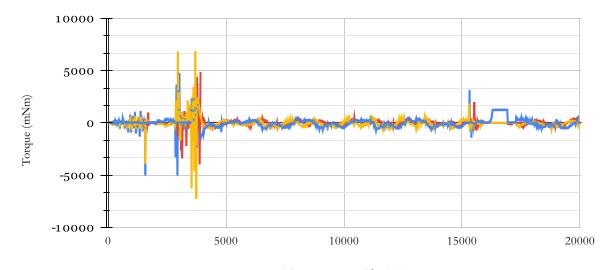
## Movimiento en X - Sin Filtro





Tiempo transcurrido (ms)