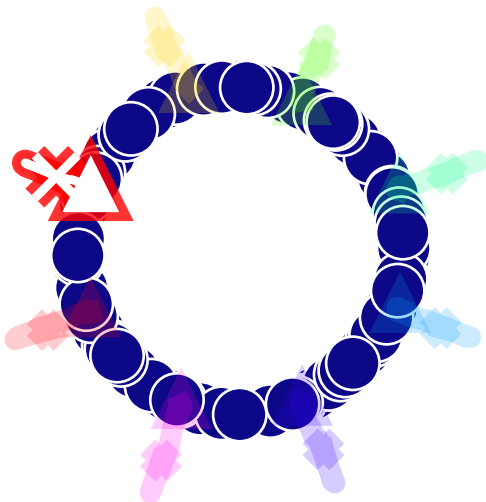


# MemoryPro

## Response dynamics

**MemoryAnti**  
Memory State PC2



**MemoryAnti**  
Memory State PC1