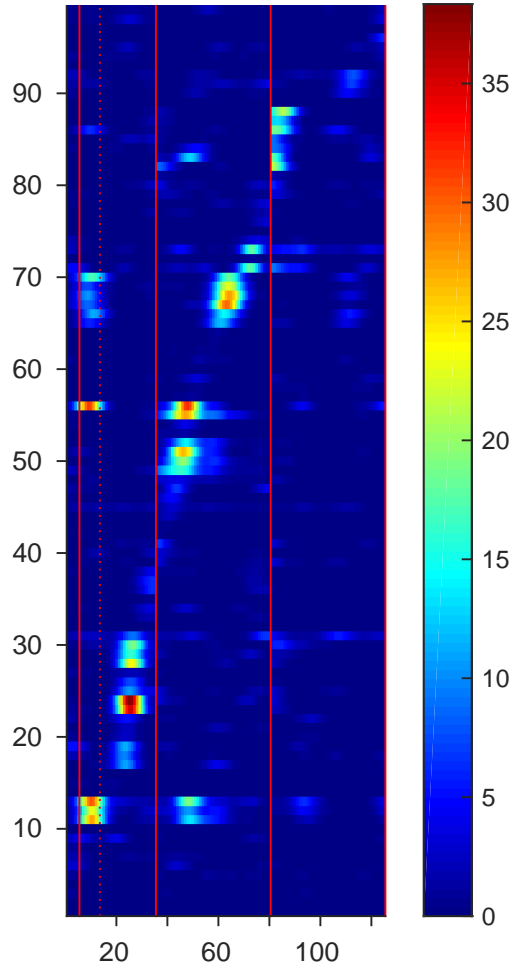


DG<sub>a</sub> II<sub>5</sub>--sorted--nonstim-vs-stim--MossyEightMaze-FiringMap--SpeedThreshold

MossyEightMaze-FiringMap--sorted--nonstim



MossyEightMaze-FiringMap--sorted--stim

