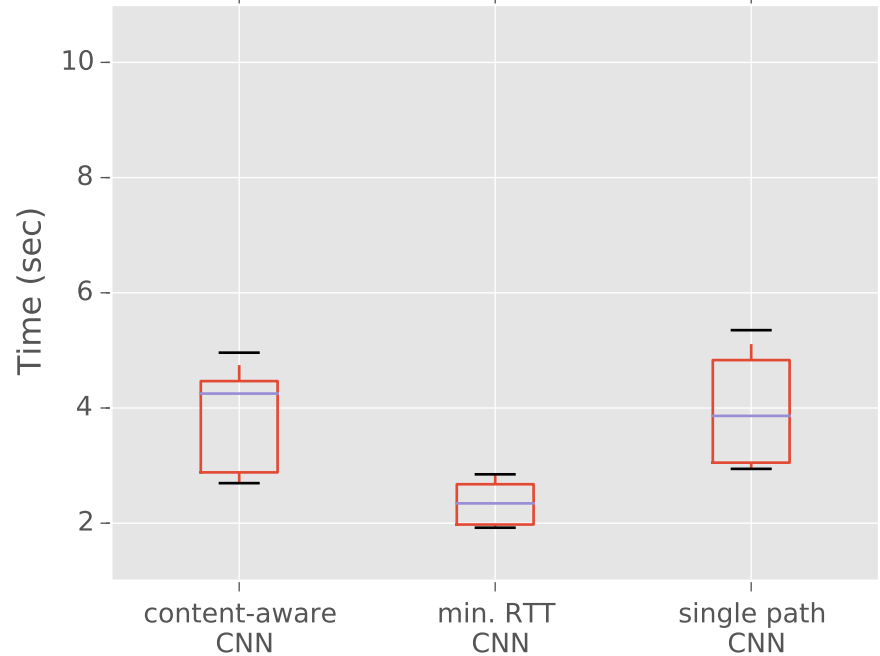


firstMeaningfulPaint



loadEventEnd

