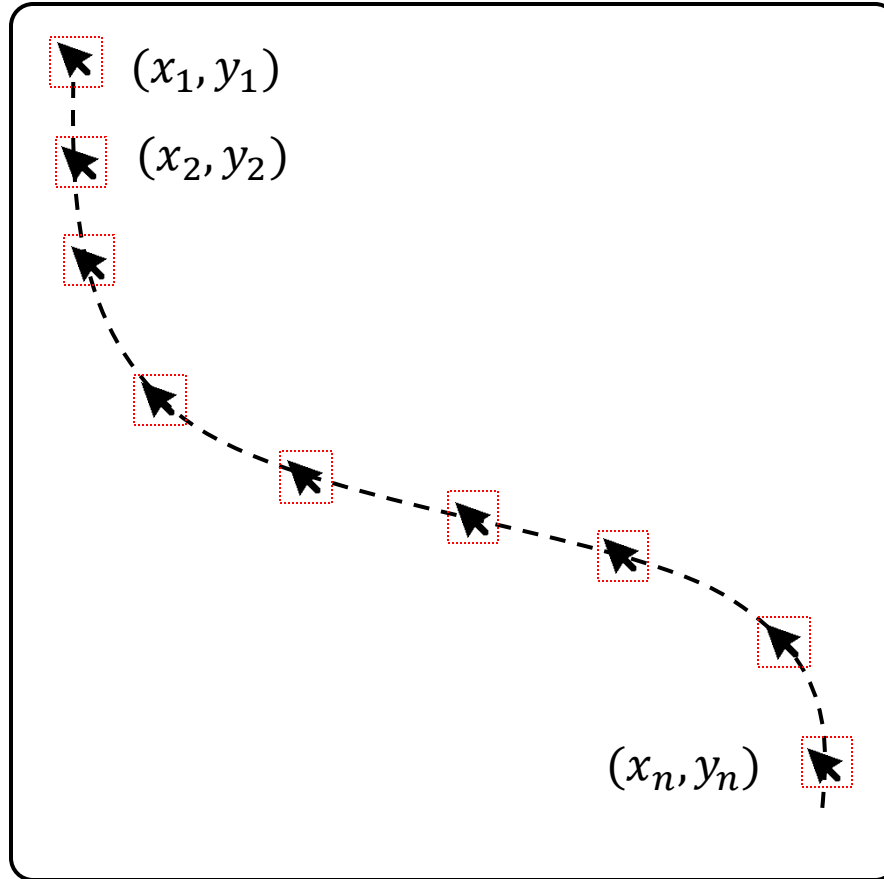


Device side mouse trace



Incoming frames + mouse detection