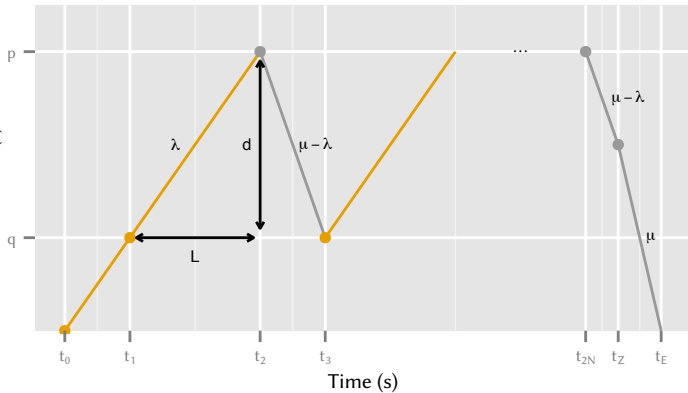


Buffer (s)



Playback Status



Playing



Stalling