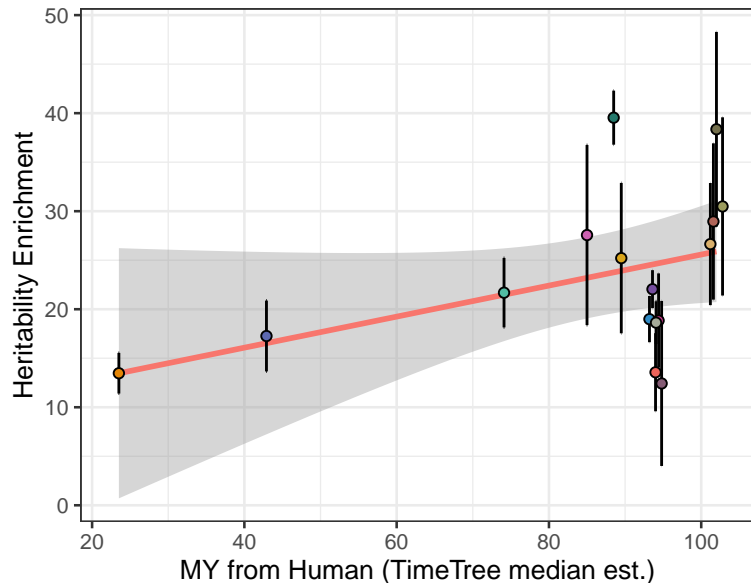


OPC, SleepDurTot\_E



OPC, SleepDurTot\_E

