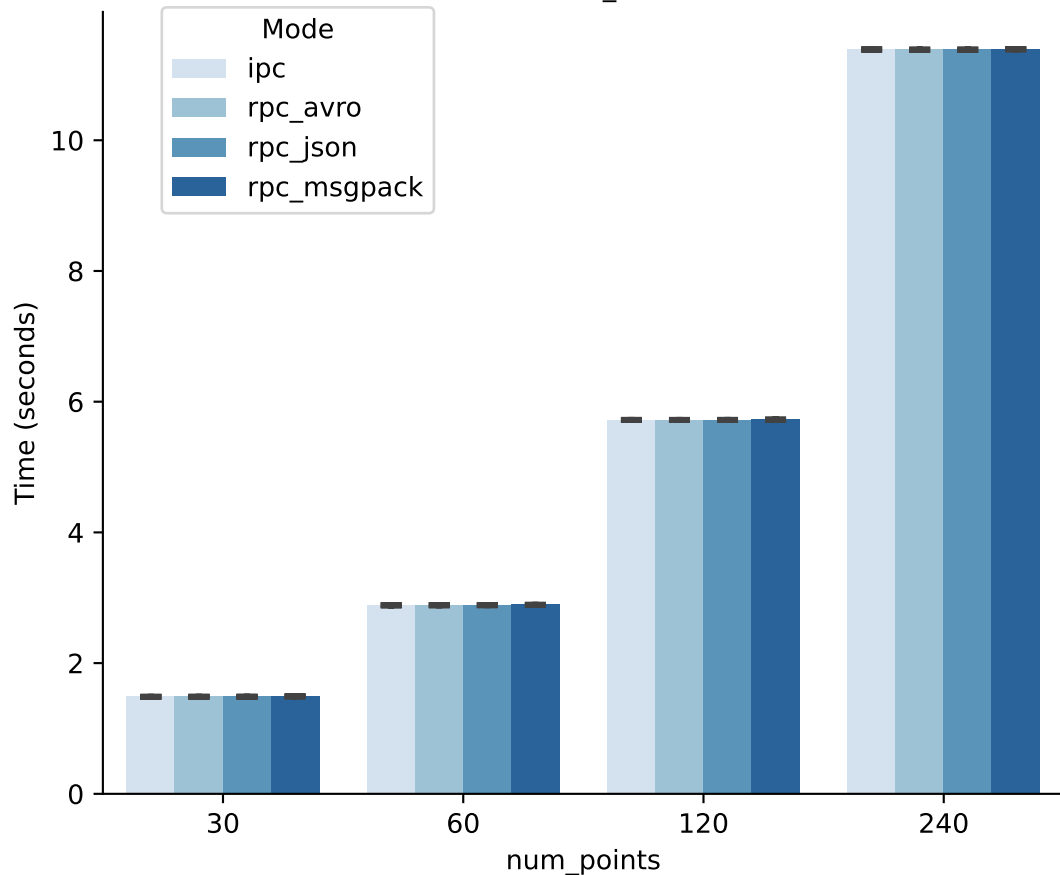


Time - BS_GAZE



Jitter - BS_GAZE

