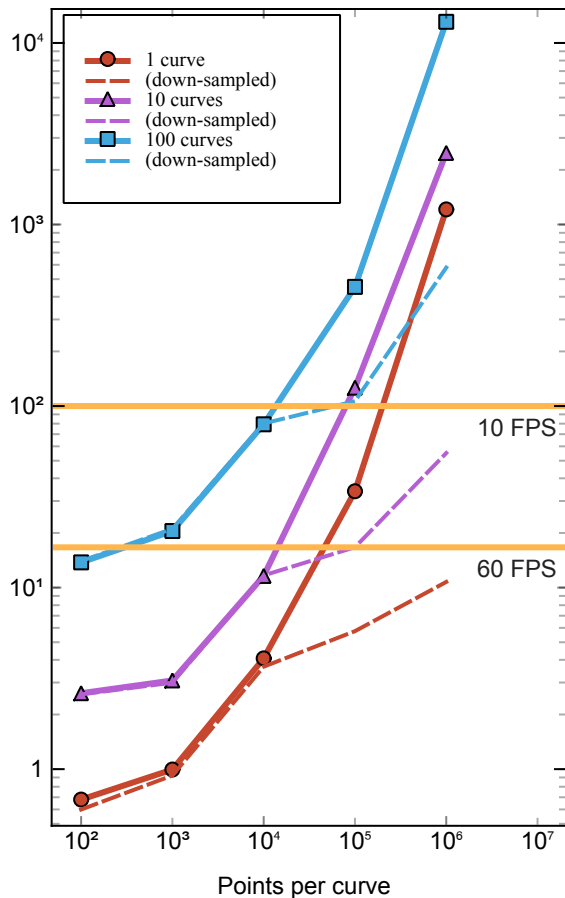


Time to update frame (ms)

Update time per point (μ s)