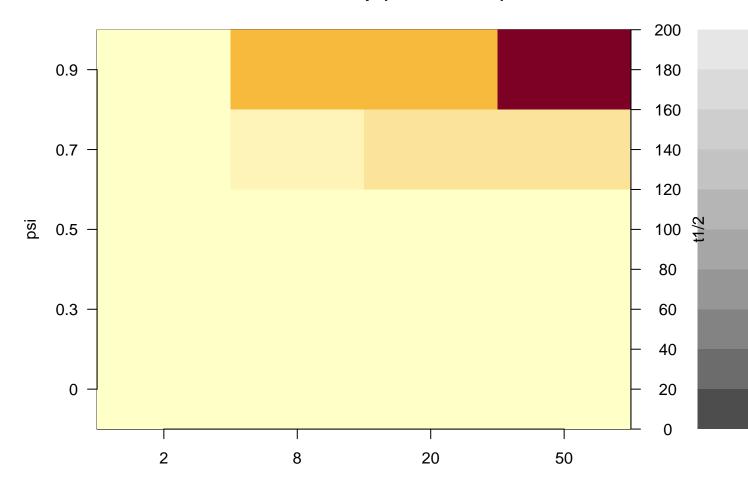
Half-life heatmap (ave, shift=40)



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