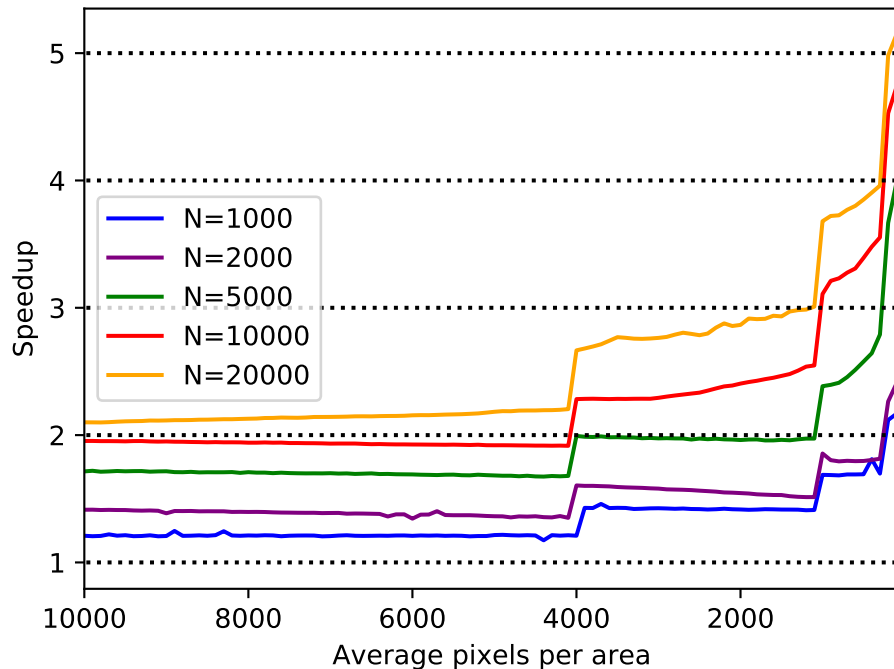


Speedup per area



Speedup per area

