

Target match

Interference  
effect (ms)

80

60

40

20

0.1 0.2 0.3 0.4 0.5

latency factor

mas

1.0

1.5

2.0

Target mismatch

-20

-40

-60

0.1 0.2 0.3 0.4 0.5

latency factor

mas

1.0

1.5

2.0

