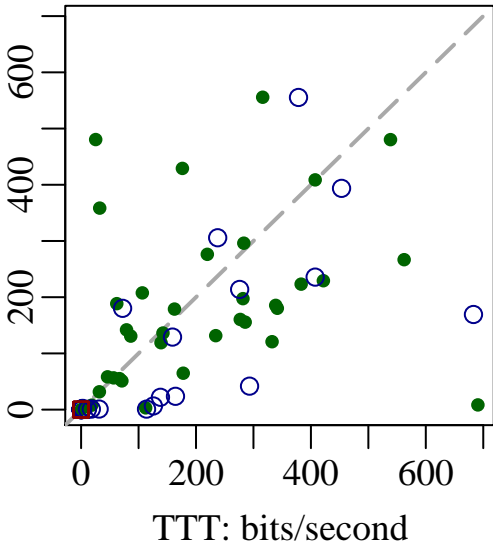


SUU: bits/second



TTT: bits/second