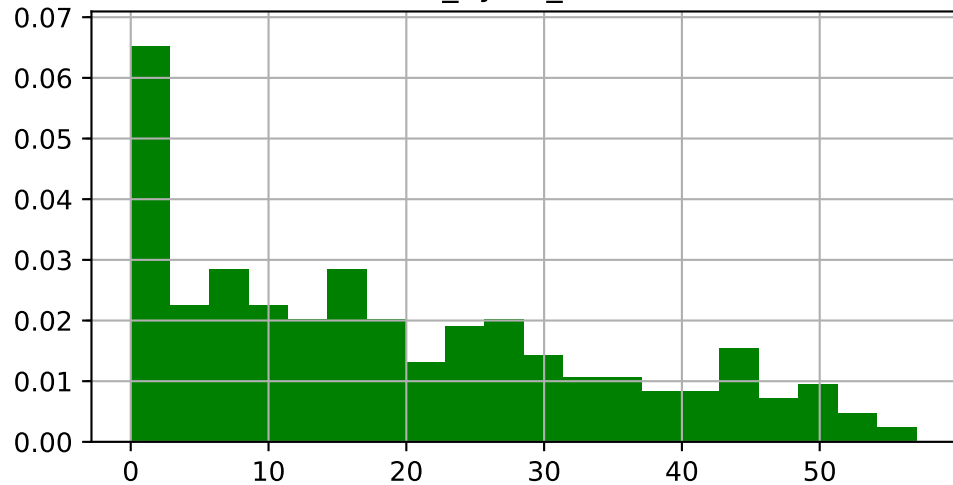


down_bytes_silences



up_bytes_silences

