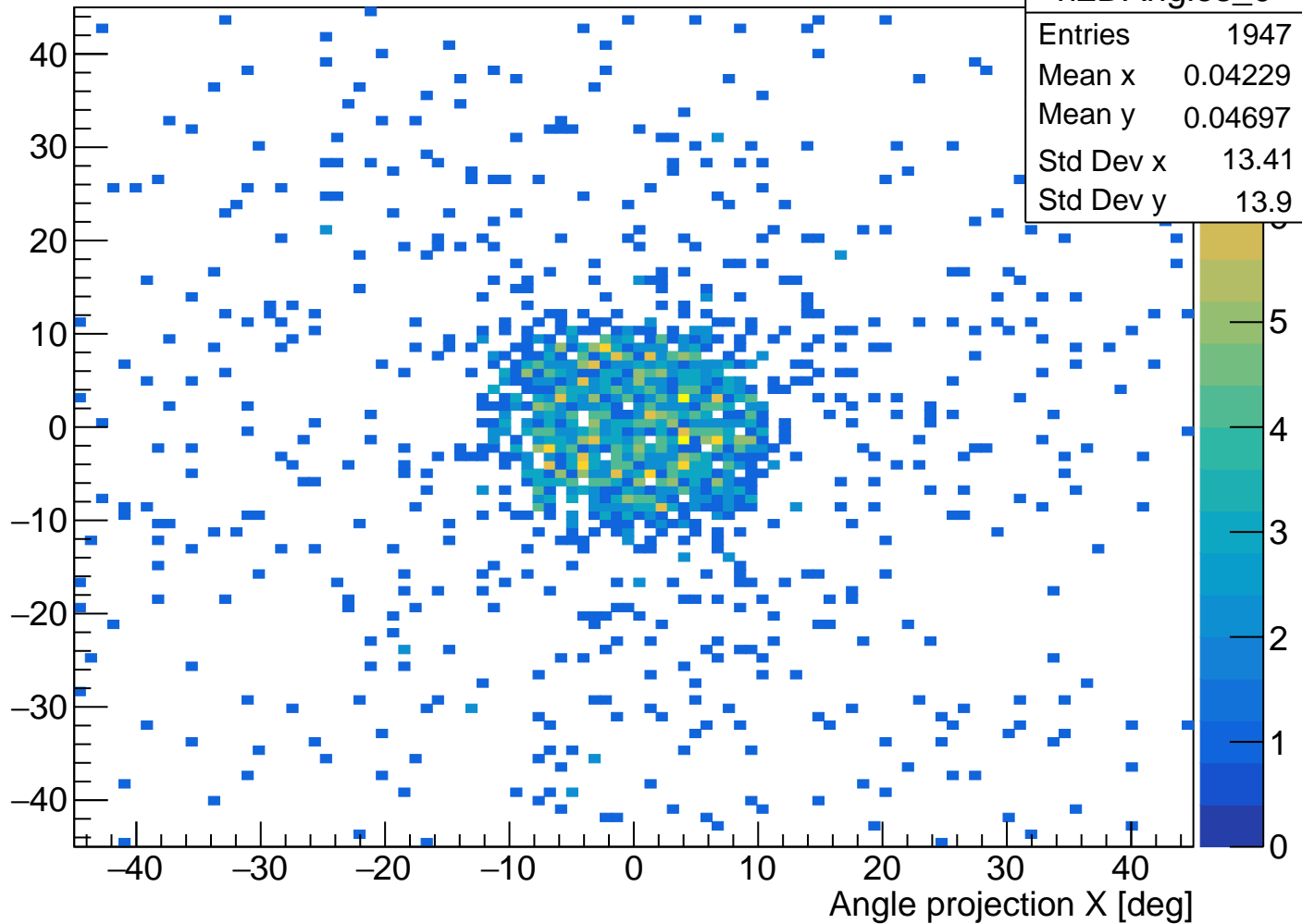


# hAngles\_0

Angle projection Y [deg]



Angle projection X [deg]