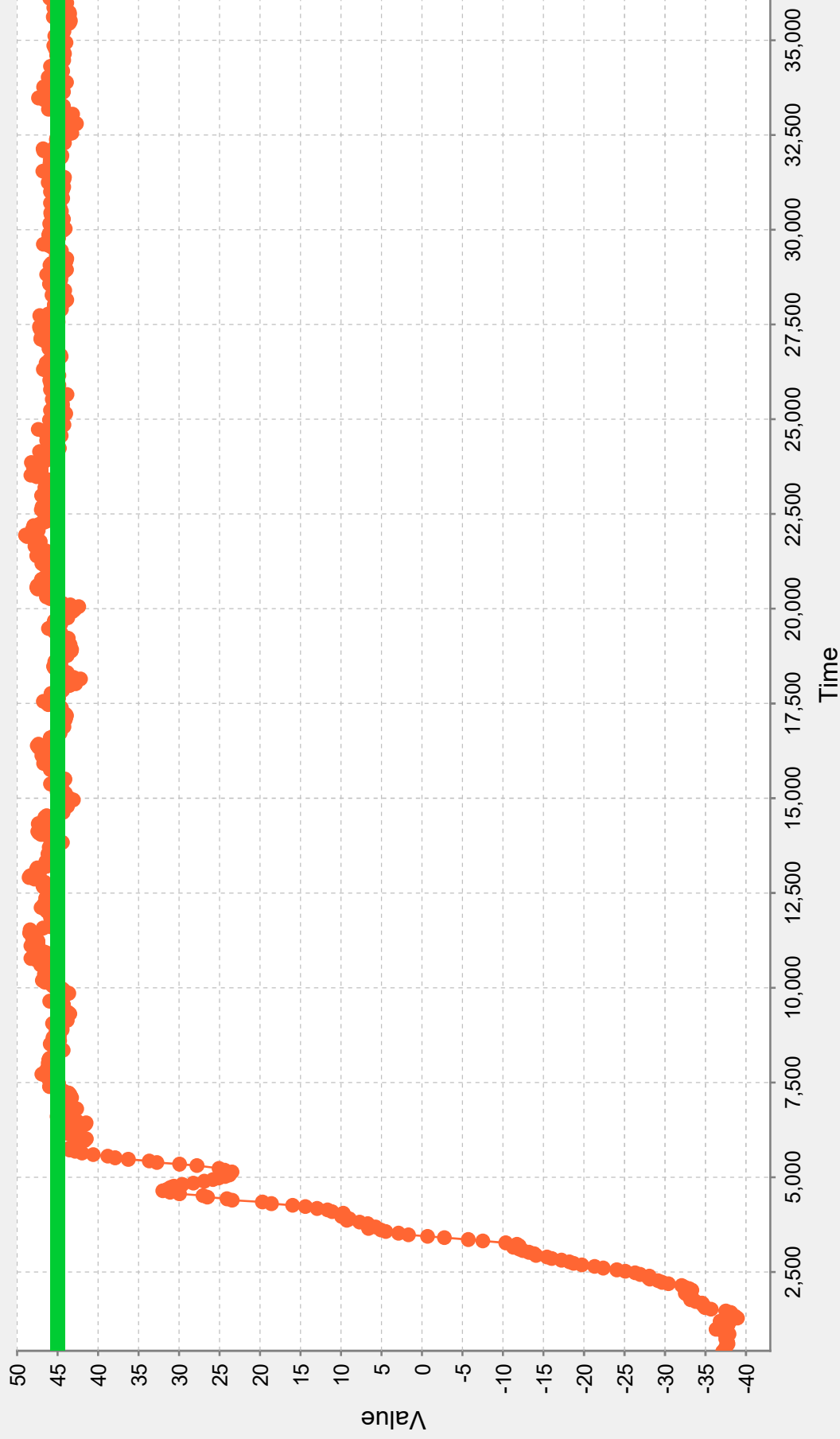


# VarViewer1



angle\_set xem