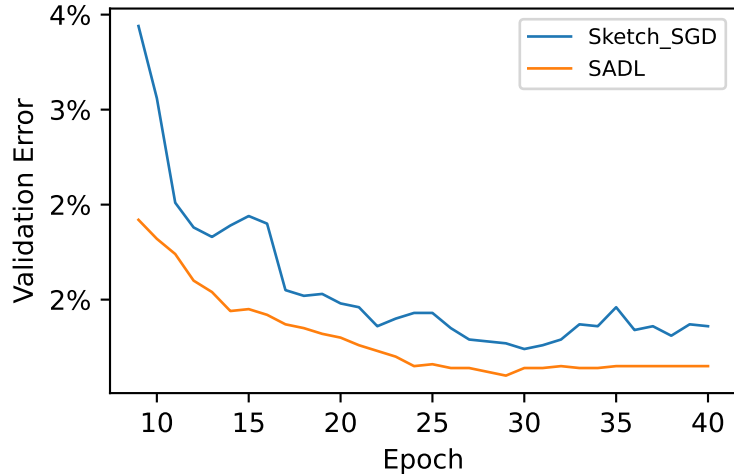


3×10^5 Bytes/epoch



3×10^6 Bytes/epoch

