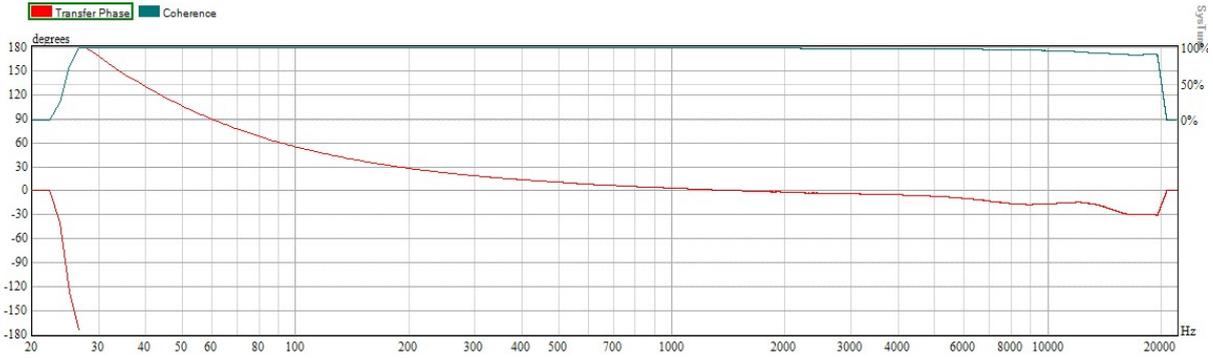


Phase (nach korrigierter Laufzeit per Input-Delay)



Group Delay

