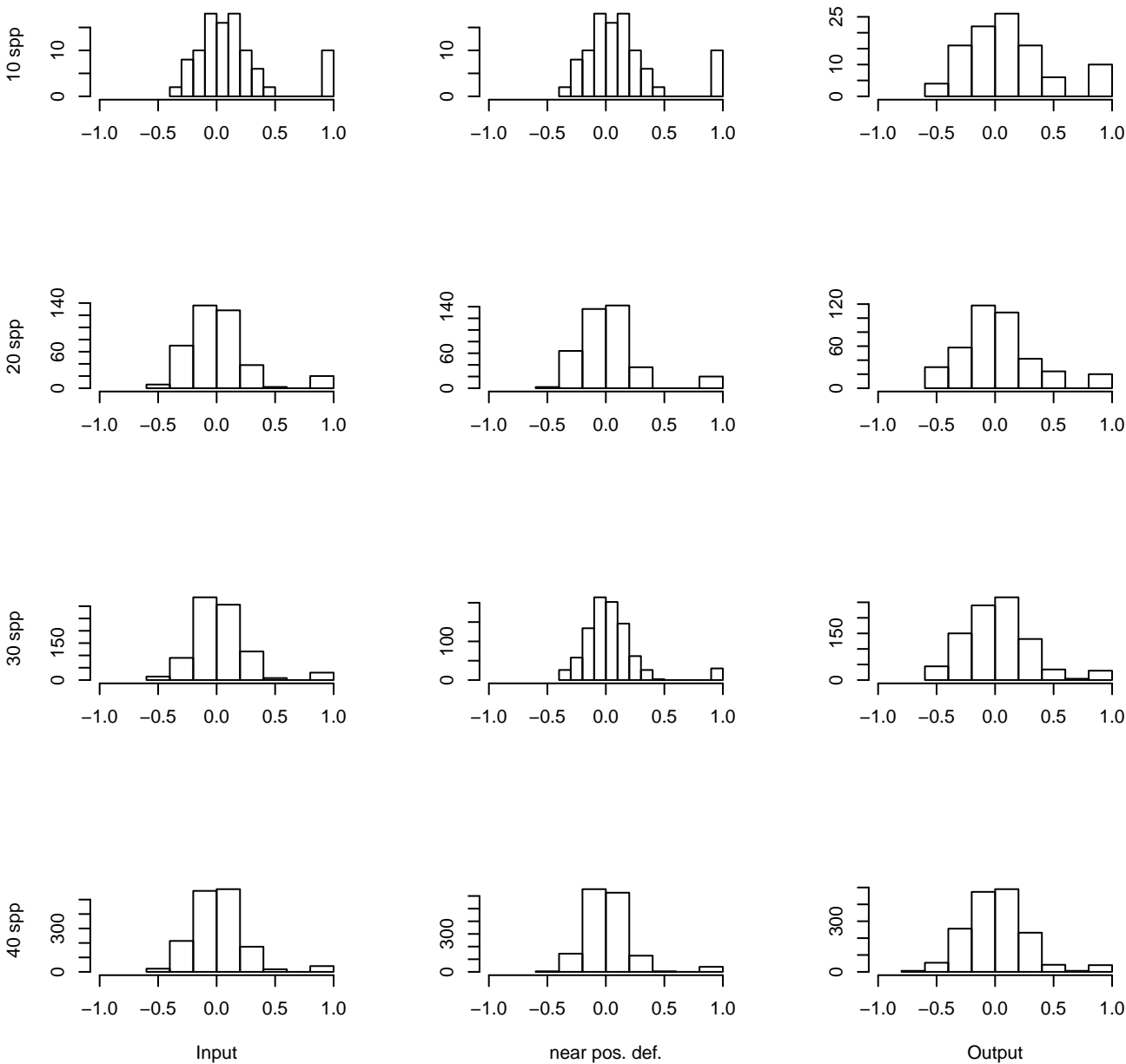
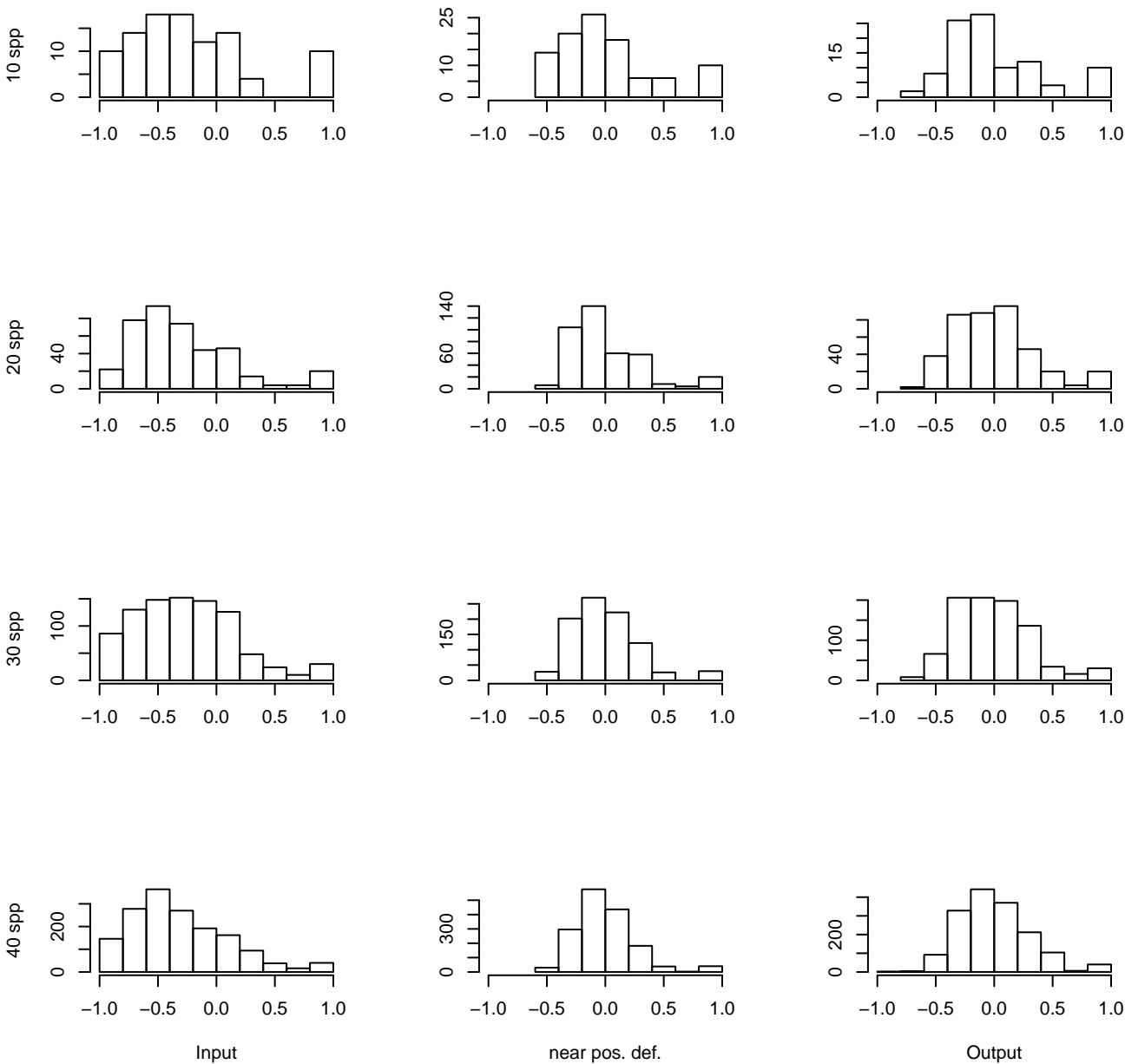


Quasi-normal



Compensation



Synchrony

