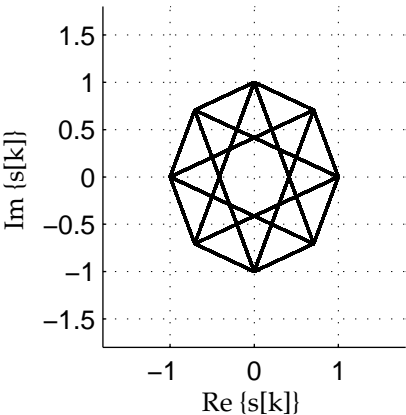


Without pulse shaping



With pulse shaping

