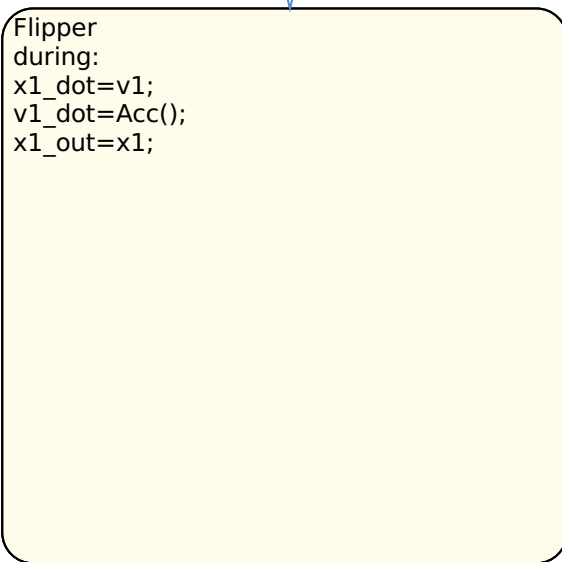


{Init();}



1

2

3

4

[WandLKontakt()
{WandLRefl()}]

[WandUKontakt()
{WandURefl()}]

[WandRKontakt()
{WandRRefl()}]

[HndKontakt()
{HndRefl()}]

