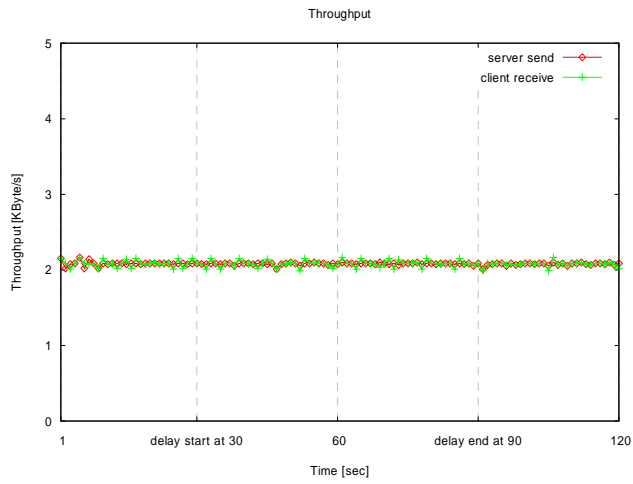
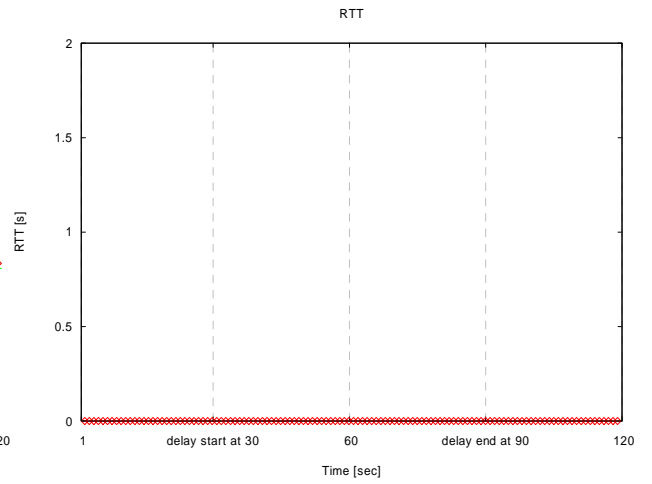


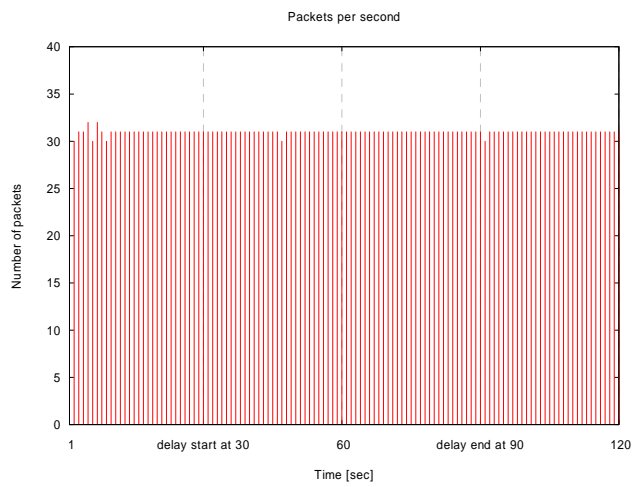
Fifa Football delay 0ms:



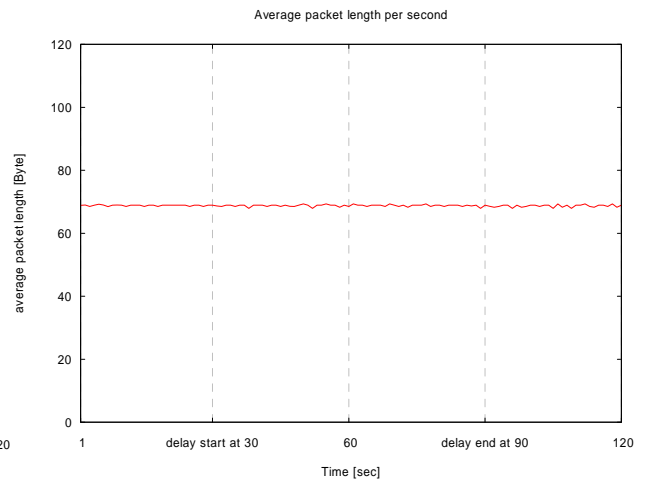
Diagr. F.d.0ms.1



Diagr. F.d.0ms.2

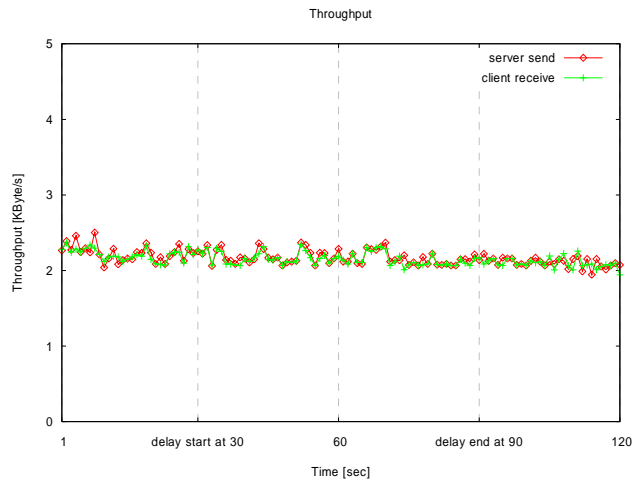


Diagr. F.d.0ms.3

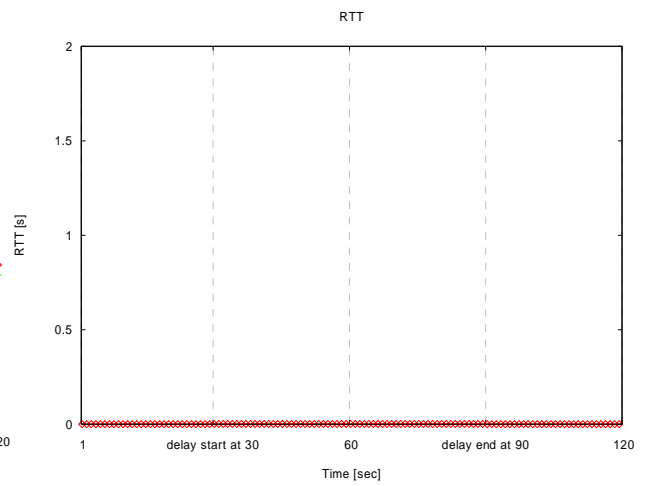


Diagr. F.d.0ms.4

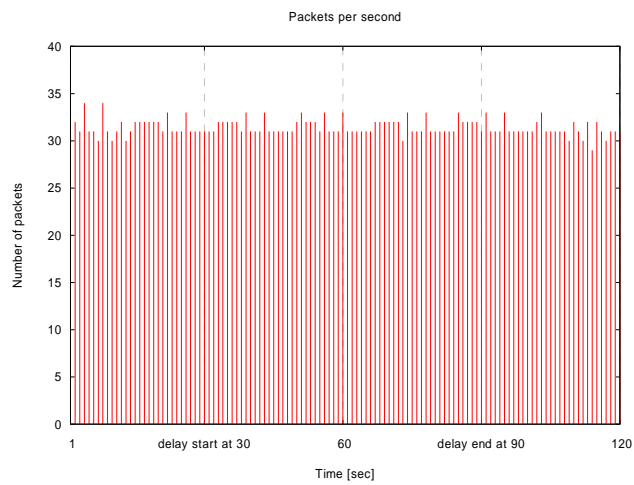
Fifa Football delay 1ms:



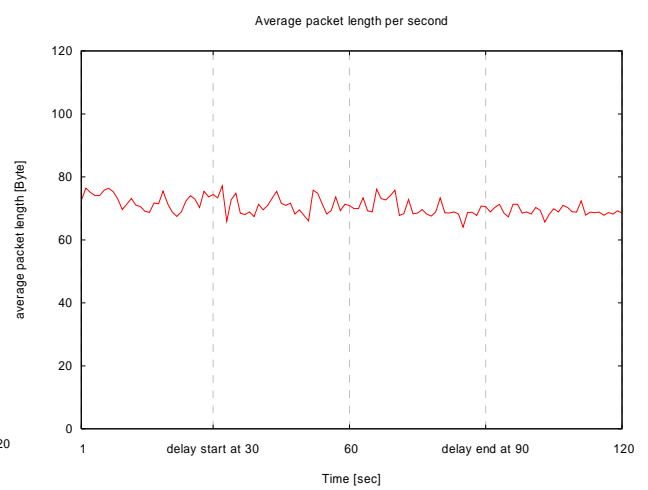
Diagr. F.d.1ms.1



Diagr. F.d.1ms.2

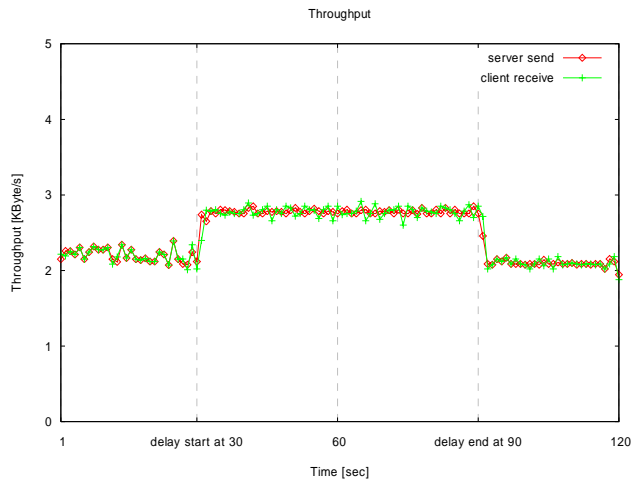


Diagr. F.d.1ms.3

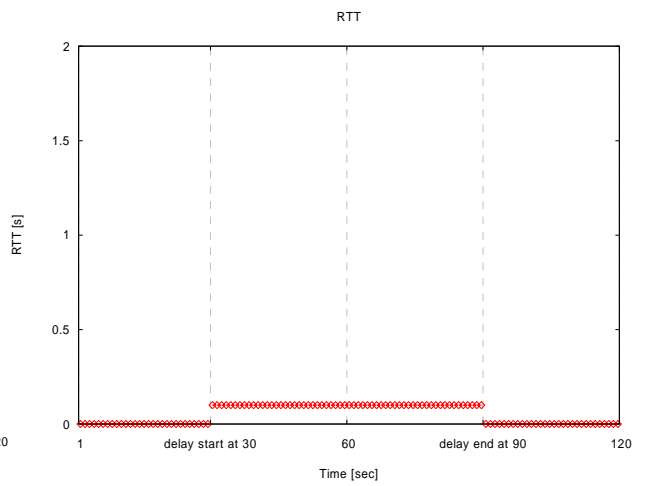


Diagr. F.d.1ms.4

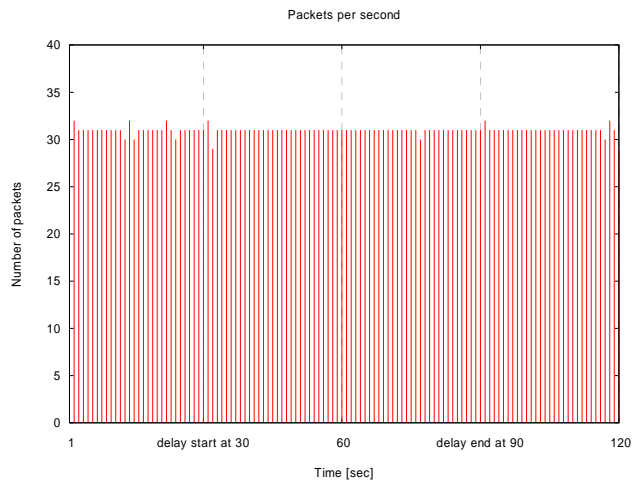
Fifa Football delay 100ms:



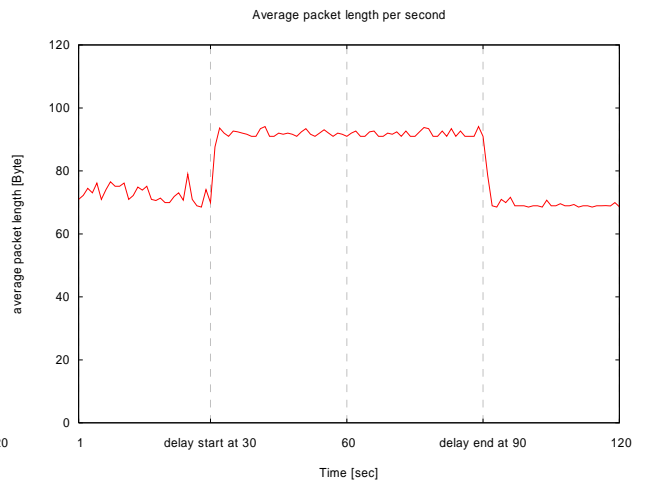
Diagr. F.d.100ms.1



Diagr. F.d.100ms.2

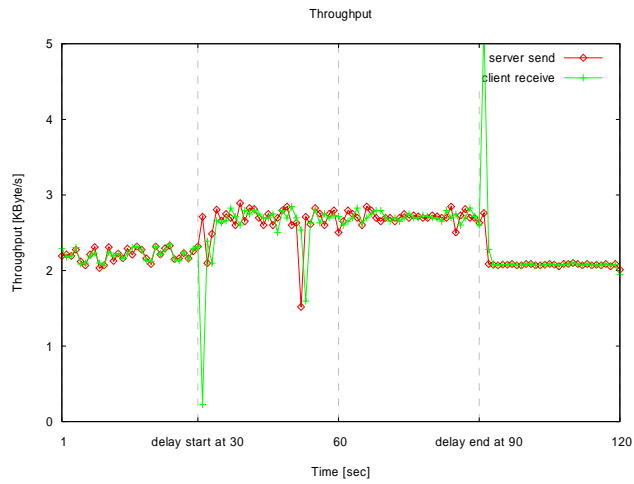


Diagr. F.d.100ms.3

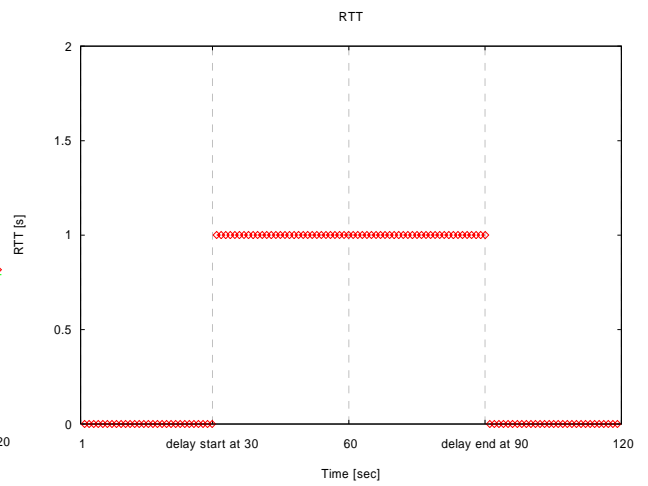


Diagr. F.d.100ms.4

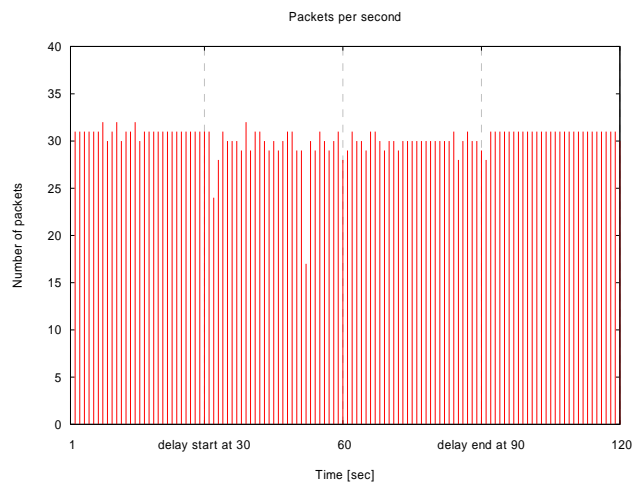
Fifa Fooball delay 1000ms:



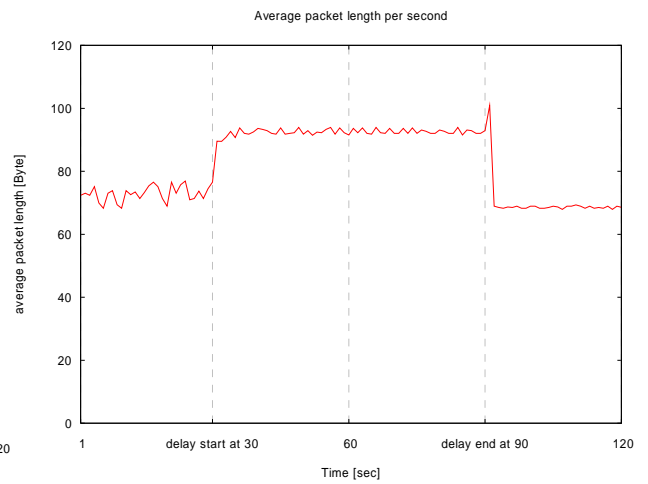
Diagr. F.d.1000ms.1



Diagr. F.d.1000ms.2

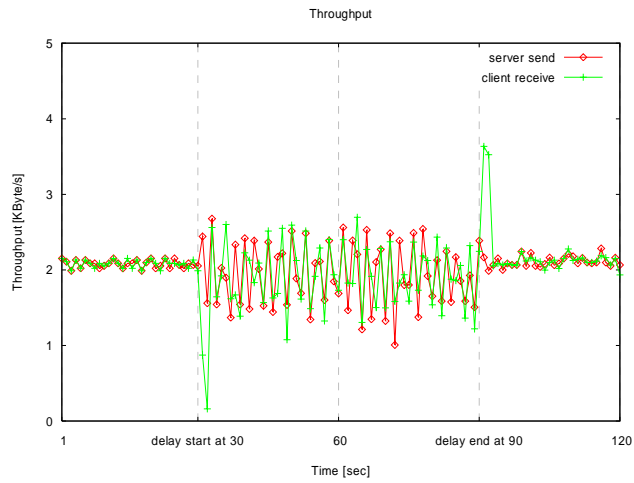


Diagr. F.d.1000ms.3

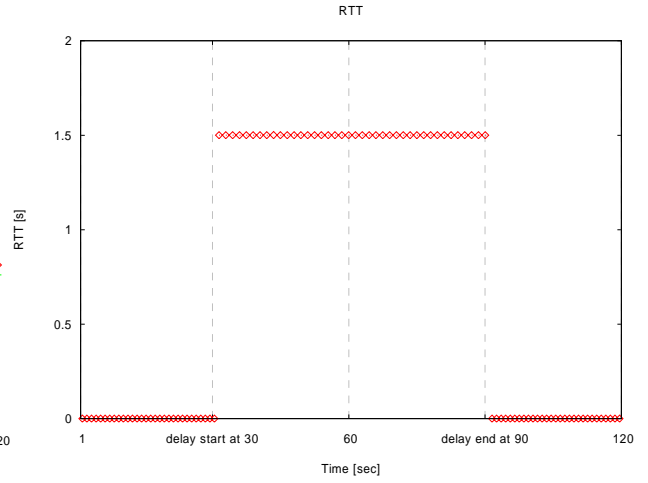


Diagr. F.d.1000ms.4

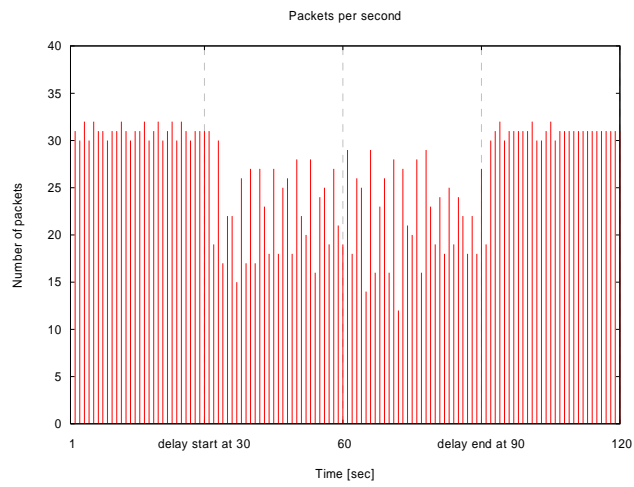
Fifa Football delay 1500ms:



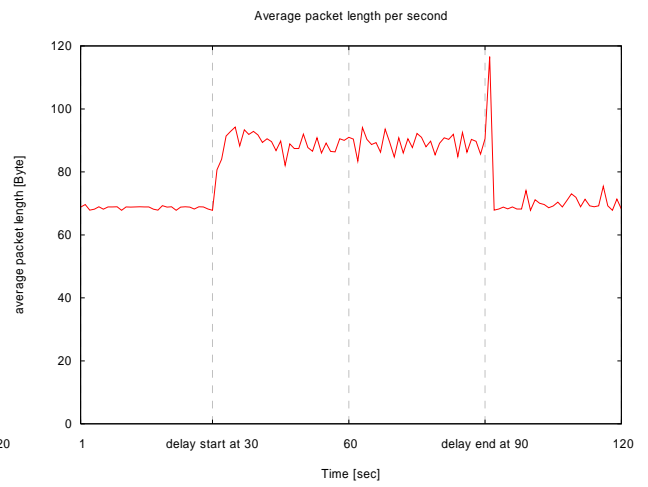
Diagr. F.d.1500ms.1



Diagr. F.d.1500ms.2

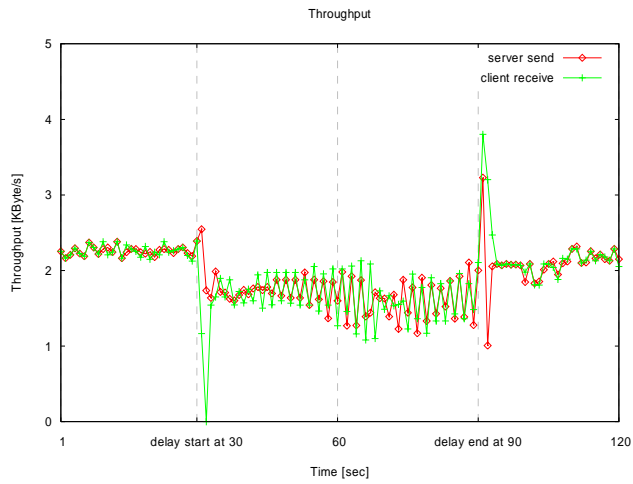


Diagr. F.d.1500ms.3

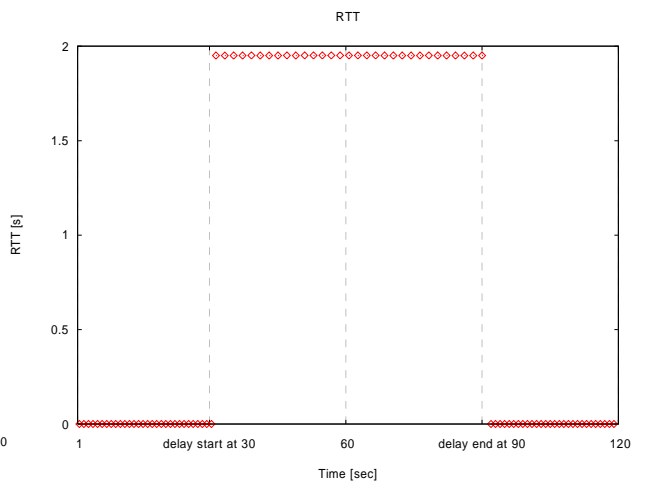


Diagr. F.d.1500ms.4

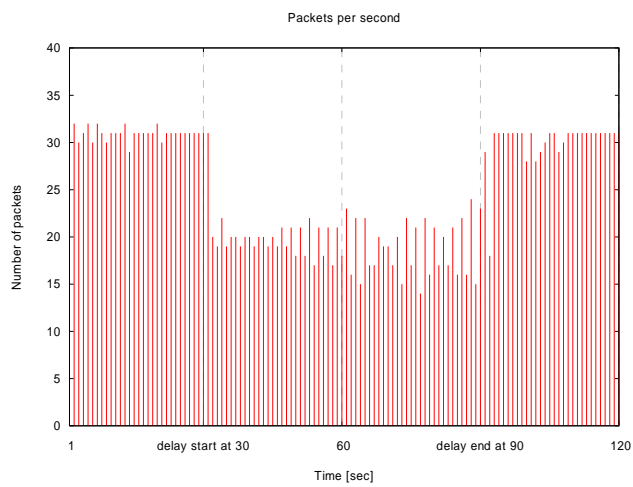
Fifa Football delay 1950ms:



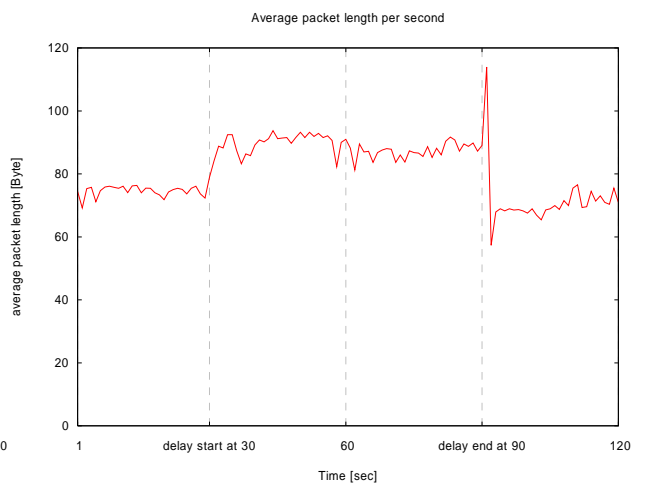
Diagr. F.d.1950ms.1



Diagr. F.d.1950ms.2

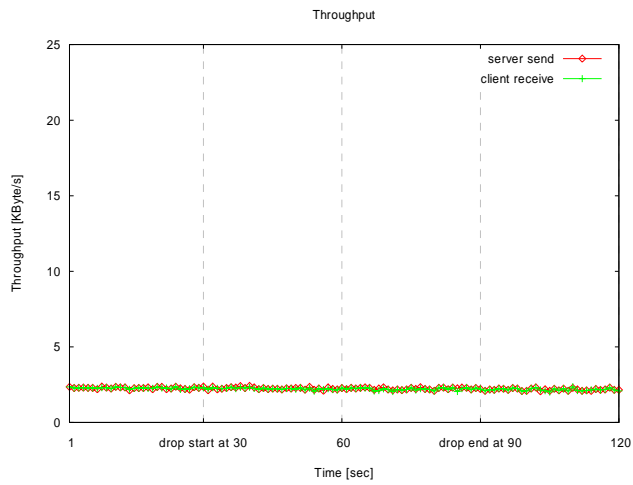


Diagr. F.d.1950ms.3

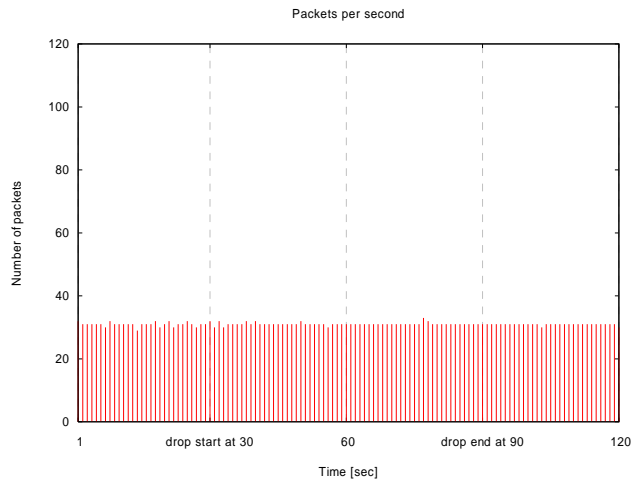


Diagr. F.d.1950ms.4

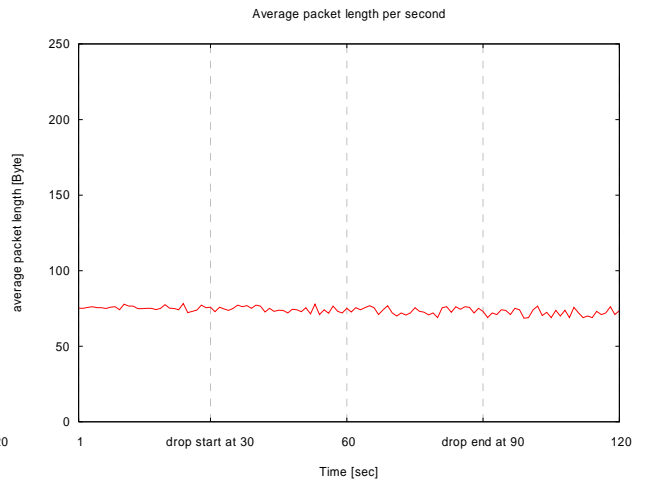
Fifa Football drop 1%:



Diagr. F.d.1%.1

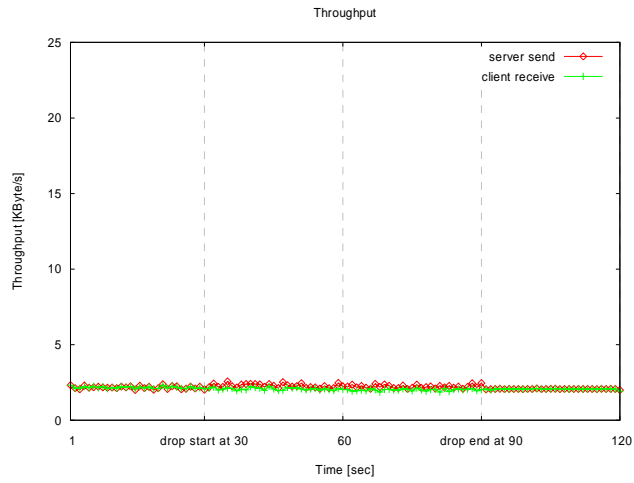


Diagr. F.d.1%.2

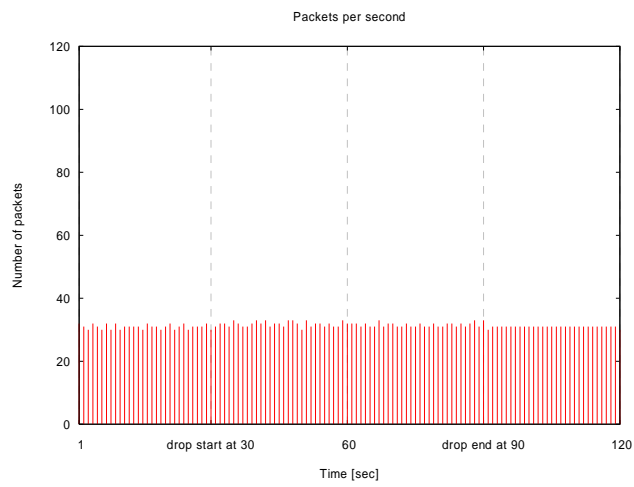


Diagr. F.d.1%.3

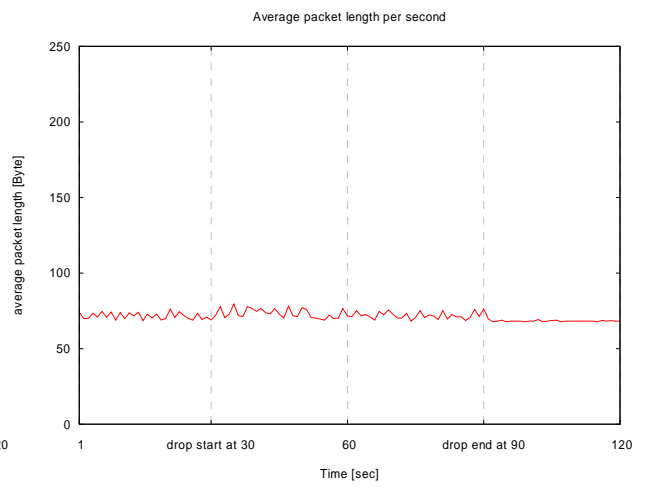
Fifa Football drop 10%:



Diagr. F.d.10%.1

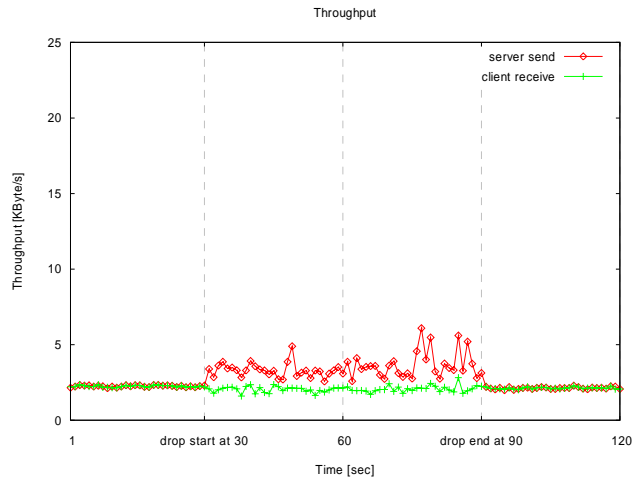


Diagr. F.d.10%.2

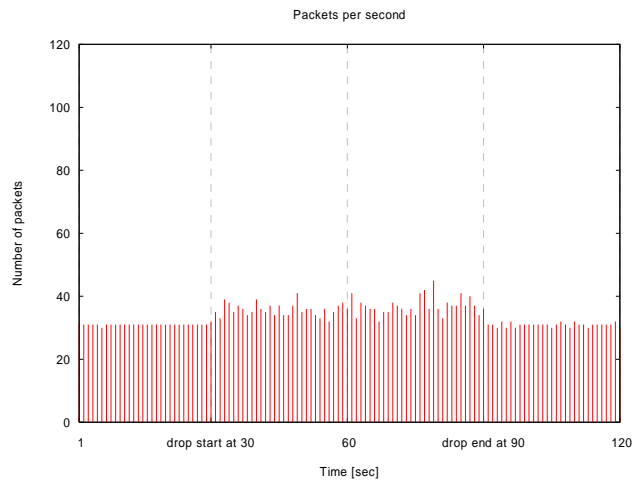


Diagr. F.d.10%.3

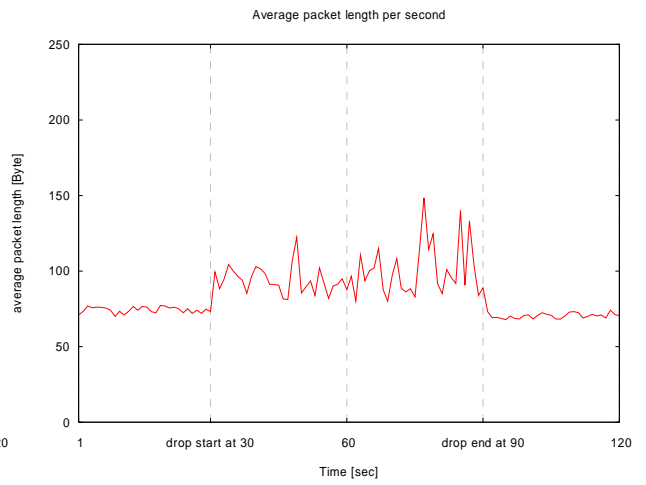
Fifa Football drop 40%:



Diagr. F.d.40%.1

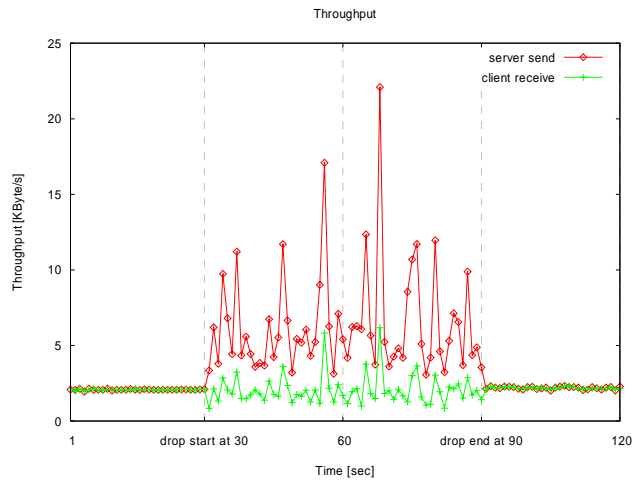


Diagr. F.d.40%.2

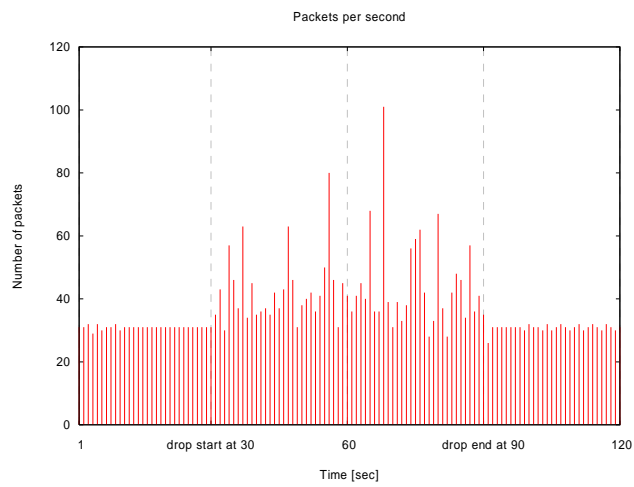


Diagr. F.d.40%.3

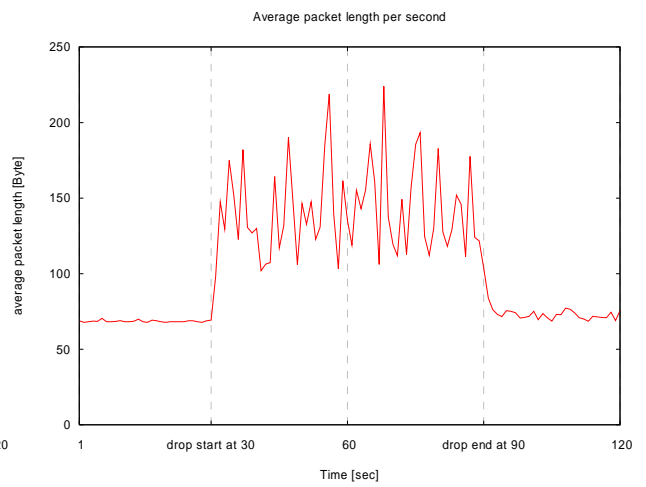
Fifa Football drop 70%:



Diagr. F.d.70%.1

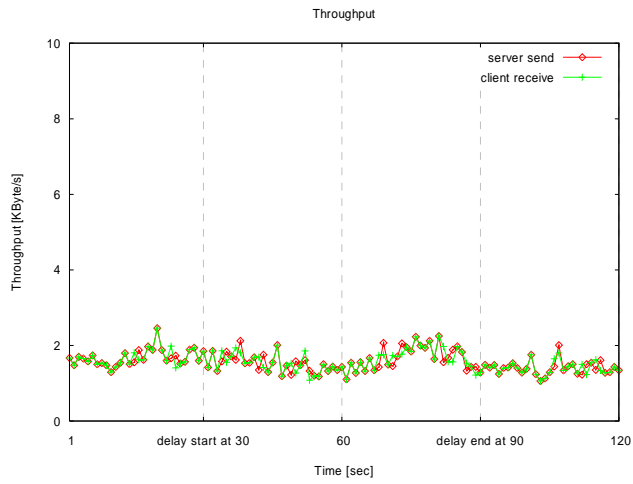


Diagr. F.d.70%.2

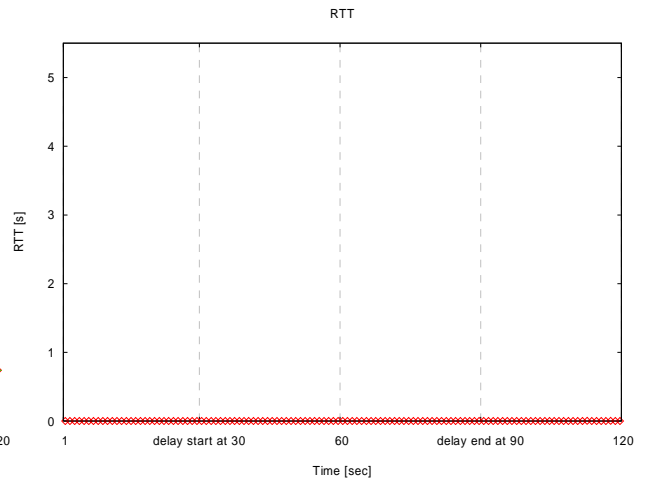


Diagr. F.d.70%.3

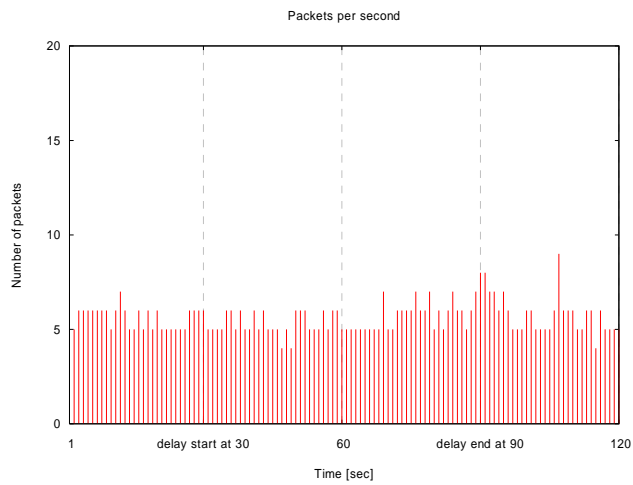
Jedi Knight delay 0ms:



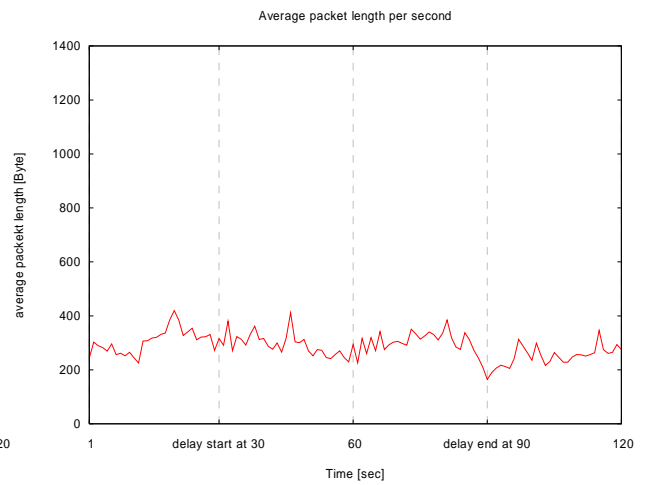
Diagr. J.d.0ms.1



Diagr. J.d.0ms.2

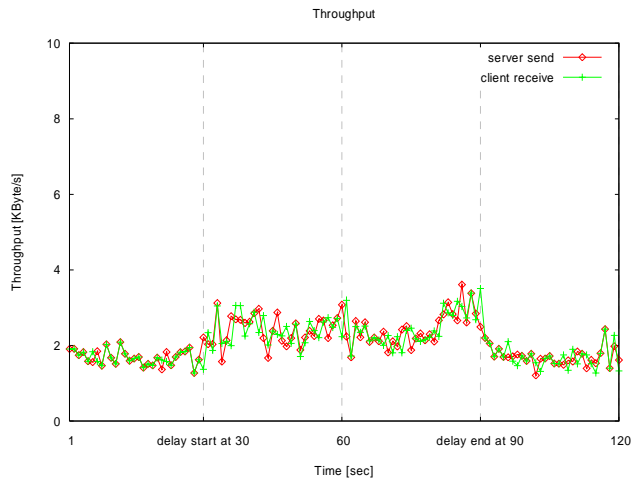


Diagr. J.d.0ms.3

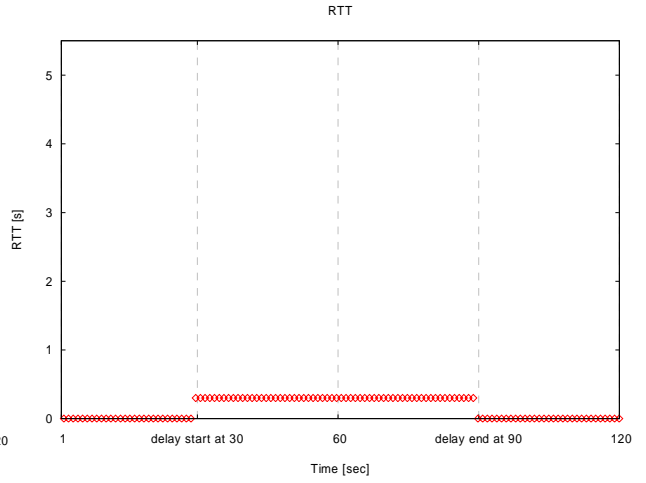


Diagr. J.d.0ms.4

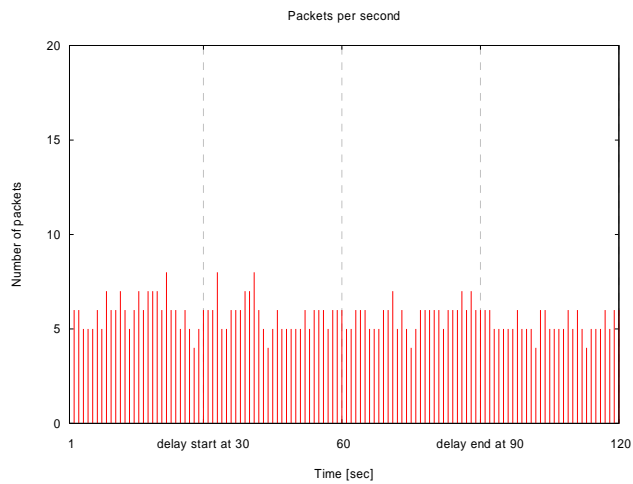
Jedi Knight delay 300ms:



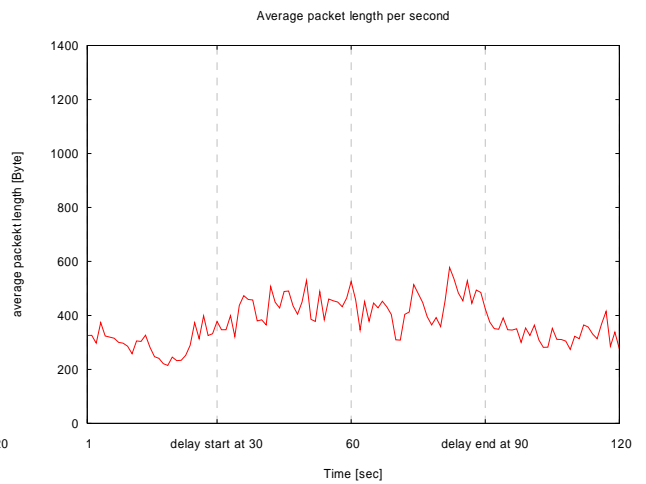
Diagr. J.d.300ms.1



Diagr. J.d.300ms.2

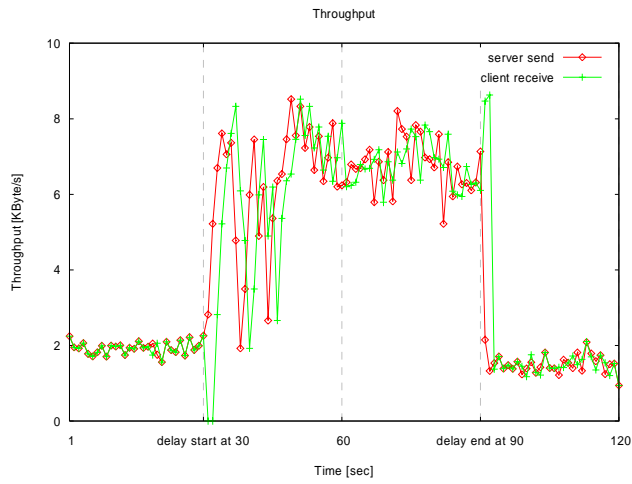


Diagr. J.d.300ms.3

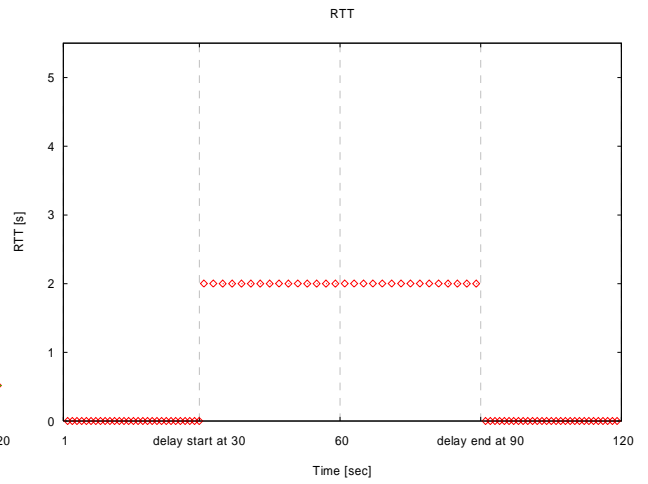


Diagr. J.d.300ms.4

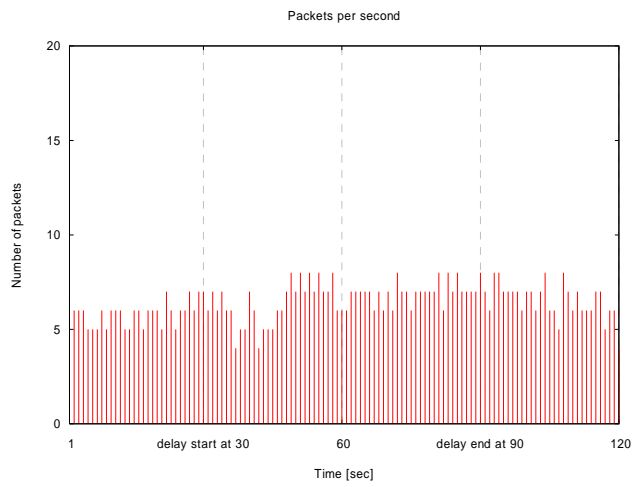
Jedi Knight delay 2000ms:



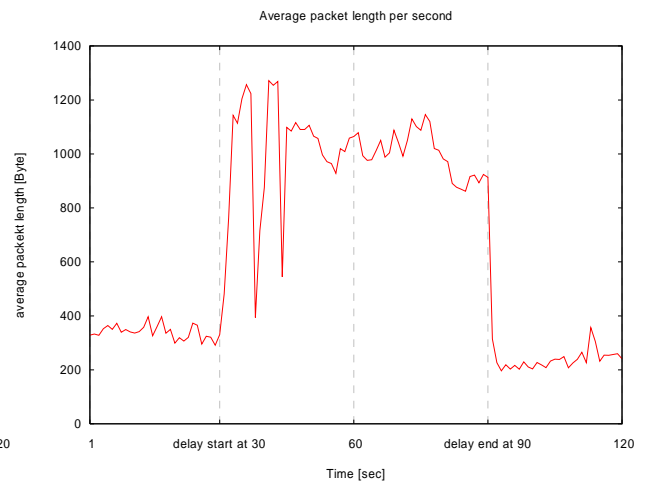
Diagr. J.d.2000ms.1



Diagr. J.d.2000ms.2

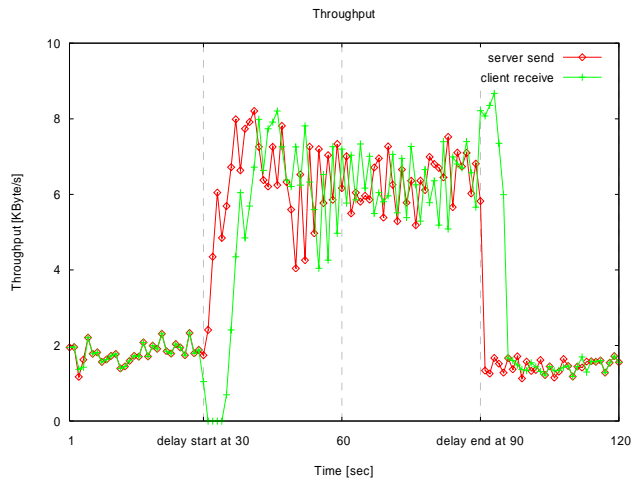


Diagr. J.d.2000ms.3

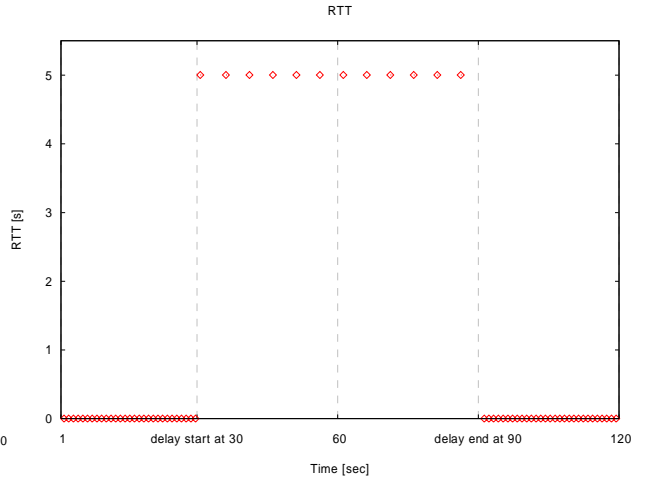


Diagr. J.d.2000ms.4

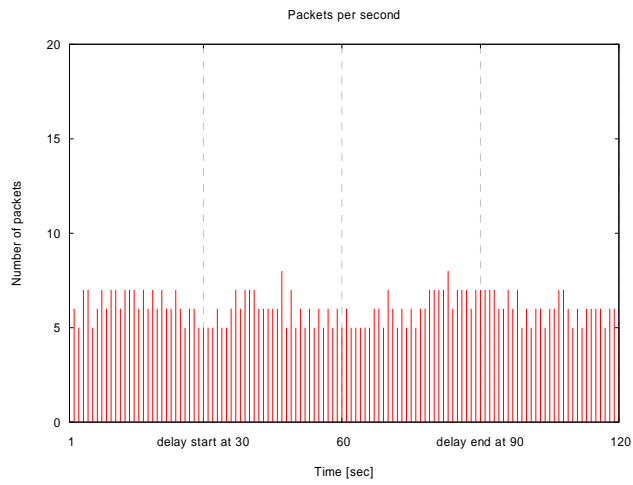
Jedi Knight delay 5000ms:



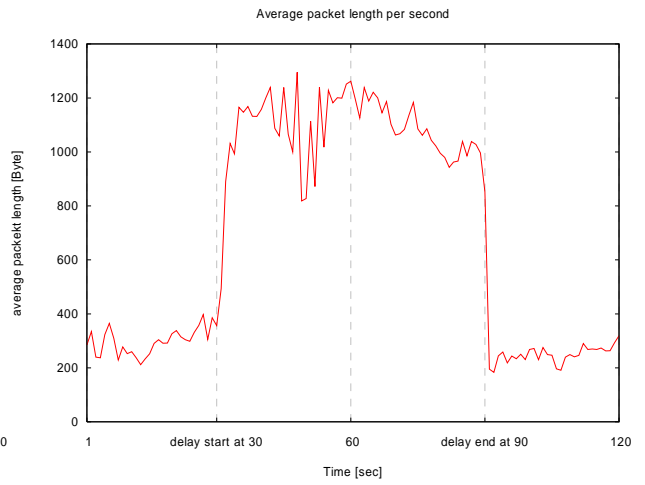
Diagr. J.d.5000ms.1



Diagr. J.d.5000ms.2

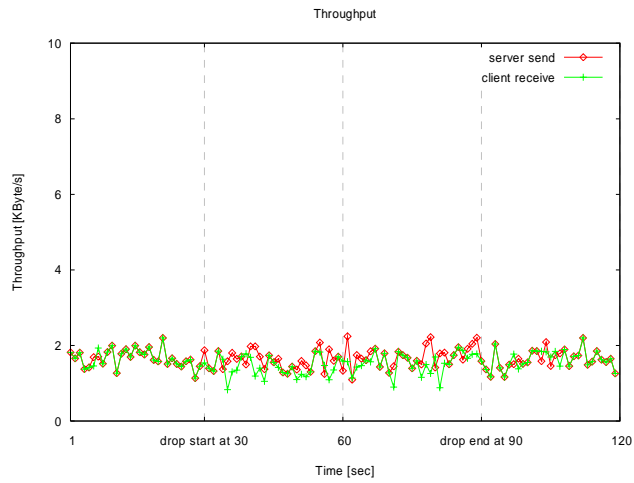


Diagr. J.d.5000ms.3

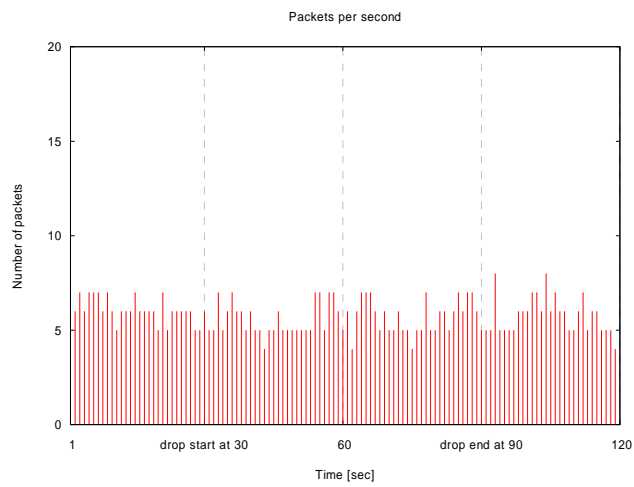


Diagr. J.d.5000ms.4

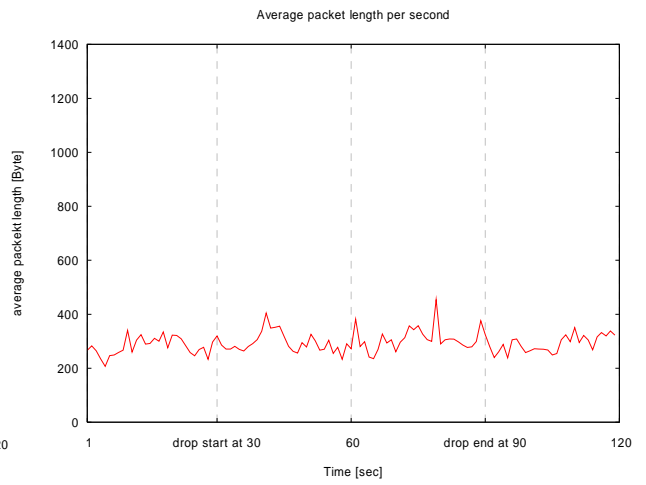
Jedi Knight drop 10%:



Diagr. J.d.10%.1

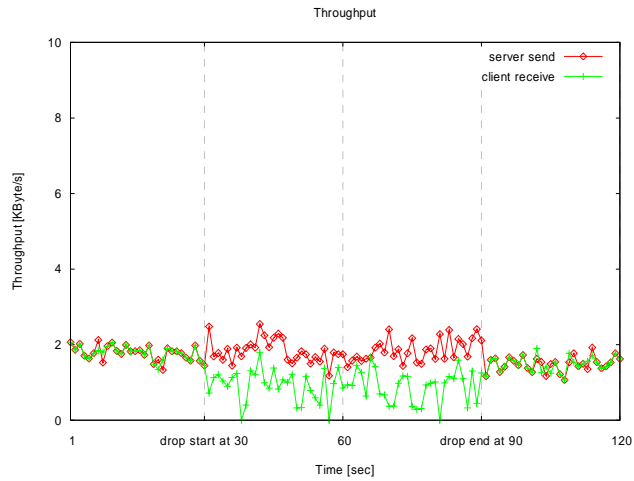


Diagr. J.d.10%.2

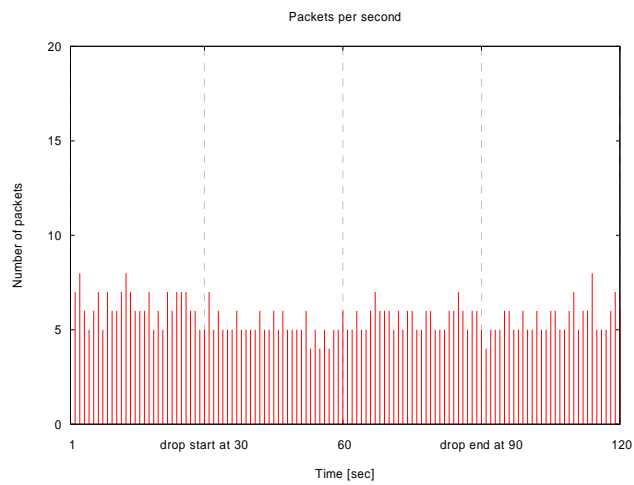


Diagr. J.d.10%.3

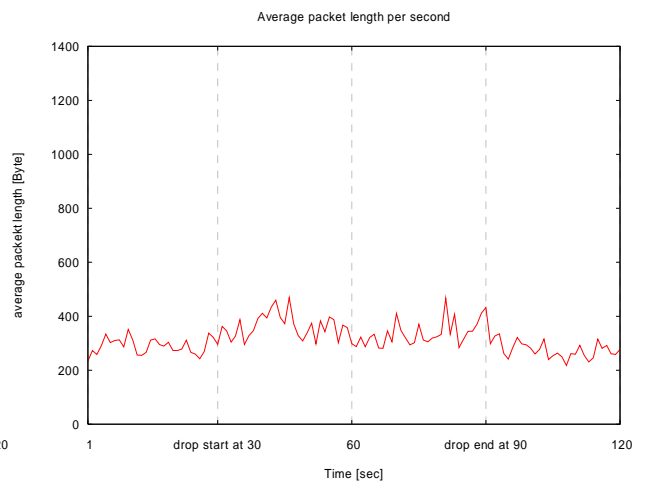
Jedi Knight drop 50%:



Diagr. J.d.50%.1

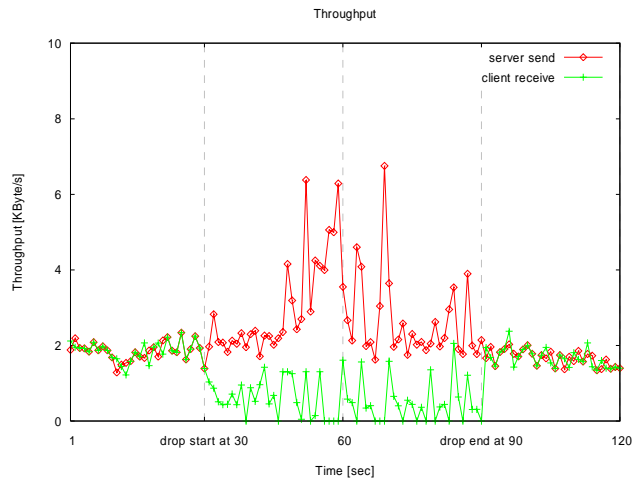


Diagr. J.d.50%.2

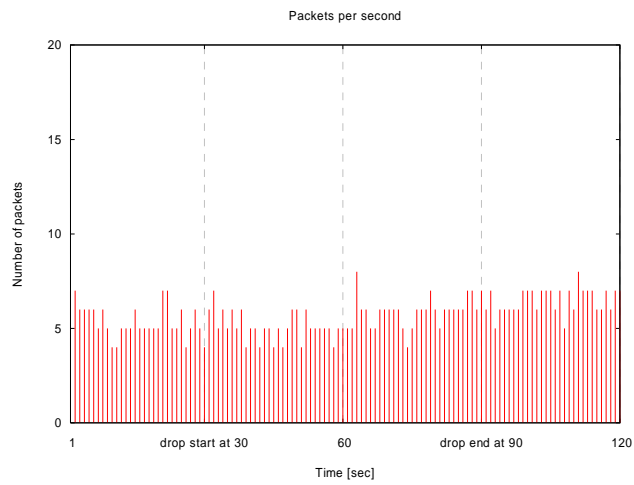


Diagr. J.d.50%.3

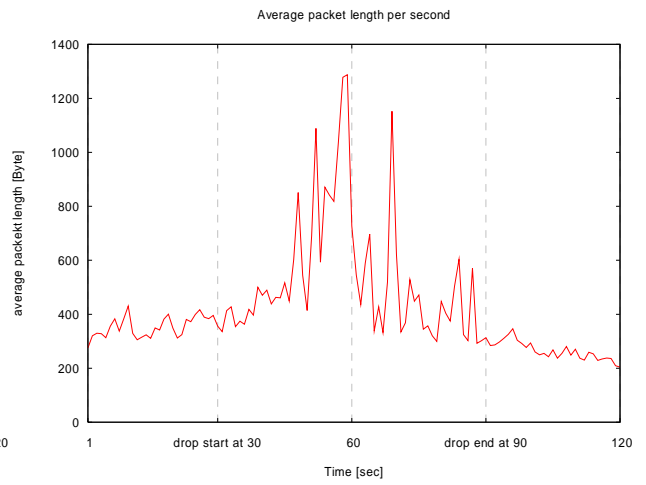
Jedi Knight drop 80%:



Diagr. J.d.80%.1

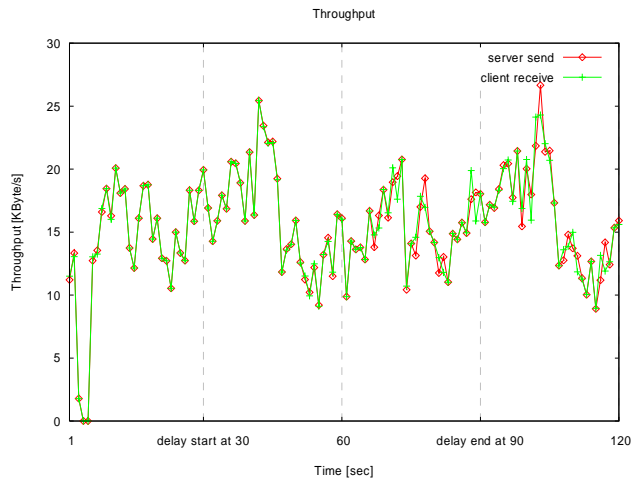


Diagr. J.d.80%.2

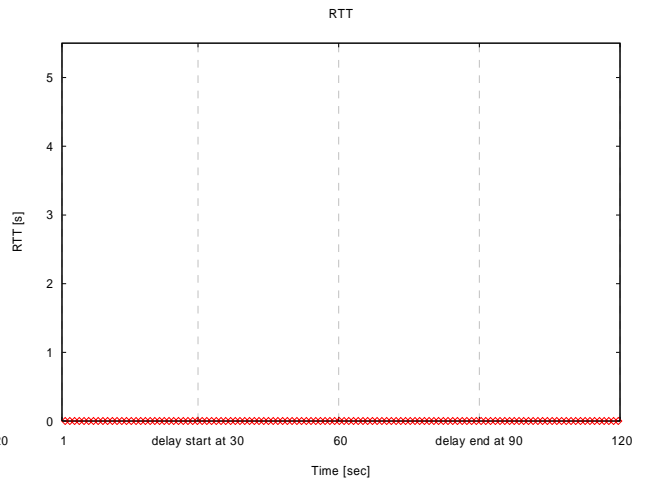


Diagr. J.d.80%.3

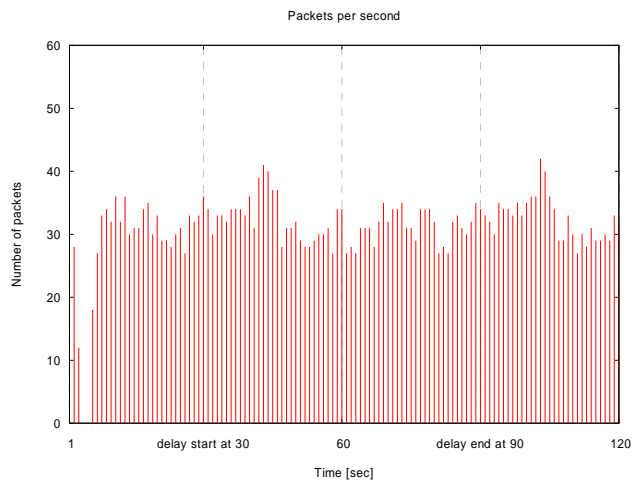
iVisit delay 0ms:



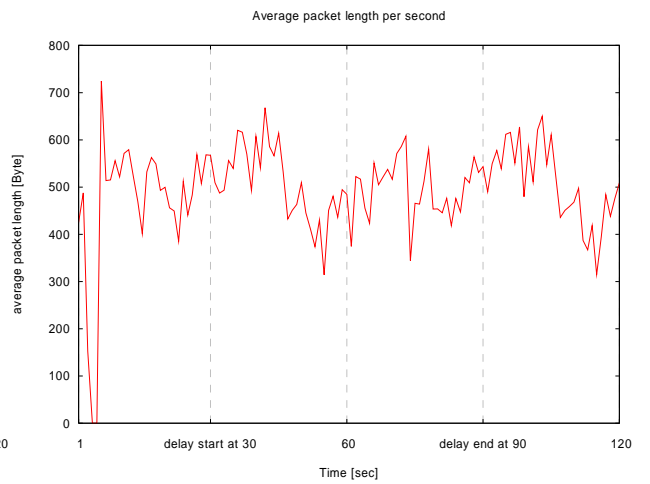
Diagr. iV.d.0ms.1



Diagr. iV.d.0ms.2

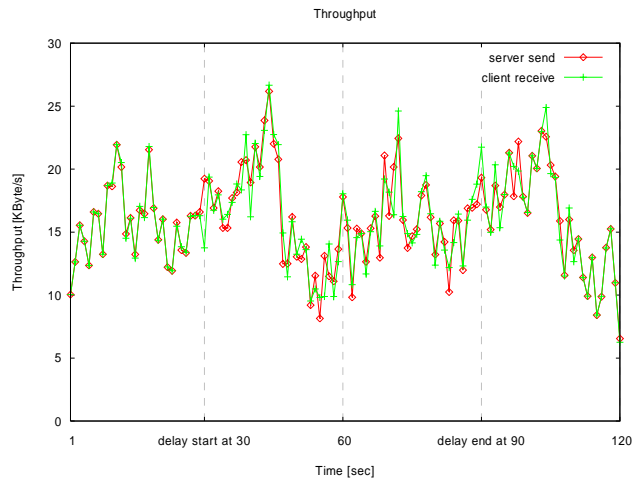


Diagr. iV.d.0ms.3

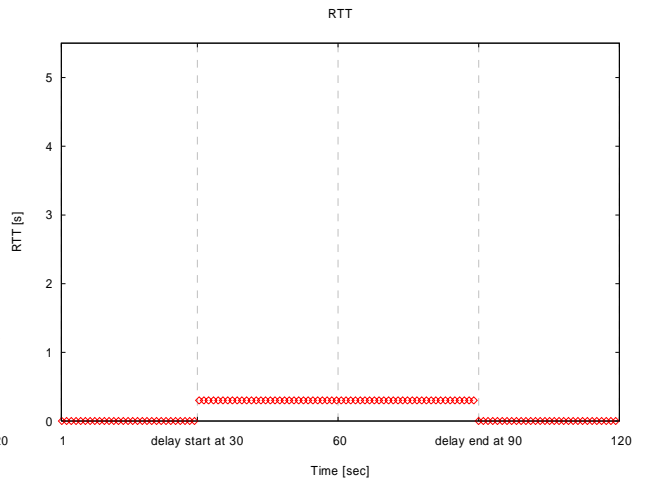


Diagr. iV.d.0ms.4

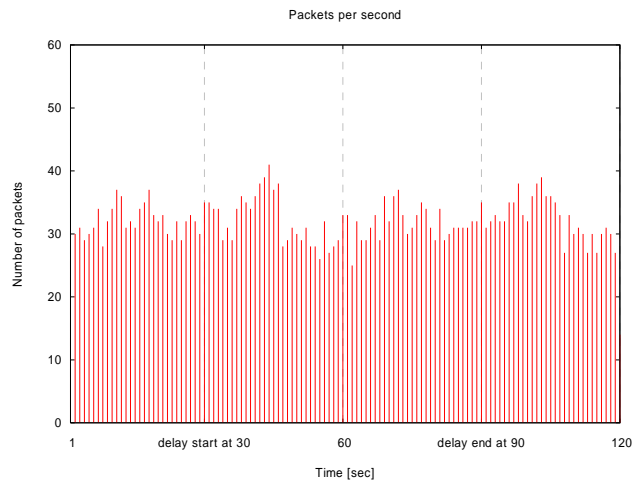
iVisit delay 300ms:



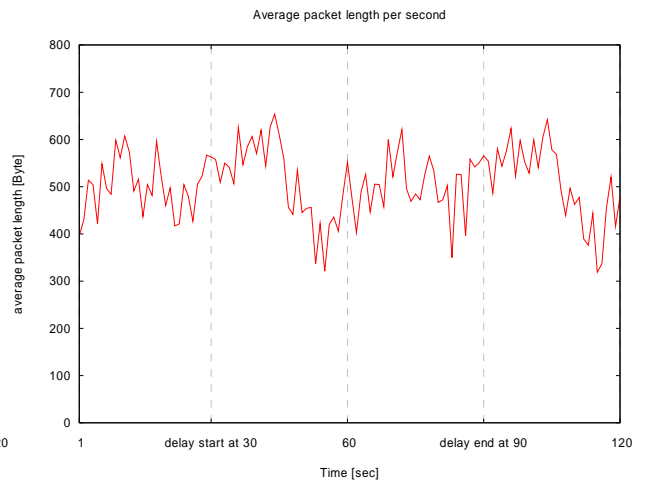
Diagr. iV.d.300ms.1



Diagr. iV.d.300ms.2

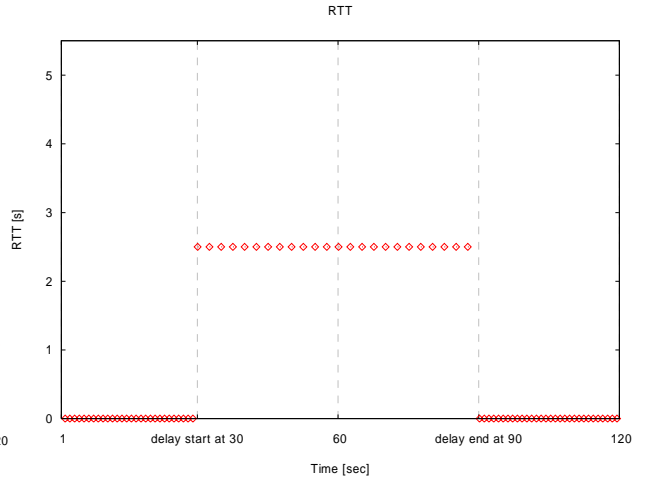
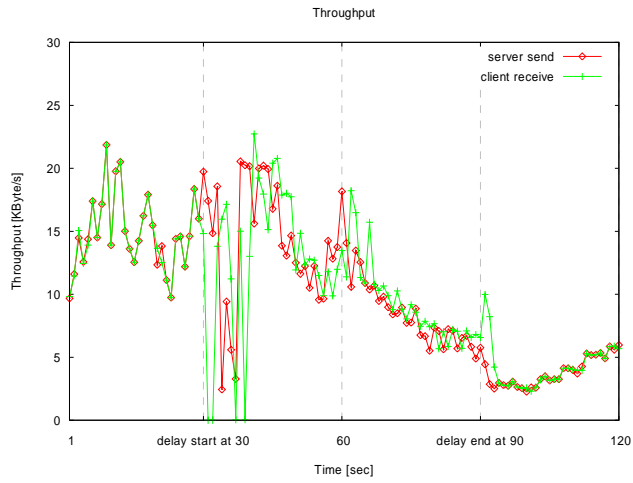


Diagr. iV.d.300ms.3



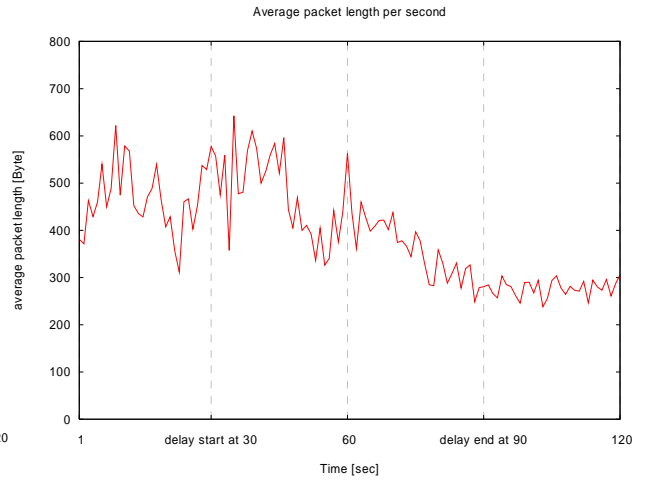
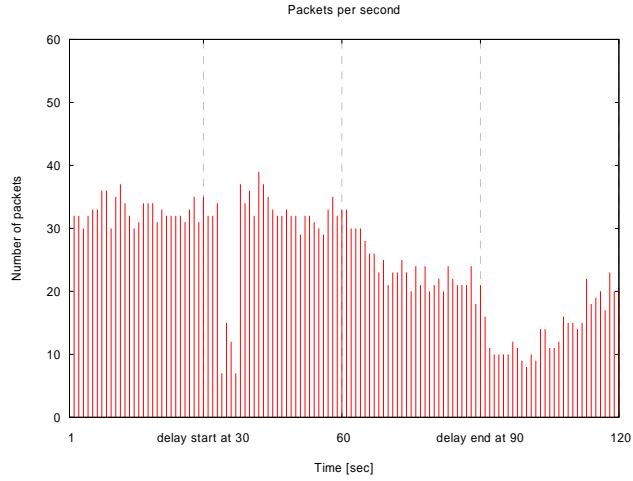
Diagr. iV.d.300ms.4

iVisit delay 2500ms:



Diagr. iV.d.2500ms.1

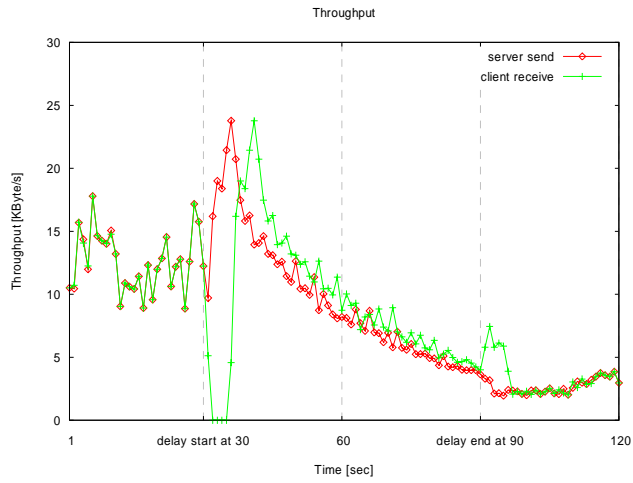
Diagr. iV.d.2500ms.2



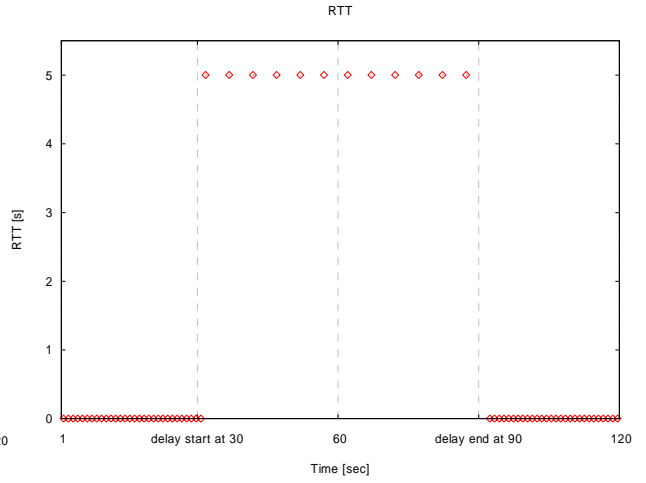
Diagr. iV.d.2500ms.3

Diagr. iV.d.2500ms.4

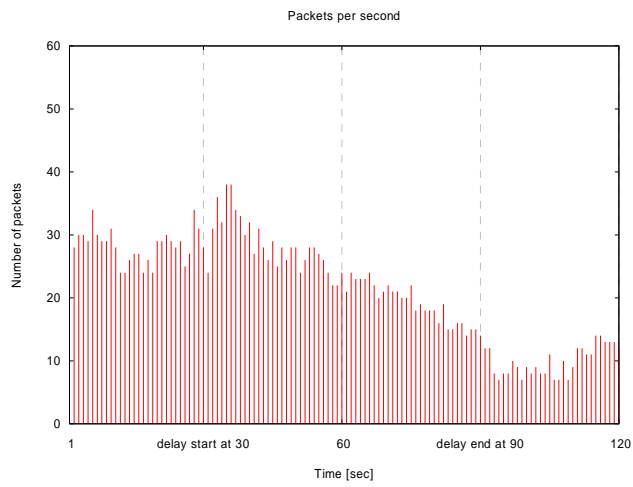
iVisit delay 5000ms:



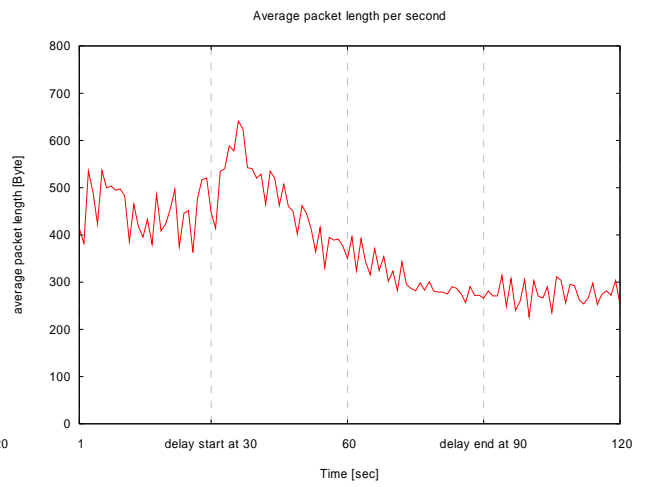
Diagr. iV.d.5000ms.1



Diagr. iV.d.5000ms.2

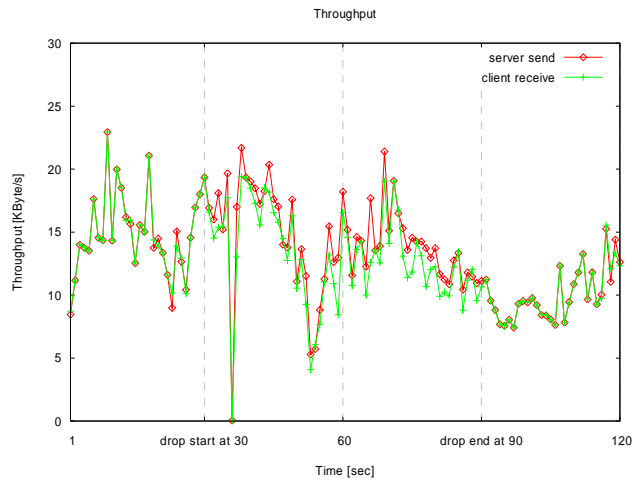


Diagr. iV.d.5000ms.3

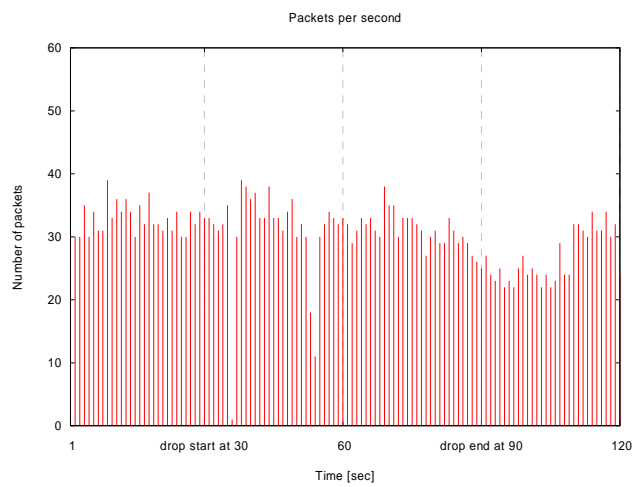


Diagr. iV.d.5000ms.4

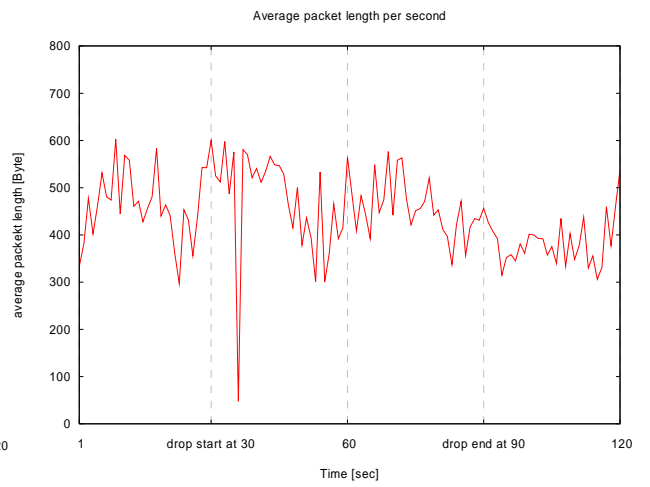
iVisit drop 10%:



Diagr. iV.d.10%.1

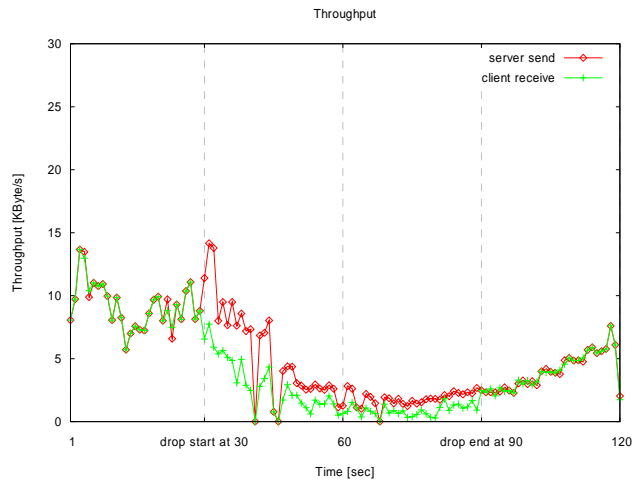


Diagr. iV.d.10%.2

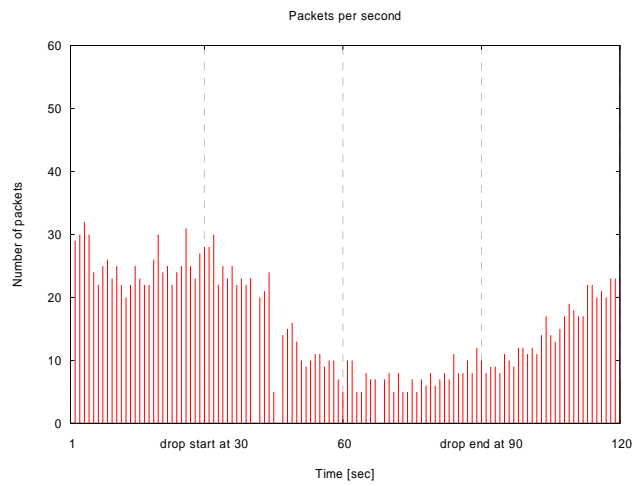


Diagr. iV.d.10%.3

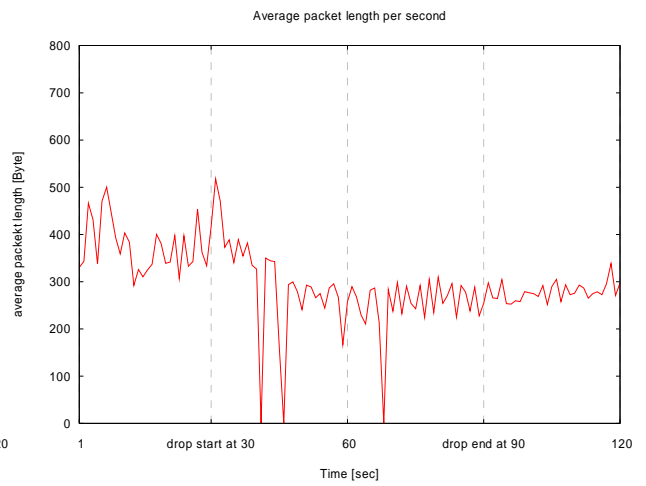
iVisit drop 50%:



Diagr. iV.d.50%.1

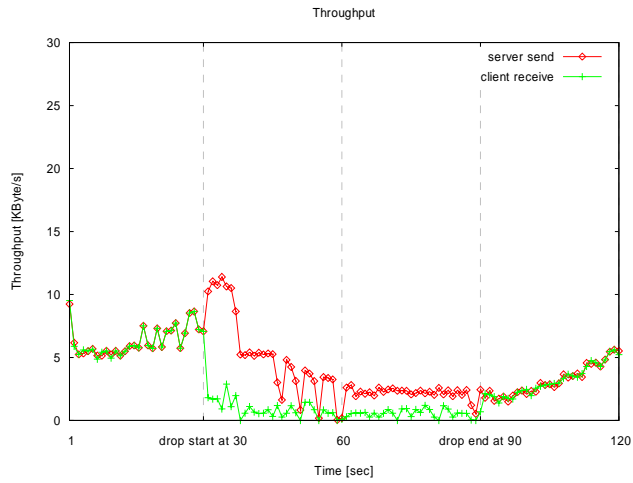


Diagr. iV.d.50%.2

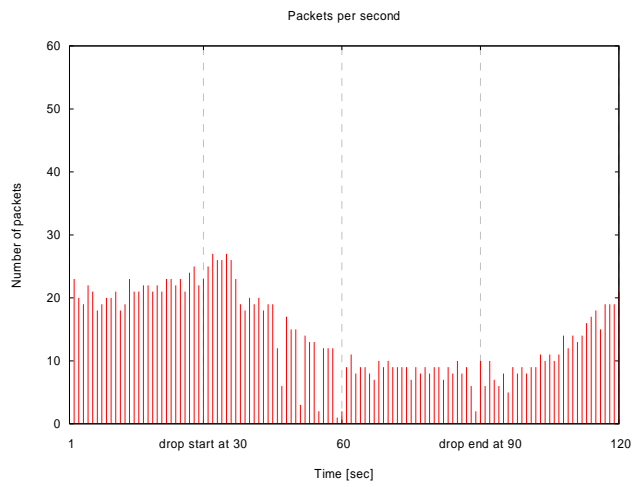


Diagr. iV.d.50%.3

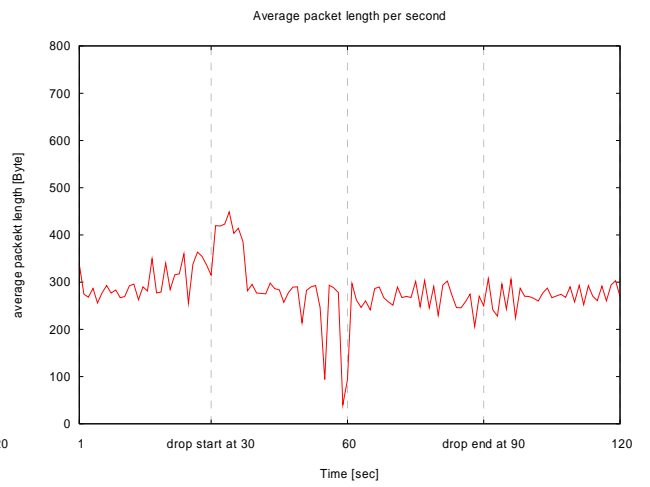
iVisit drop 80%:



Diagr. iV.d.80%.1

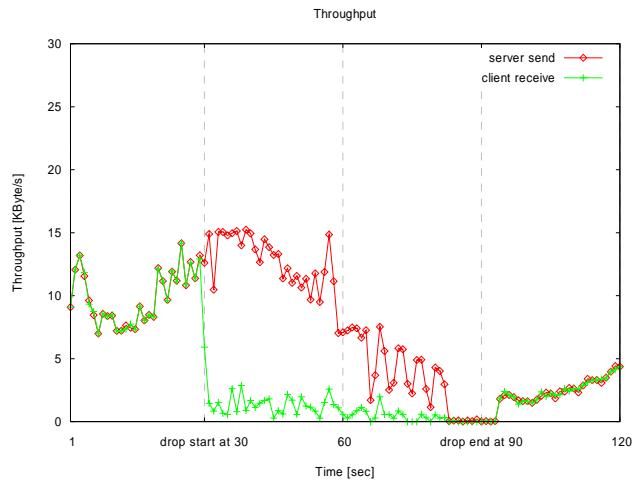


Diagr. iV.d.80%.2

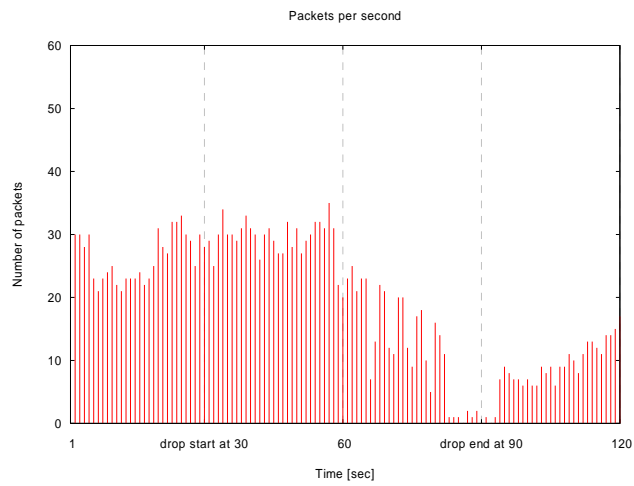


Diagr. iV.d.80%.3

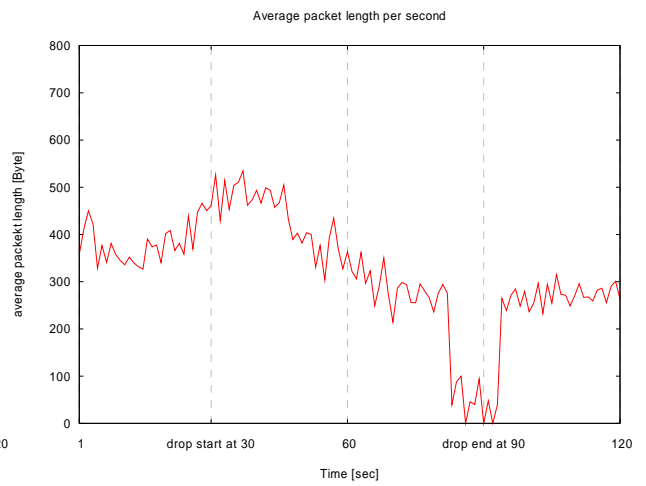
iVisit drop 90%:



Diagr. iV.d.90%.1



Diagr. iV.d.90%.2



Diagr. iV.d.90%.3