

```
/* =====
 *
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 *
 * =====
 */
//[ ] END OF FILE
#pragma once

struct smflags {
    uint8 autoflag;
    int vinkelVal;
    uint32 VBTE1Niveau;
    uint32 VBTE2Niveau;
    int VBTE1Status;
    int VBTE2Status;
    int32 levelVal;
};
```