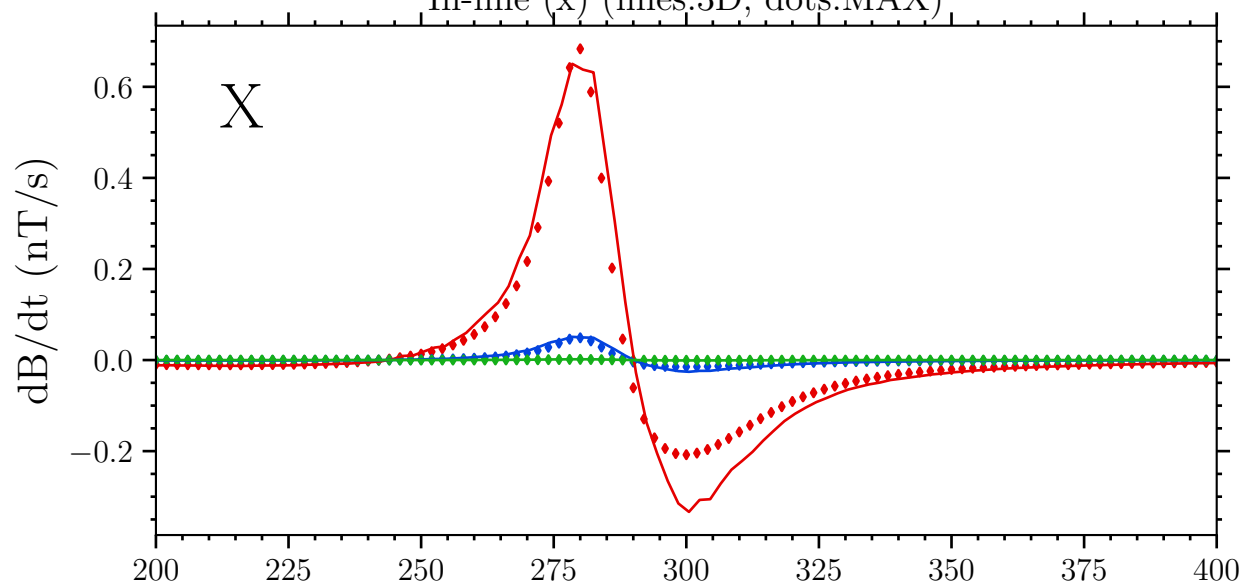
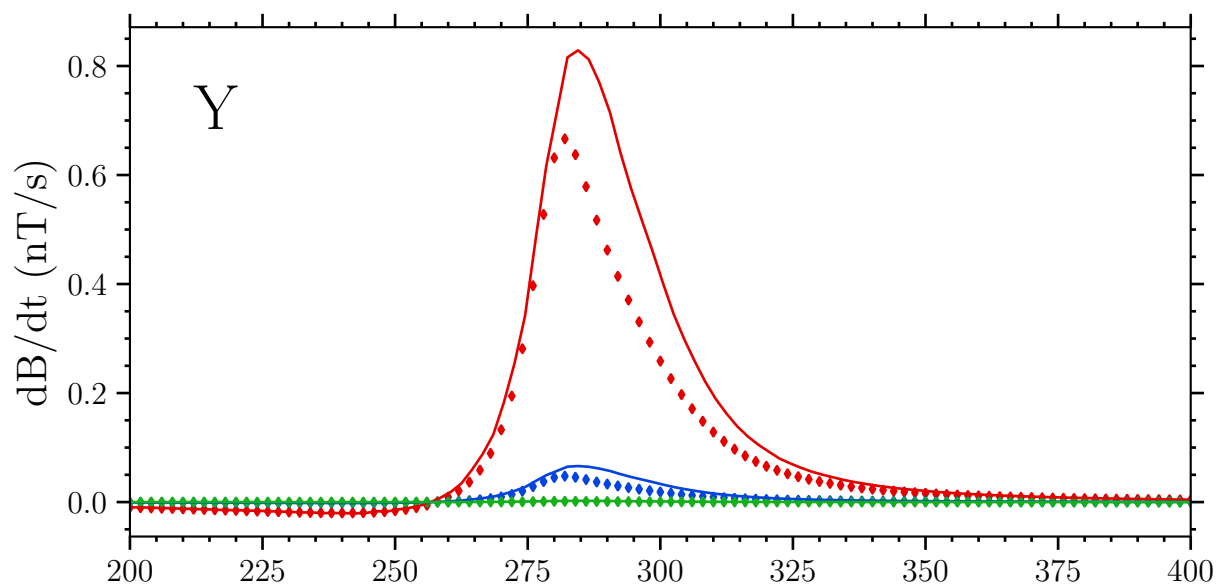


In-line (x) (lines:3D; dots:MAX)

X



Y



Z

