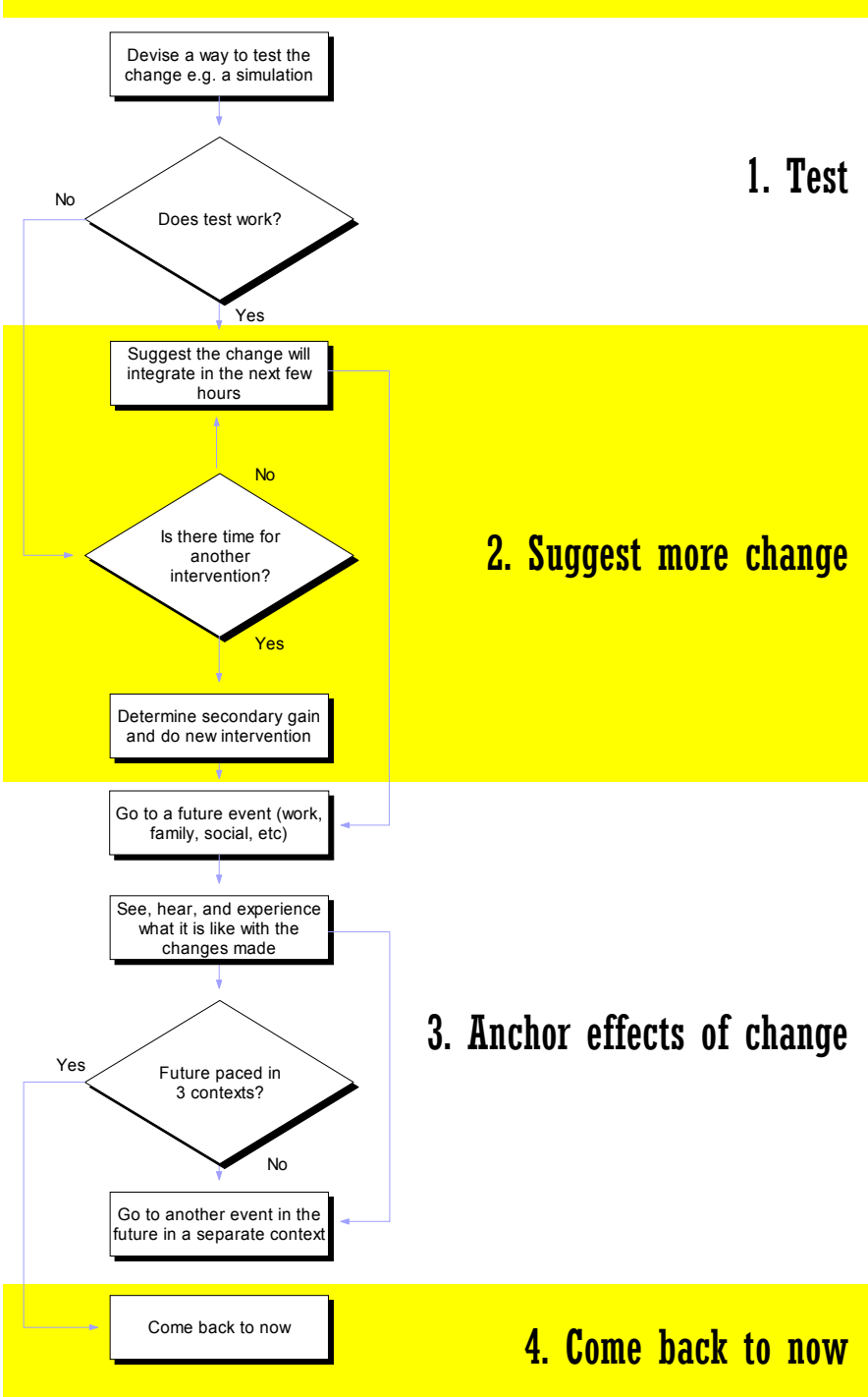


Future pacing and testing



4. Come back to now