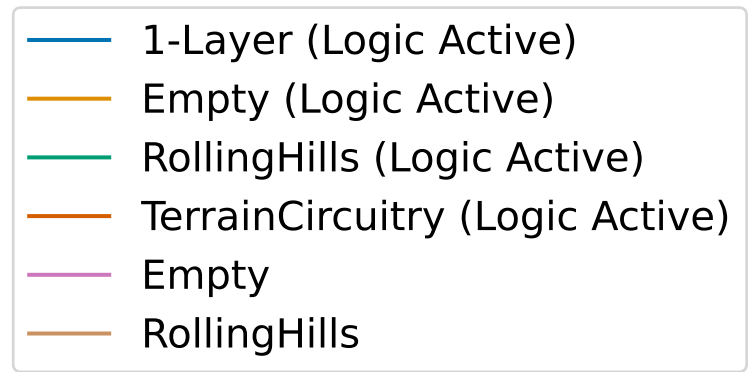


Average frame time (ms)



Players