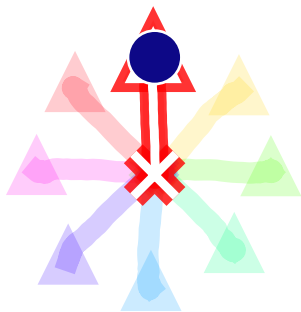


# DelayPro

## Stim dynamics

**MemoryAnti**  
Memory State PC2



**MemoryAnti**  
Memory State PC1