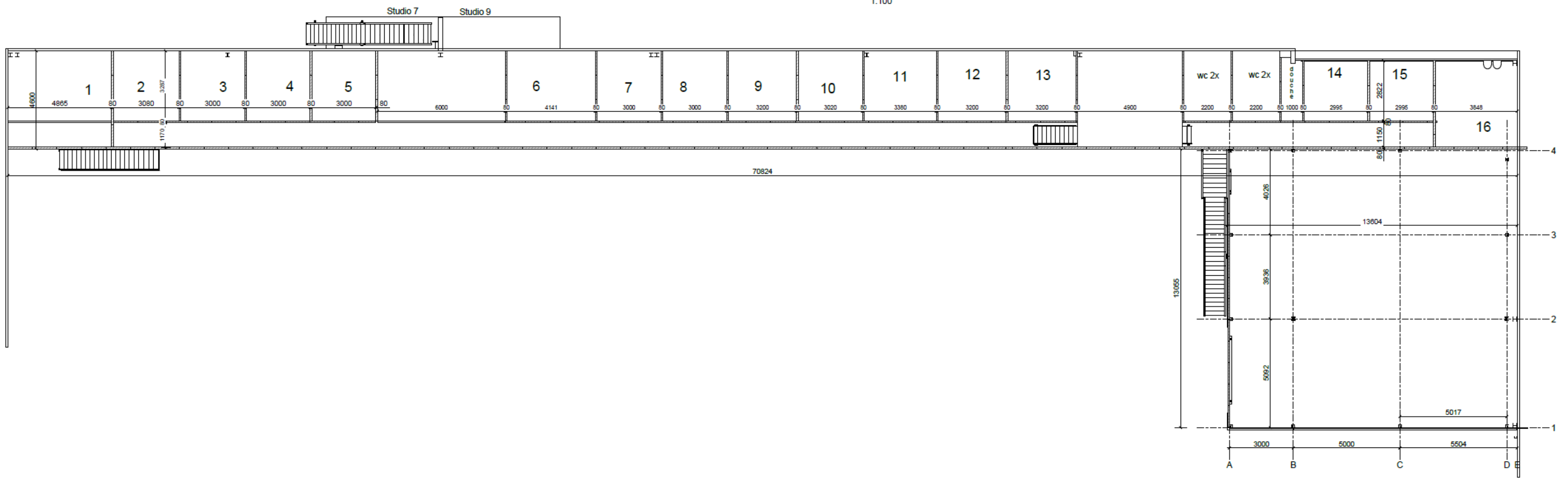


3D
1:100



+6000
1:100

