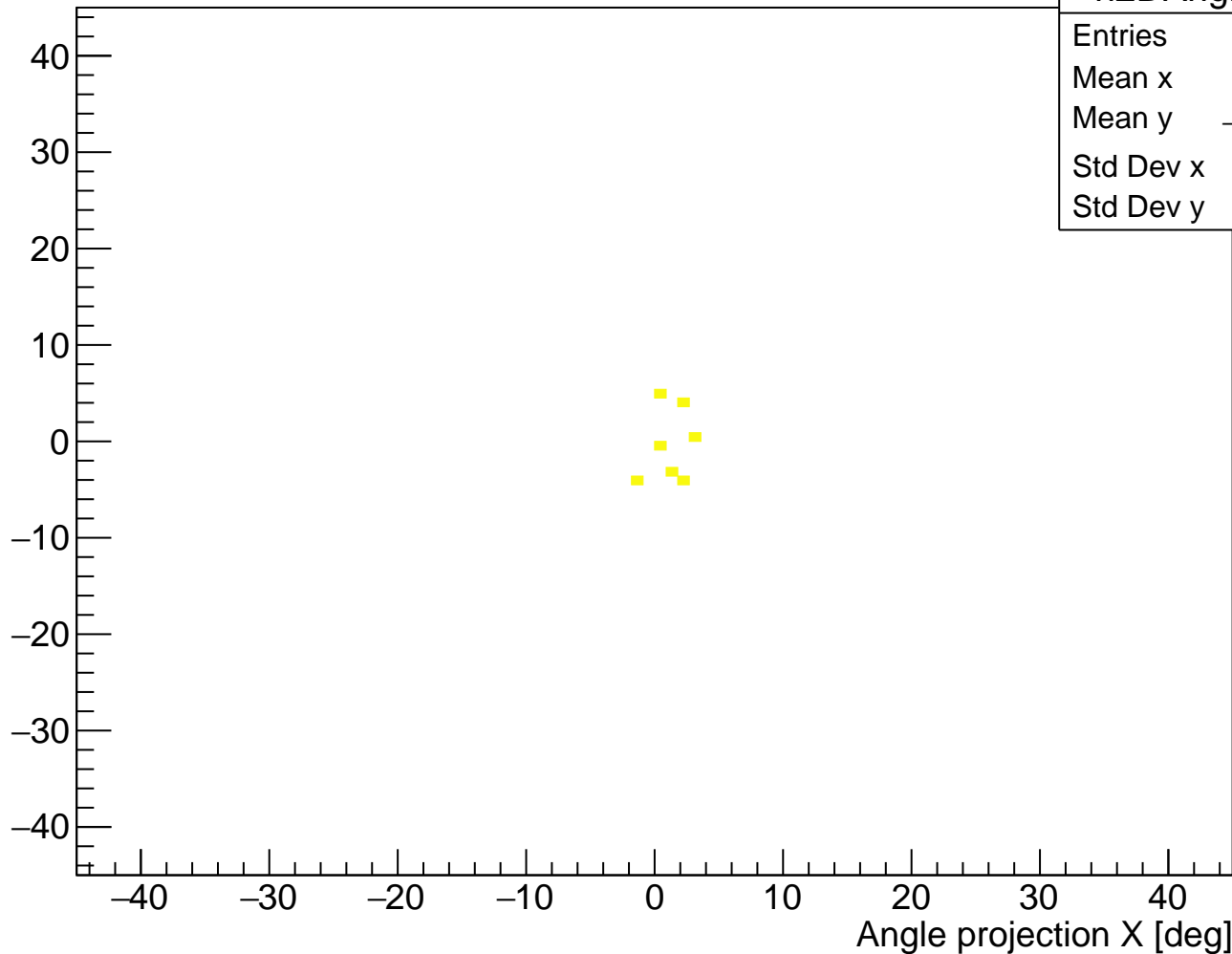


# hAngles\_1

Angle projection Y [deg]



Angle projection X [deg]