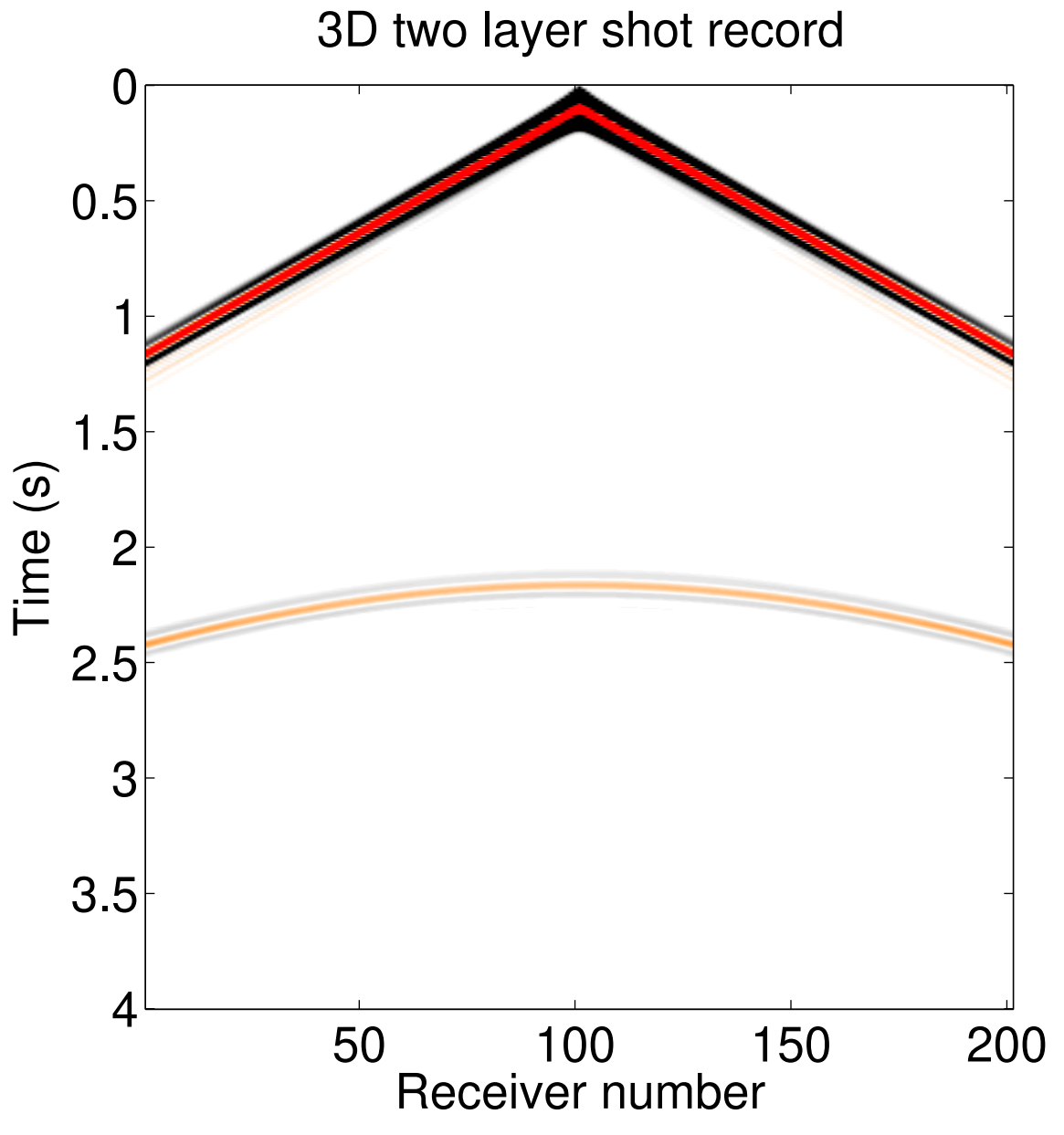
3D two layer shot record
Time (s)
0
0.5
1
1.5
2
2.5
3
3.5
4
50
100
150
200
Receiver number