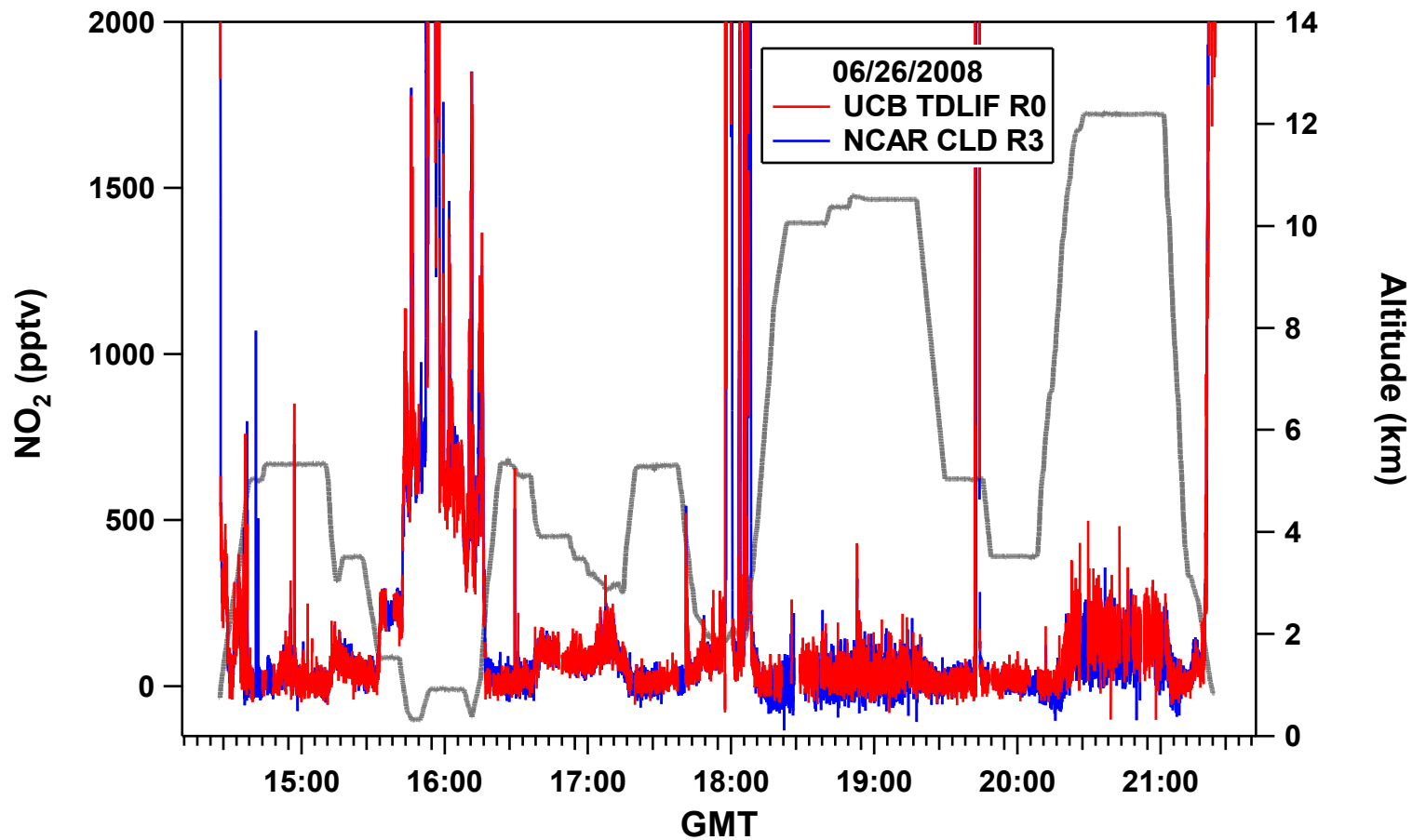


# TDLIF shifted +2 seconds



# TDLIF shifted +2 seconds

