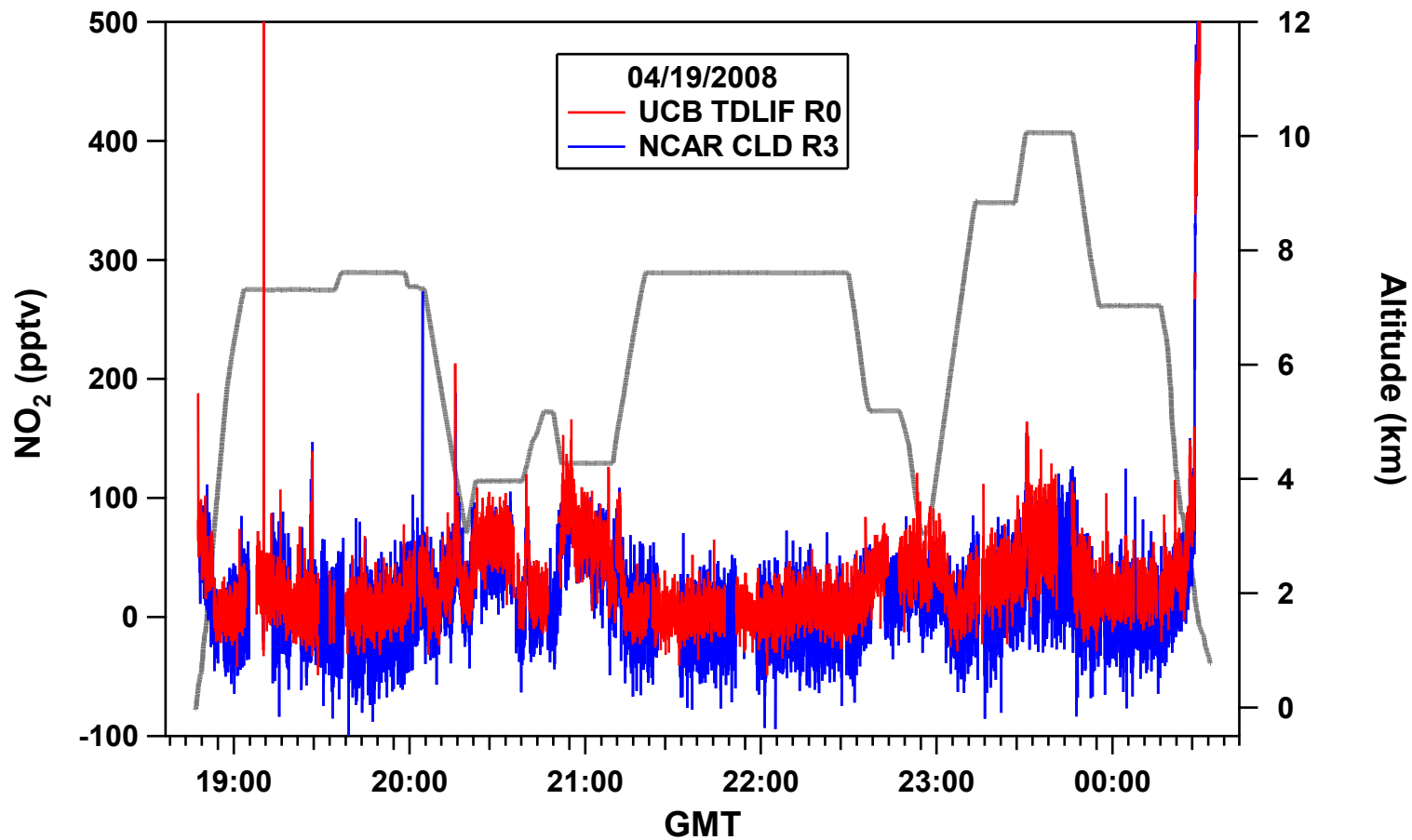


TDLIF shifted +1 seconds



TDLIF shifted +1 seconds

