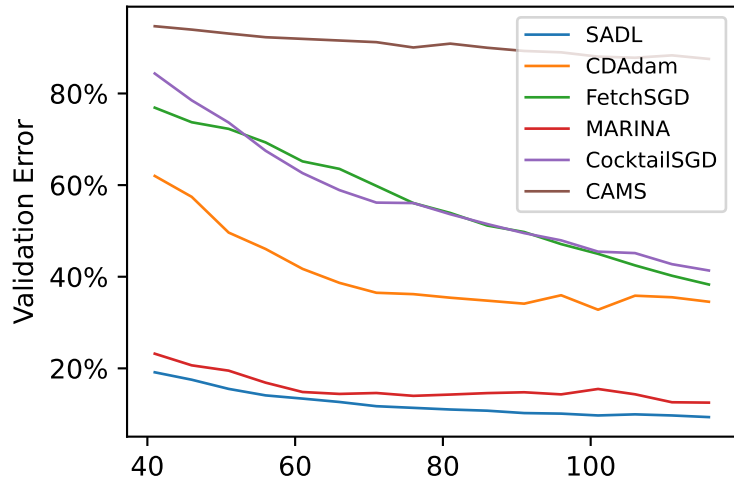


3e5 Bytes/epoch



3e6 Bytes/epoch

