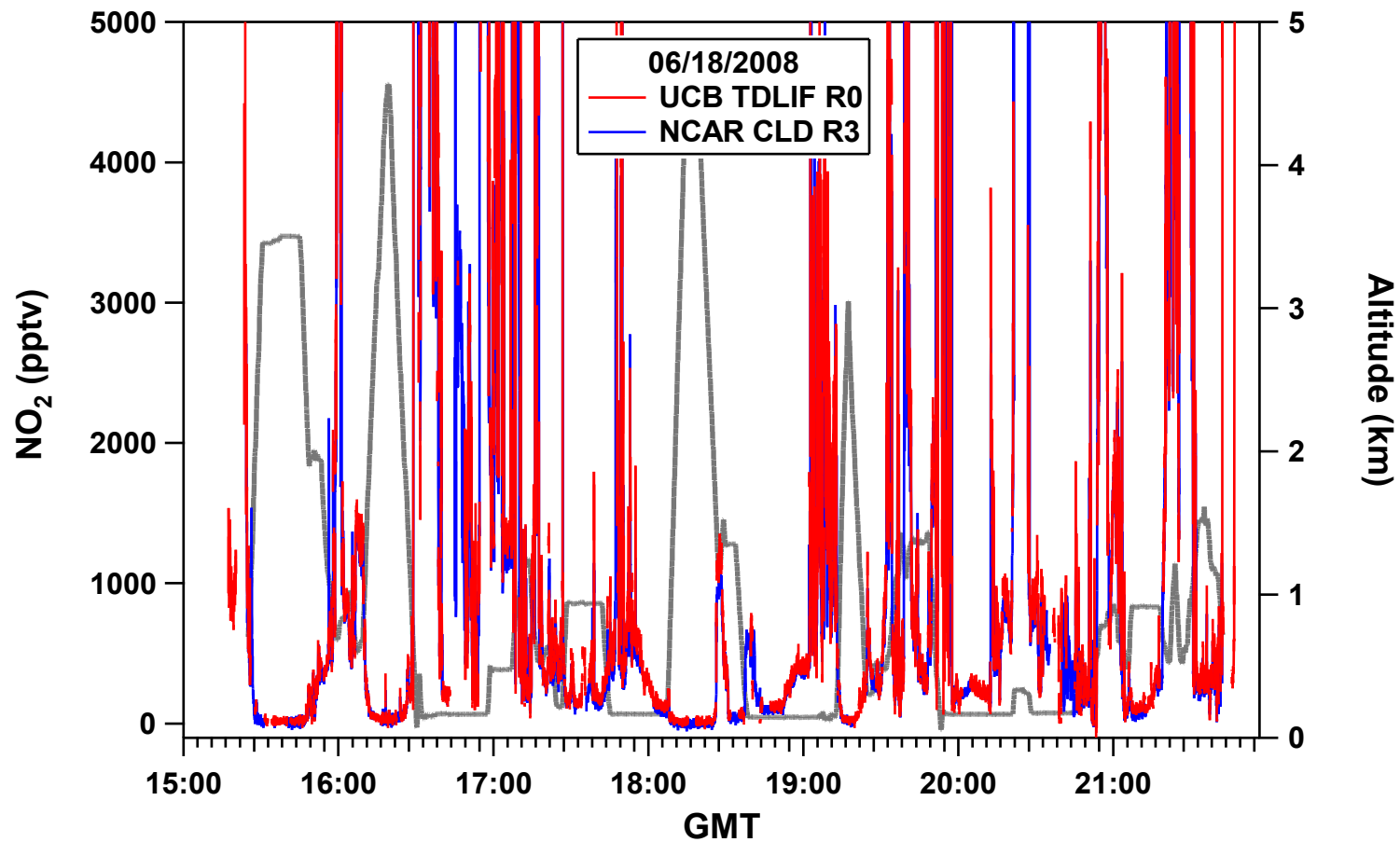


# TDLIF shifted +1 seconds



# TDLIF shifted +1 seconds

