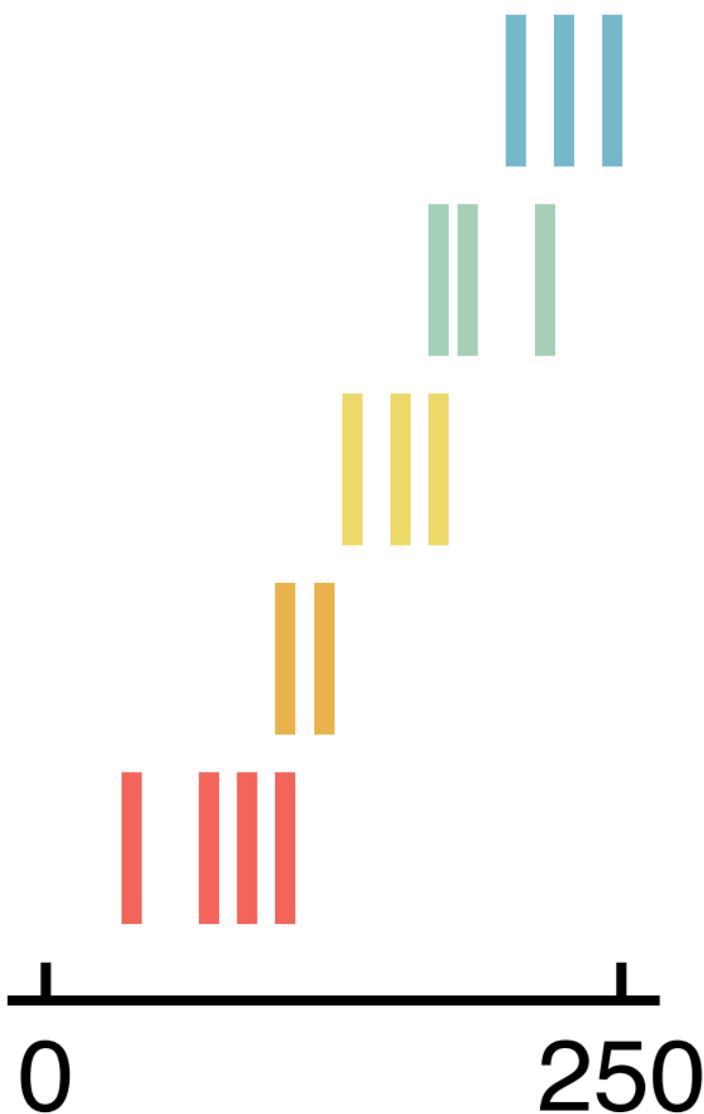


Replay (forward)



Time (in milliseconds)