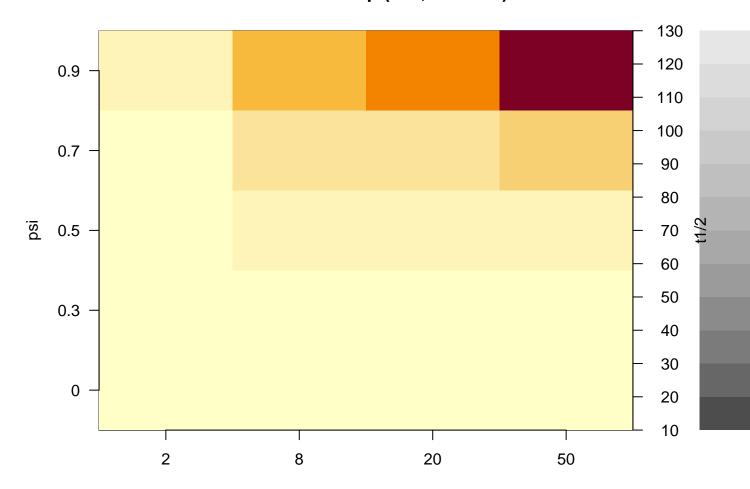
## Half-life heatmap (ave, shift=80)



n