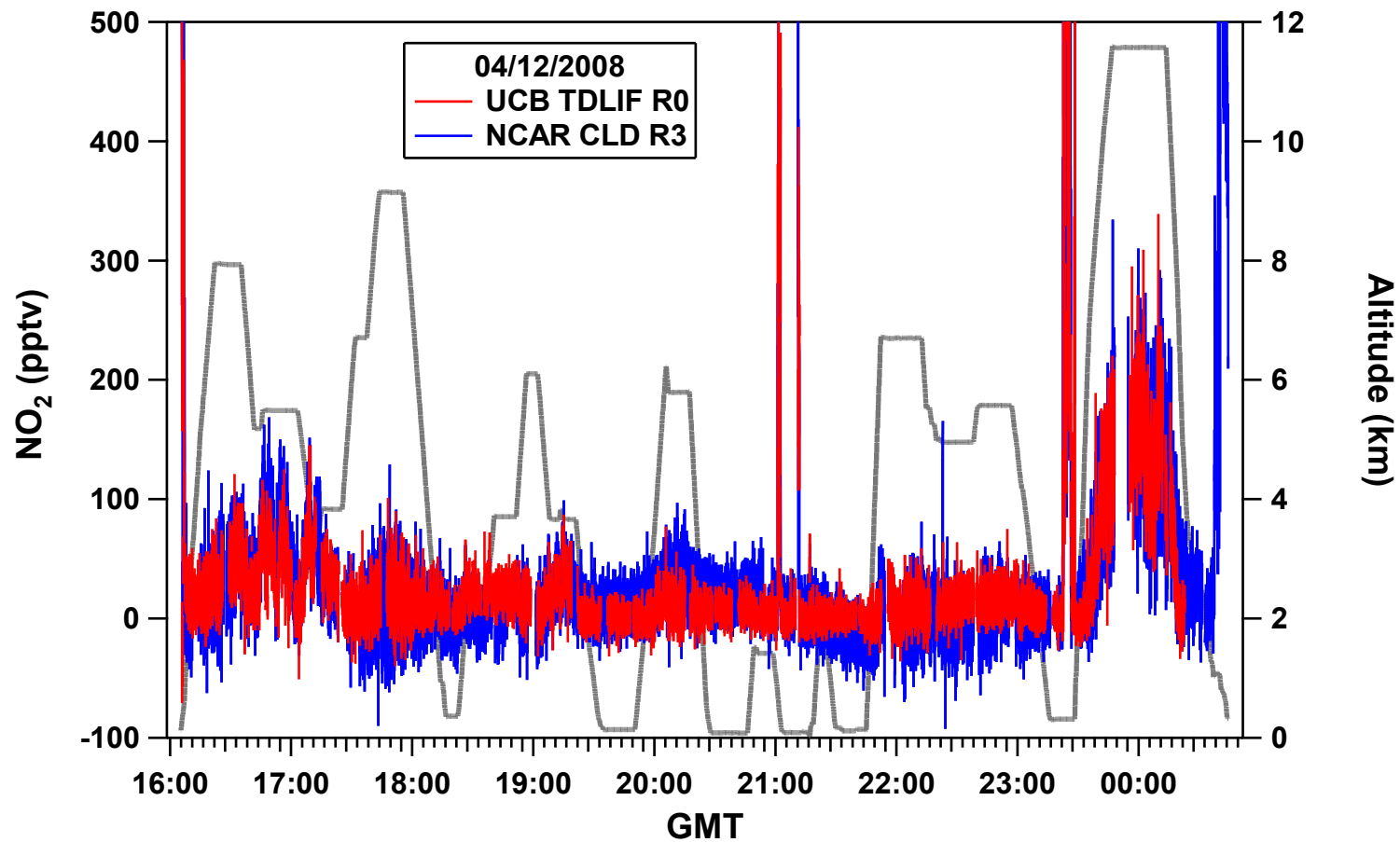


TDLIF shifted +4 seconds



TDLIF shifted +4 seconds

