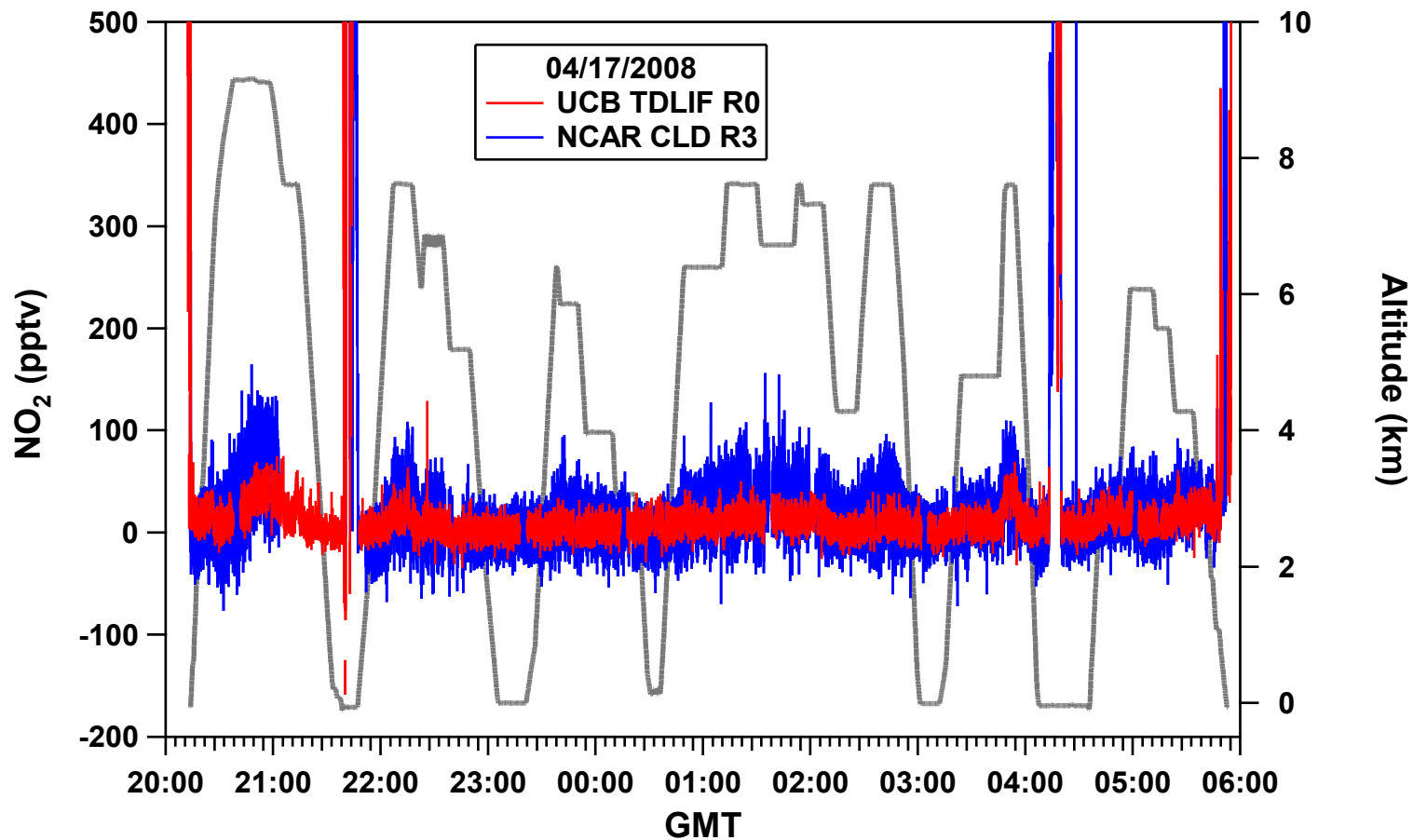


# TDLIF shifted +4 seconds



# TDLIF shifted +4 seconds

