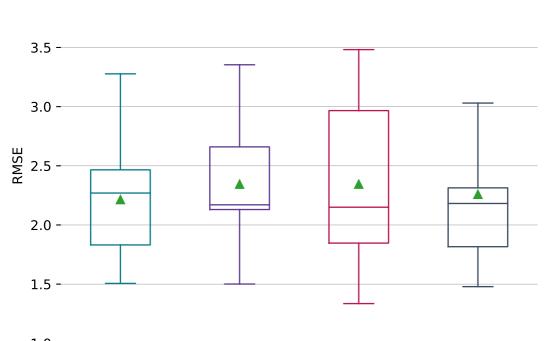


4.0 -



AR with obsARclerith haptics and obsRawiehout ABstraithehaptics without obstacle