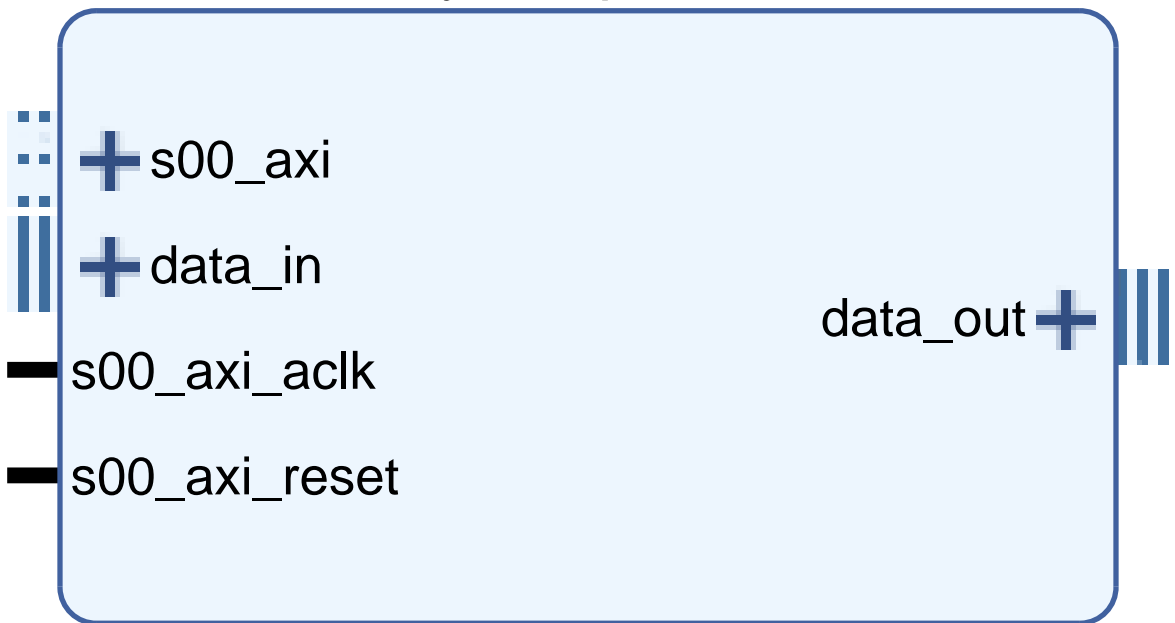


delayTempo\_axi\_0



delayTempo\_axi\_v1\_0