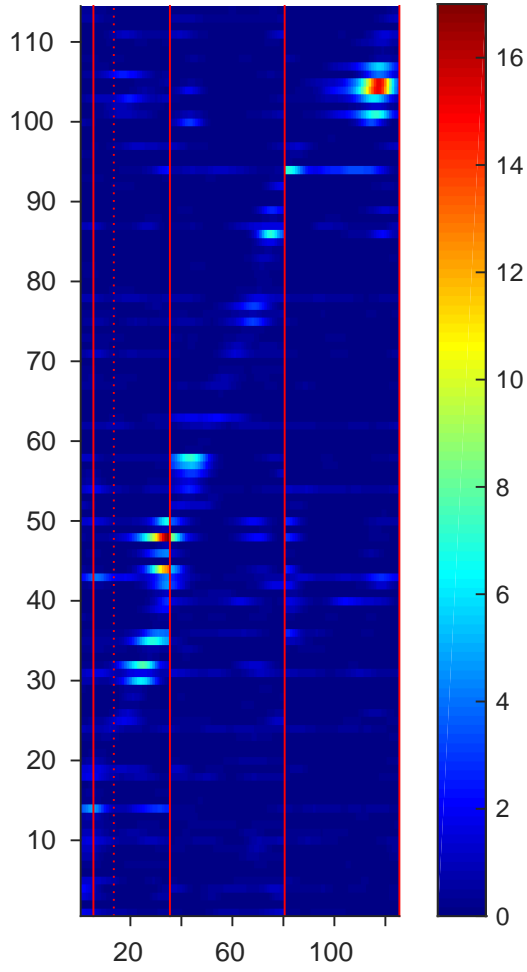


DG II_{a5} --sorted--nonstim-vs-stim--CA3PyrEightMaze-FiringMap--SpeedThreshold

CA3PyrEightMaze-FiringMap--sorted--nonstim



CA3PyrEightMaze-FiringMap--sorted--stim

