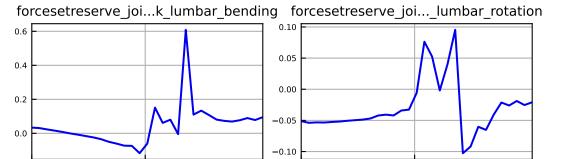


0.2

time (s)



0.0

time (s)