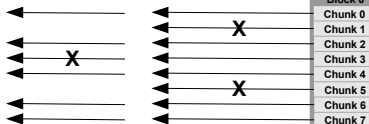




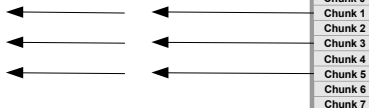
Fetch: Node 2, Block 0



(Timeout)



Repair: Node 2, Block 0, Chunks 1,3,5



Fetch: Node 2, Block 1