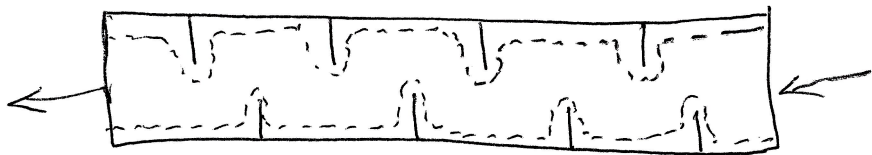


Low freq go thru center



high freq. follow edge - a
longer path - twice delay