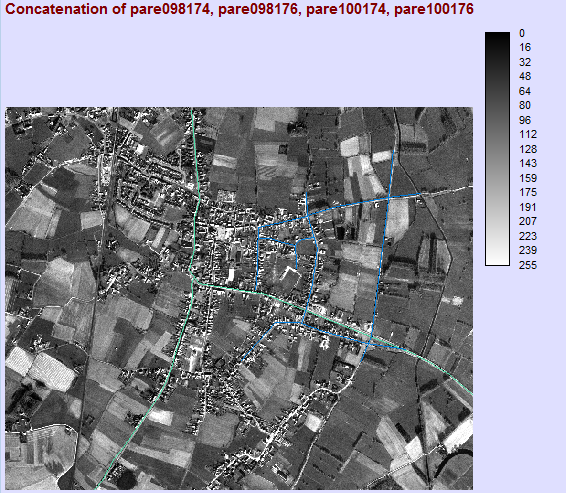
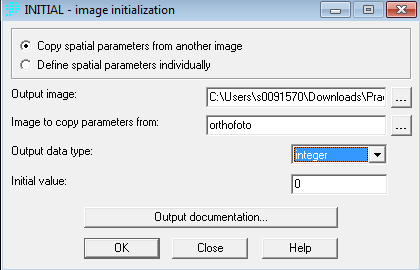
# 3.3.

Digitialiseren



INITIAL



RasterVector

