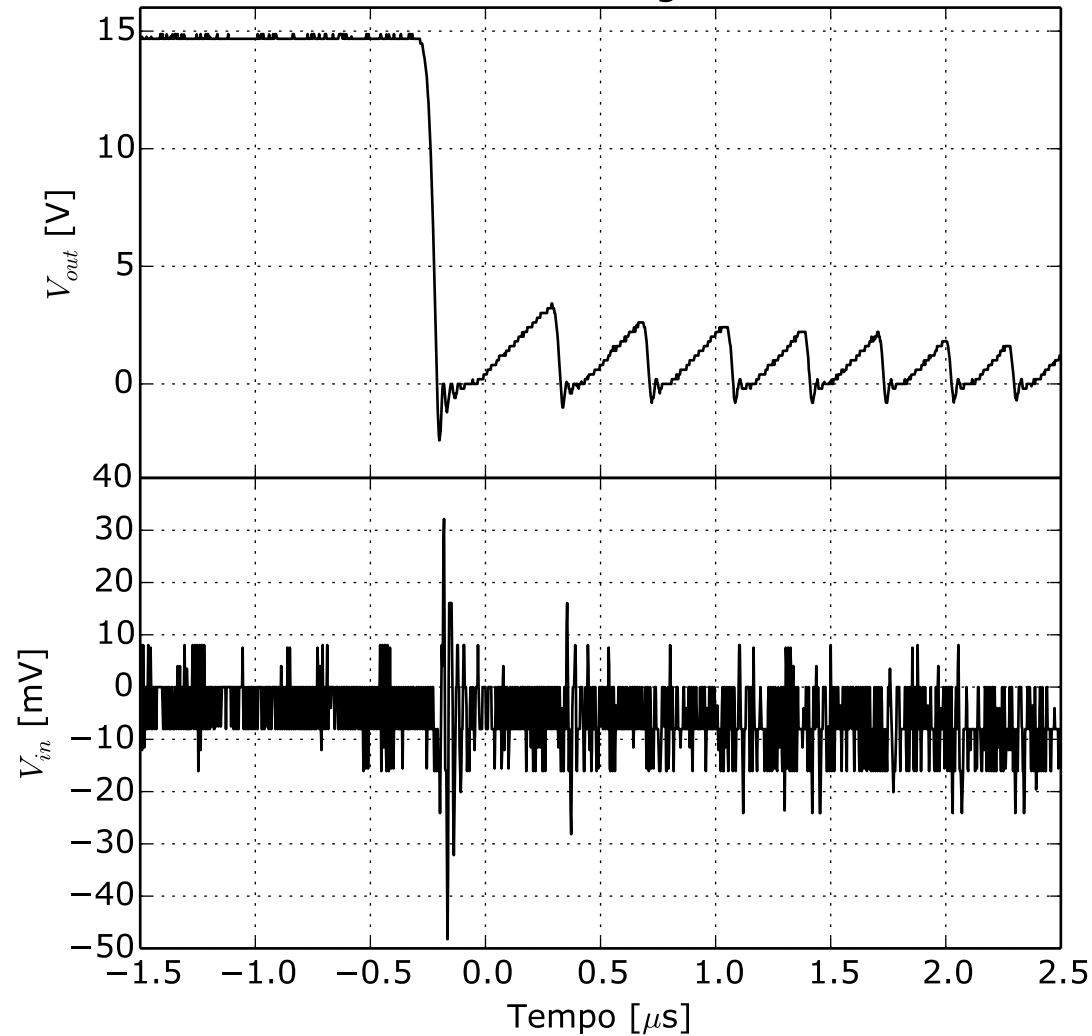


Rumore con e senza trigger

Senza soglia



Con soglia

