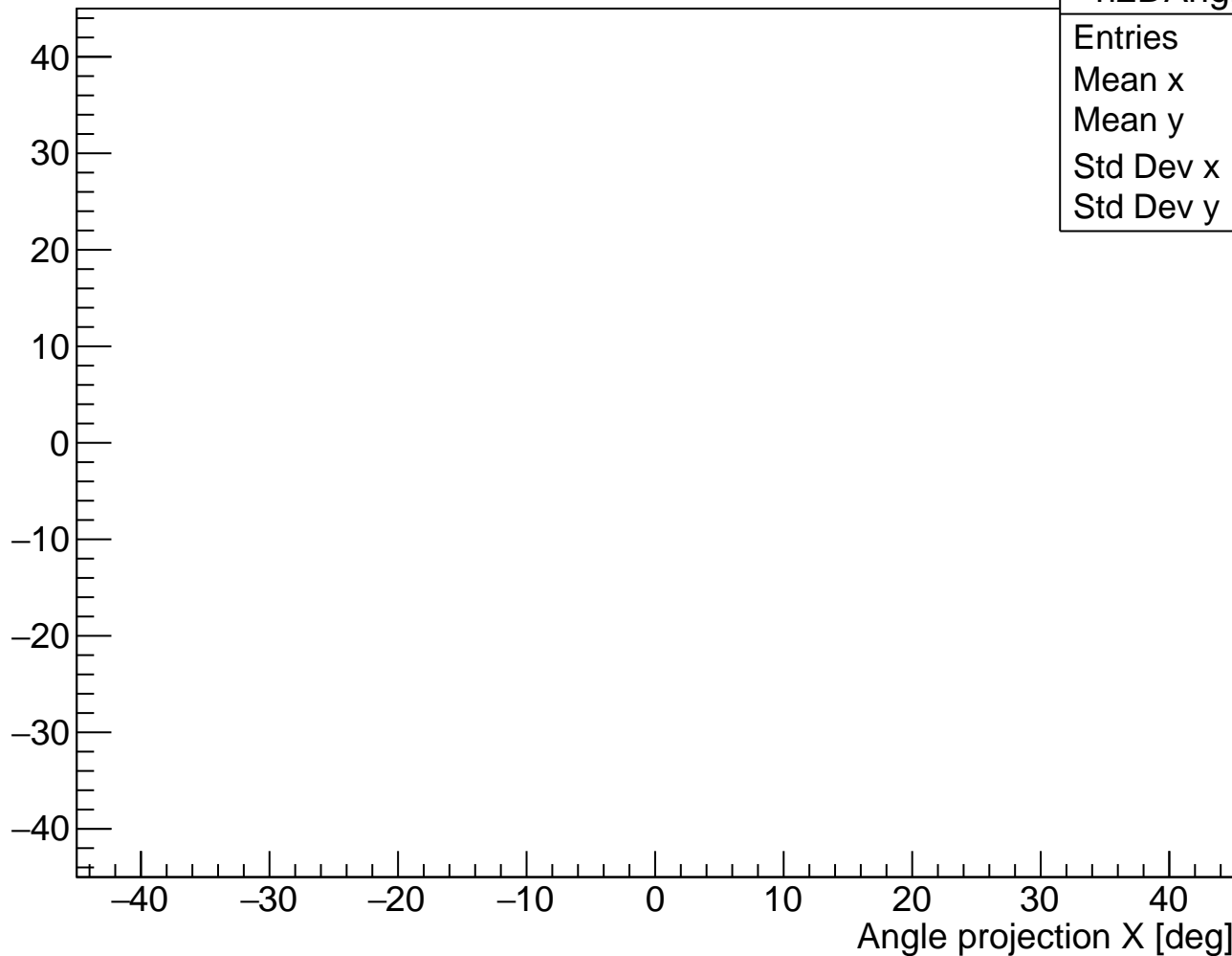


# hAngles\_1

h2DAngles_1	
Entries	0
Mean x	0
Mean y	0
Std Dev x	0
Std Dev y	0

Angle projection Y [deg]



Angle projection X [deg]