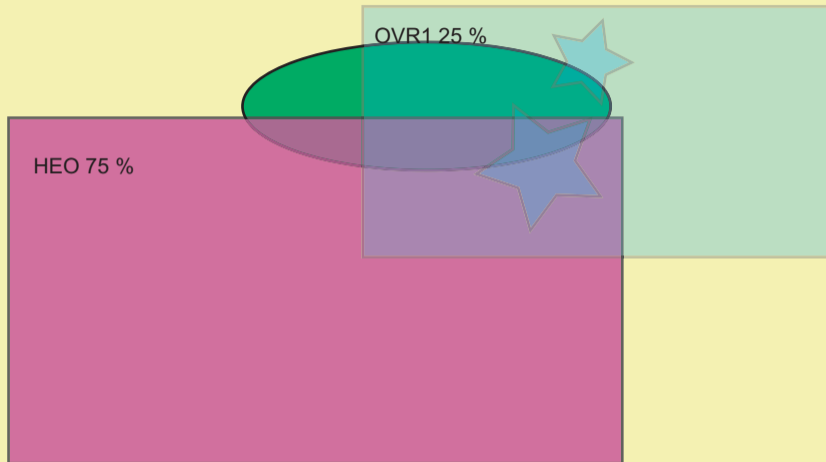


Base Image



Video Prioritization Algorithm 1: OVR1 > HE0 > BASE