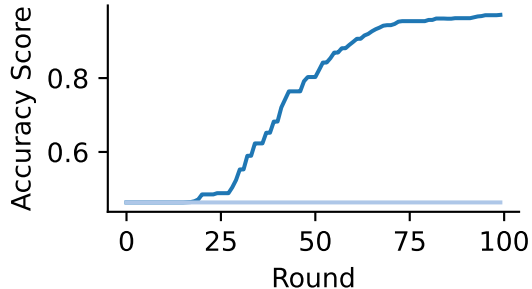
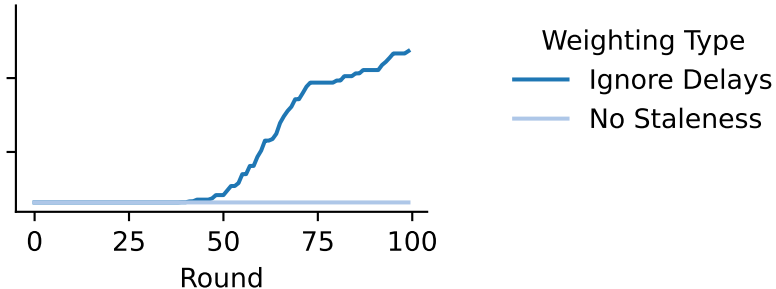


No Poison / Yes Straggle



Yes Poison / Yes Straggle



Weighting Type

Ignore Delays

No Staleness