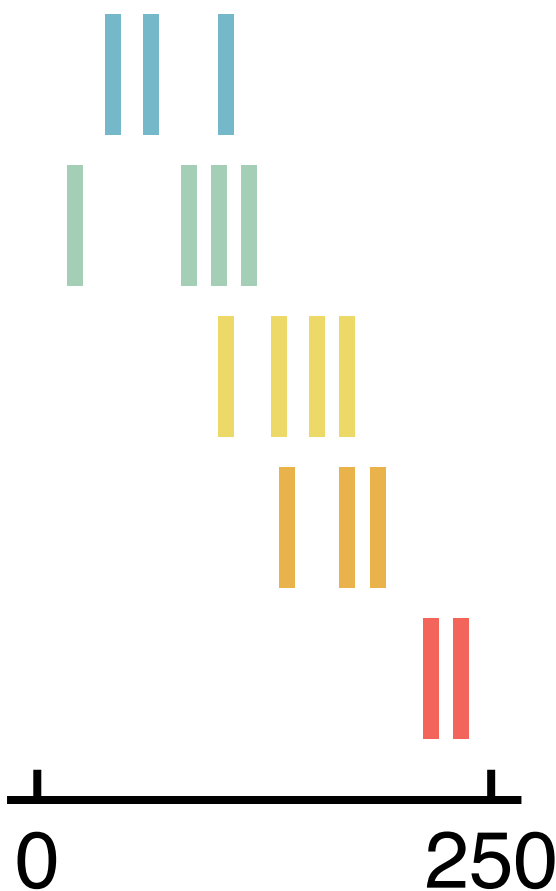


Replay (backward)



Time (in milliseconds)