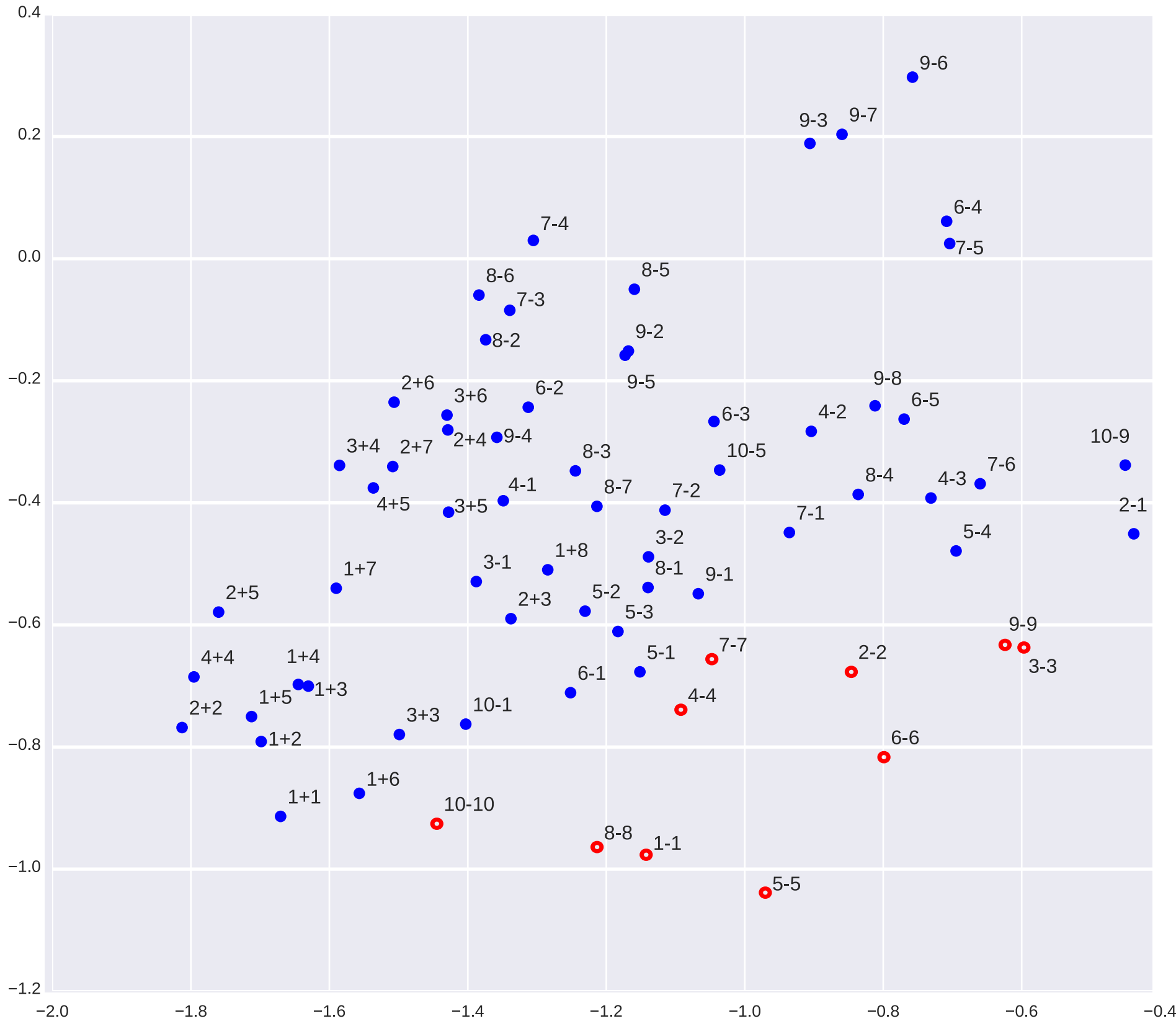


Basic model + linerTime



Basic model