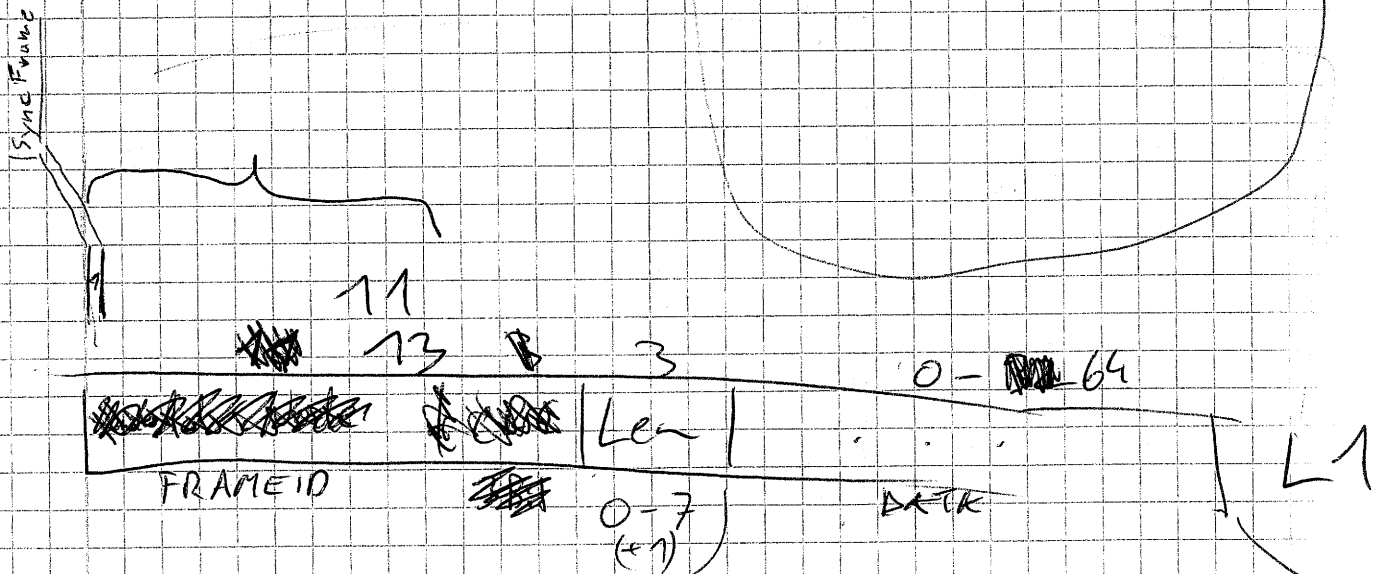
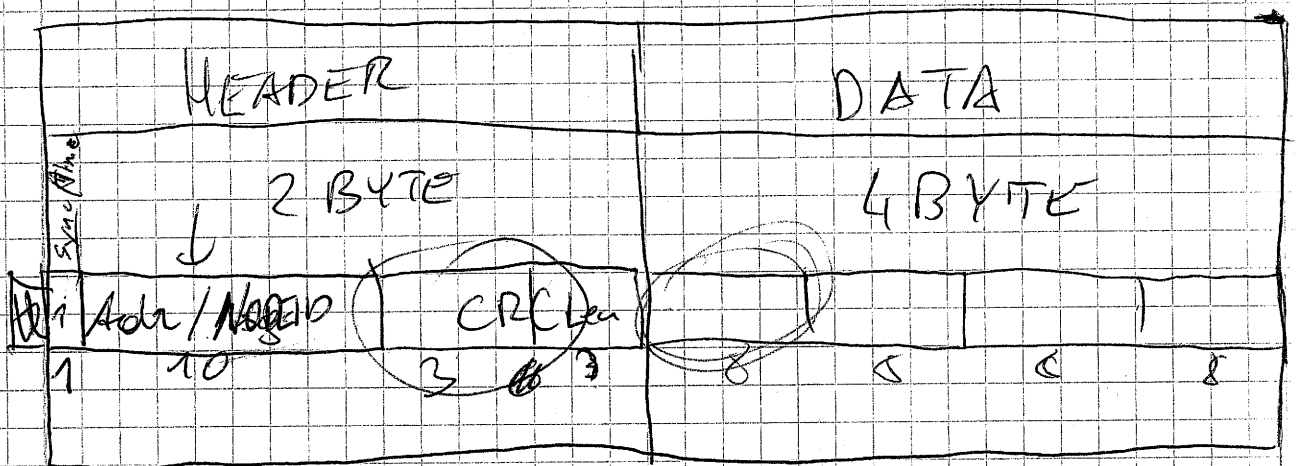


~~2~~ ~~in 6(R)~~

RGB W RGB  
~~3 3 3 3 3 3~~



FRAME ID = MSG ID REAL + NODE ID

20                      1004

800                      204

FRAME ID =

L2