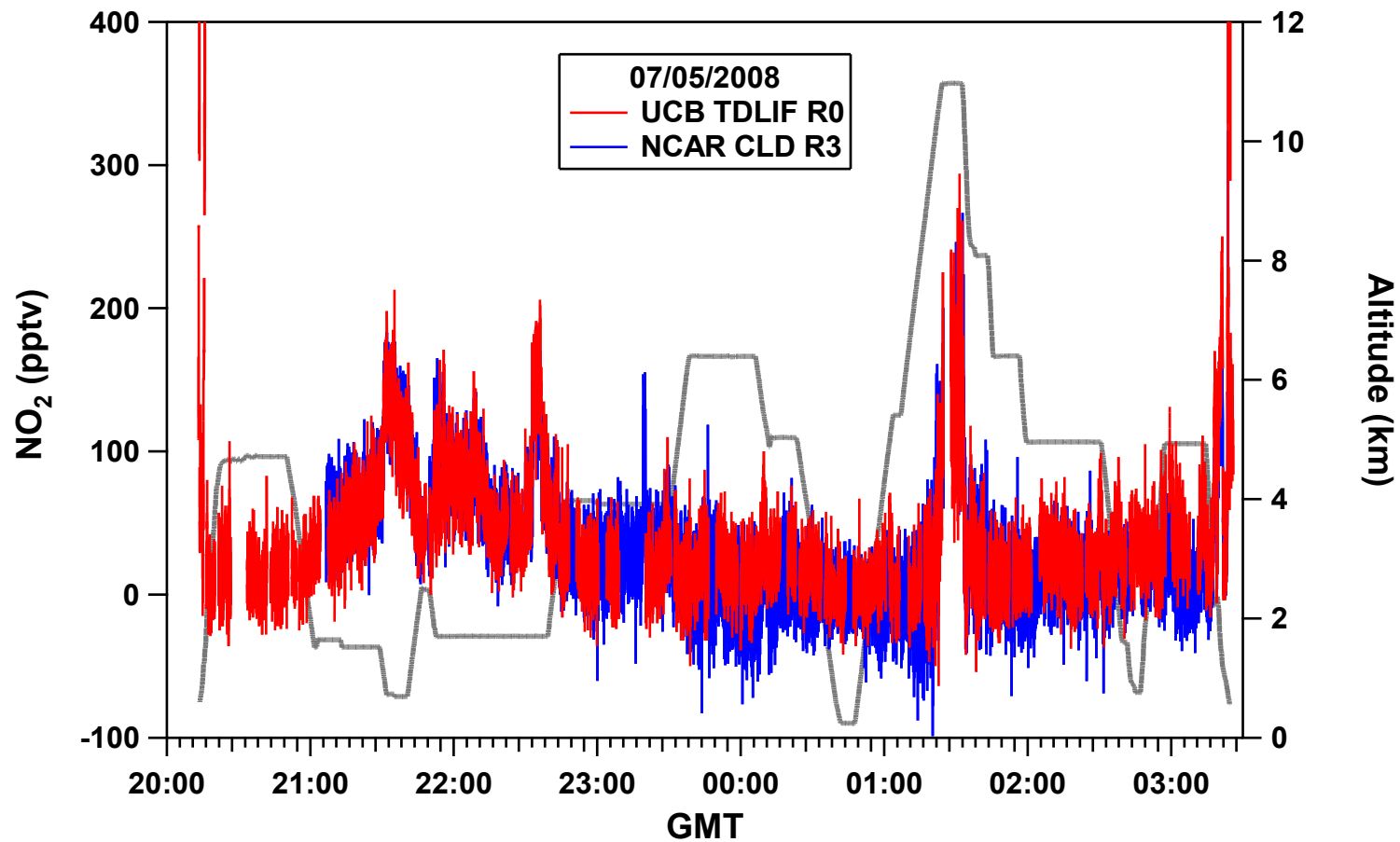


# TDLIF shifted +3 seconds



# TDLIF shifted +3 seconds

