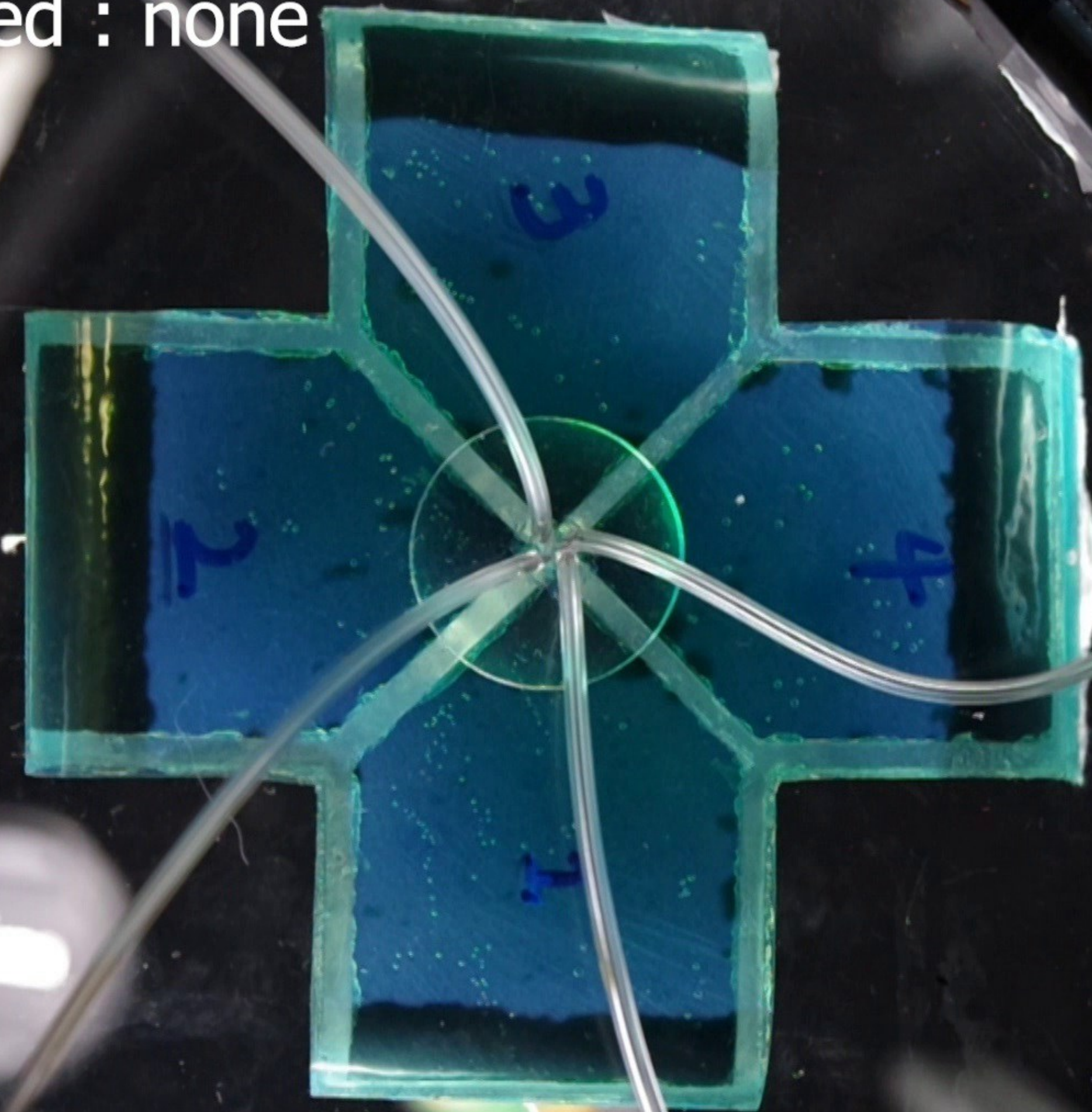


Unjammed : none



Speed : real time