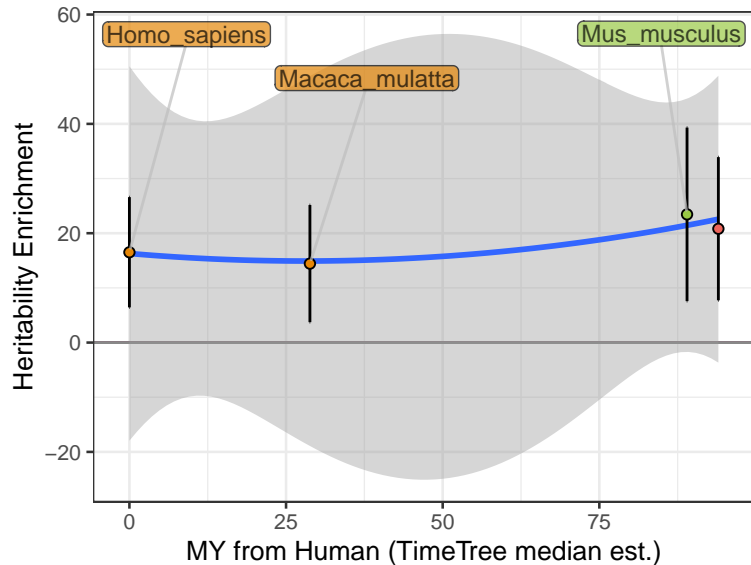


OPC, SleepDurTot_E



OPC, SleepDurTot_E

