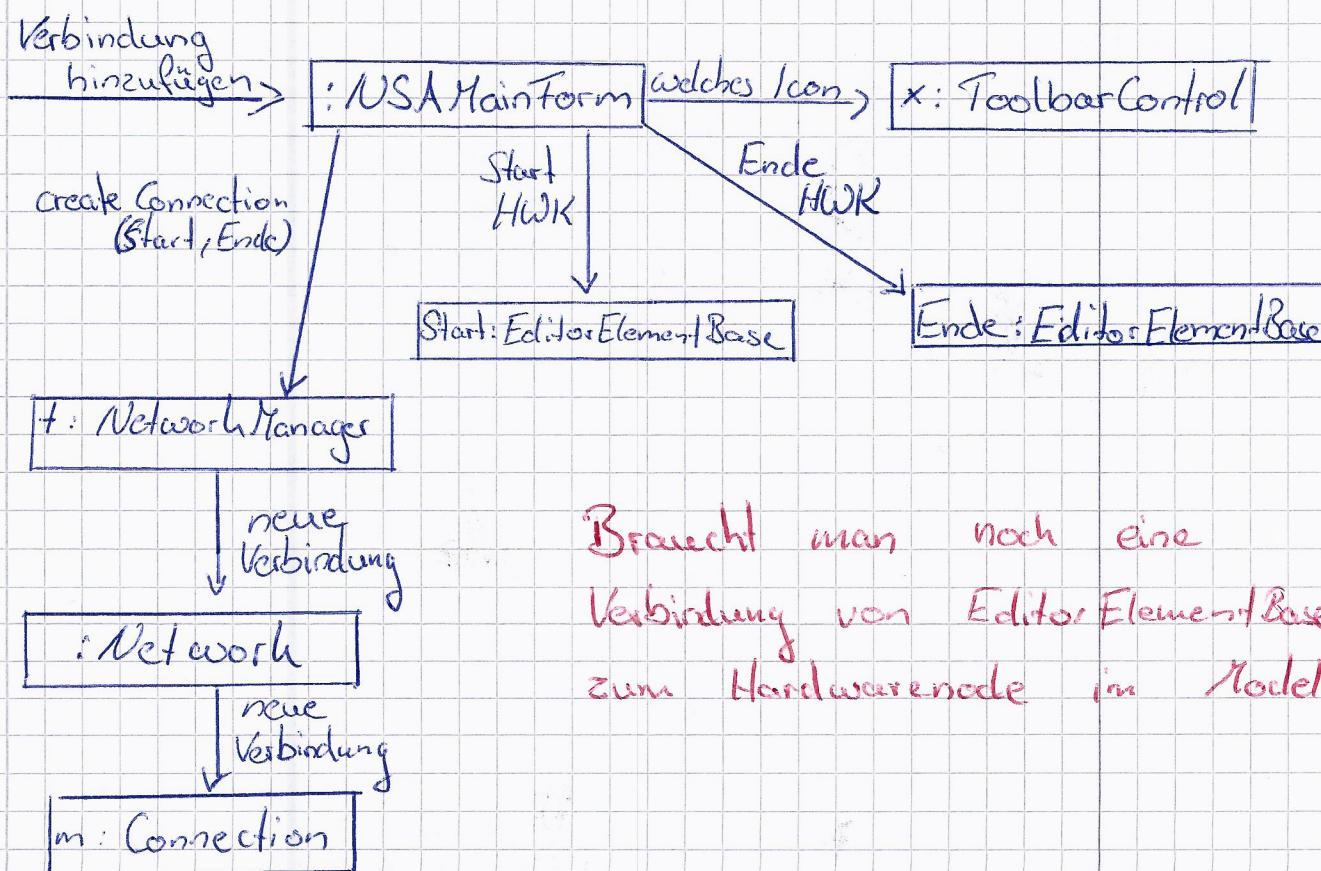
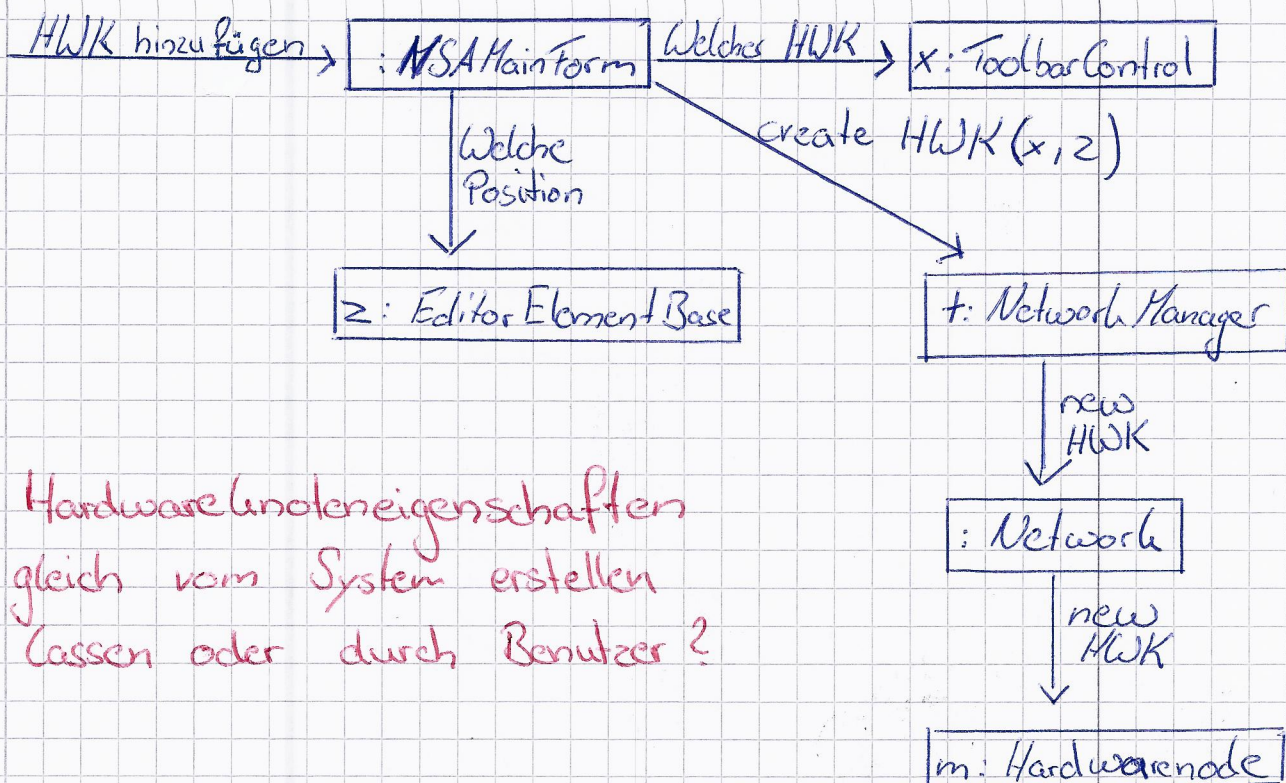
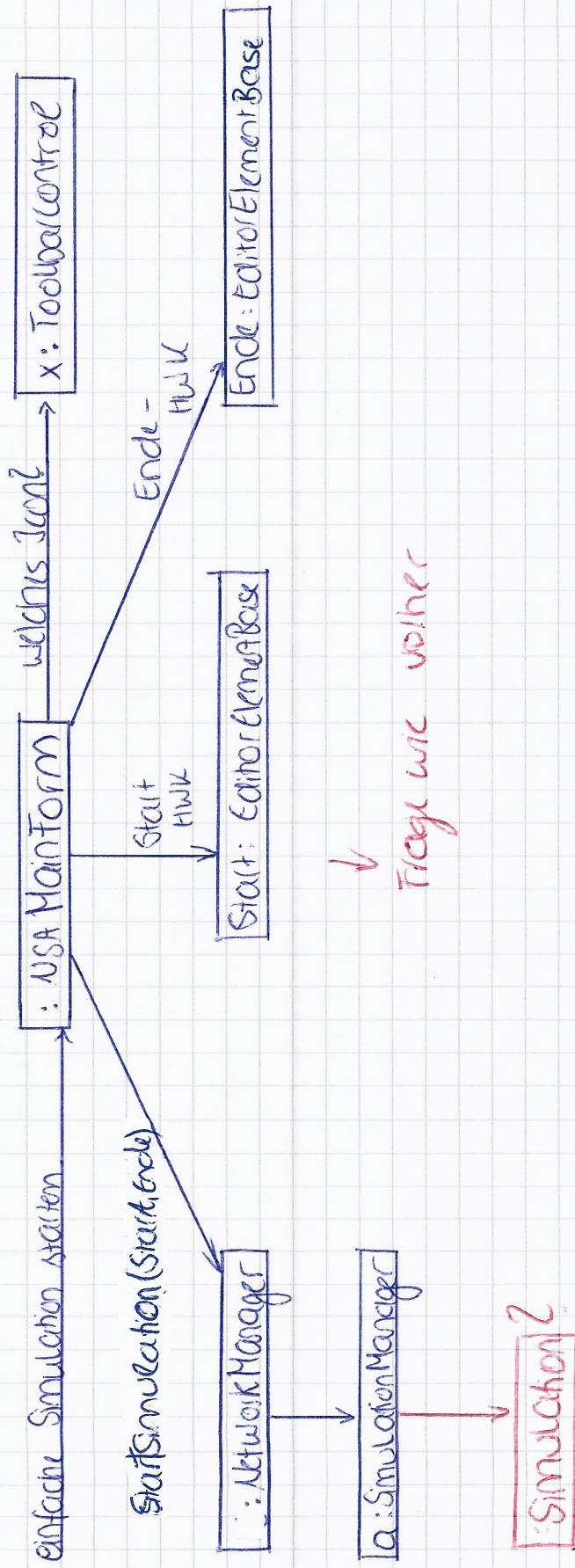


①



Braucht man noch eine Verbindung von Editor Element Base zum Hardwarenode im Model





3

