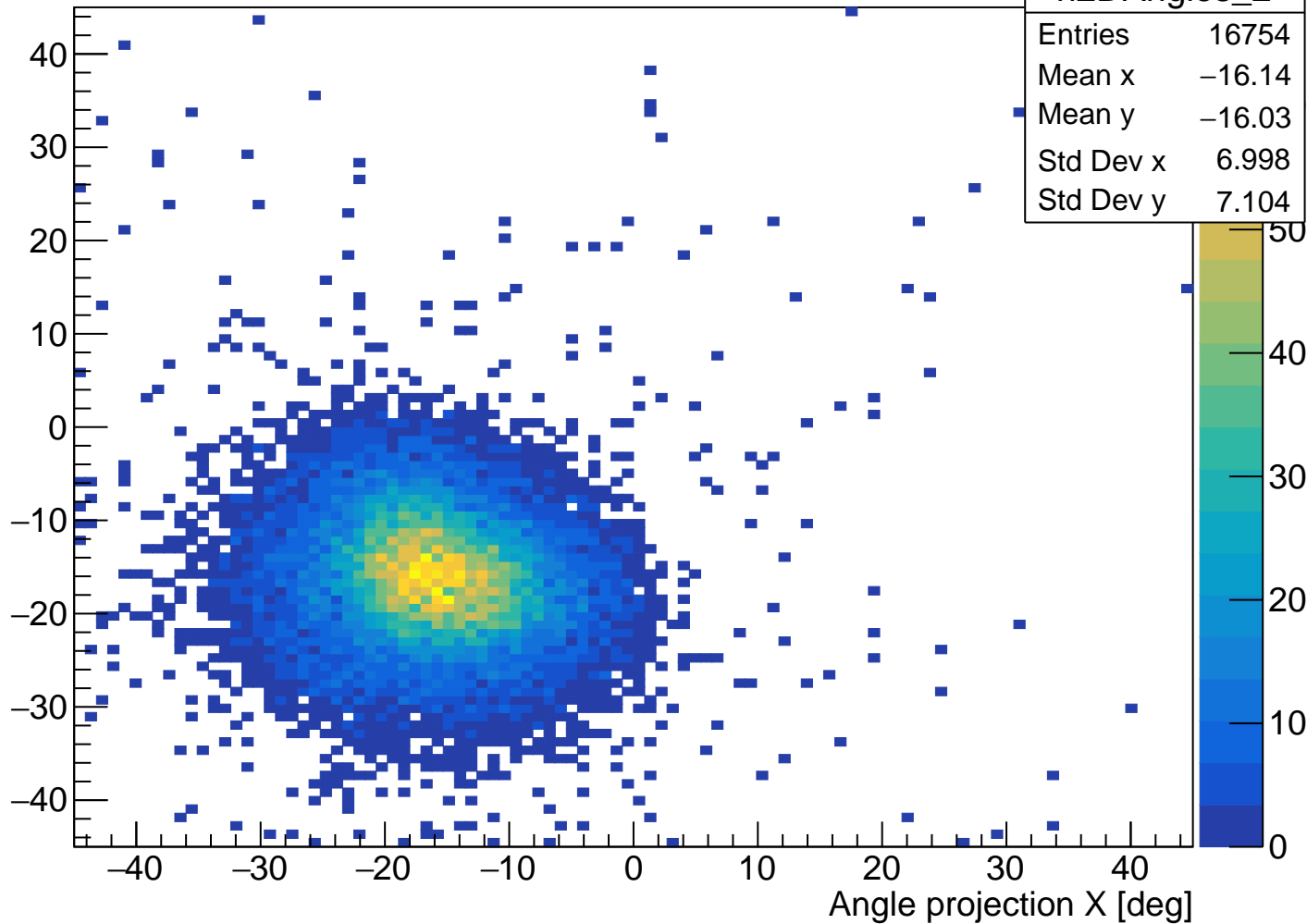


# hAngles\_2

Angle projection Y [deg]



Angle projection X [deg]