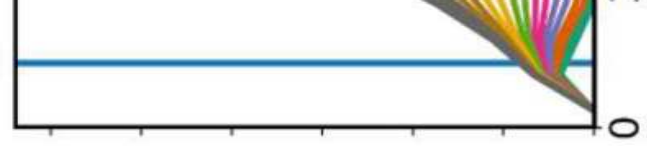
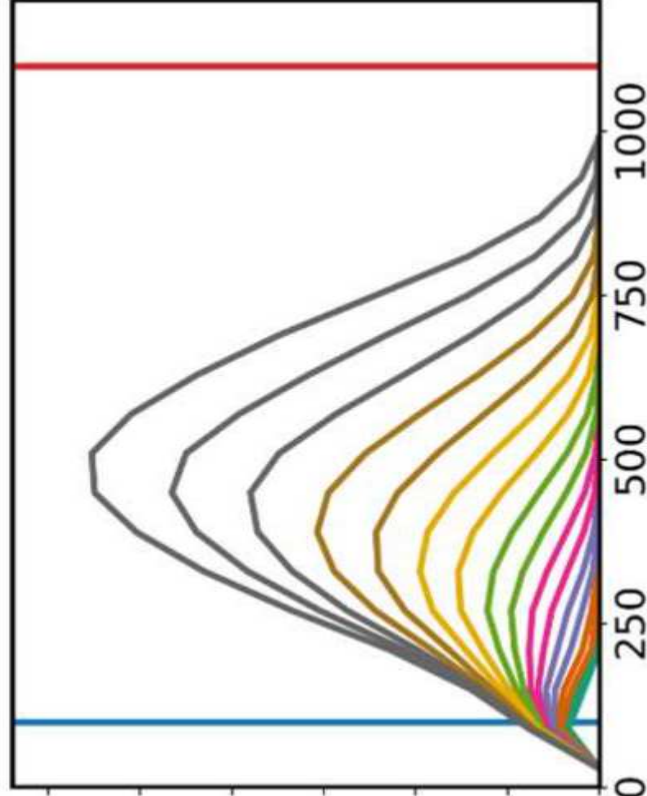
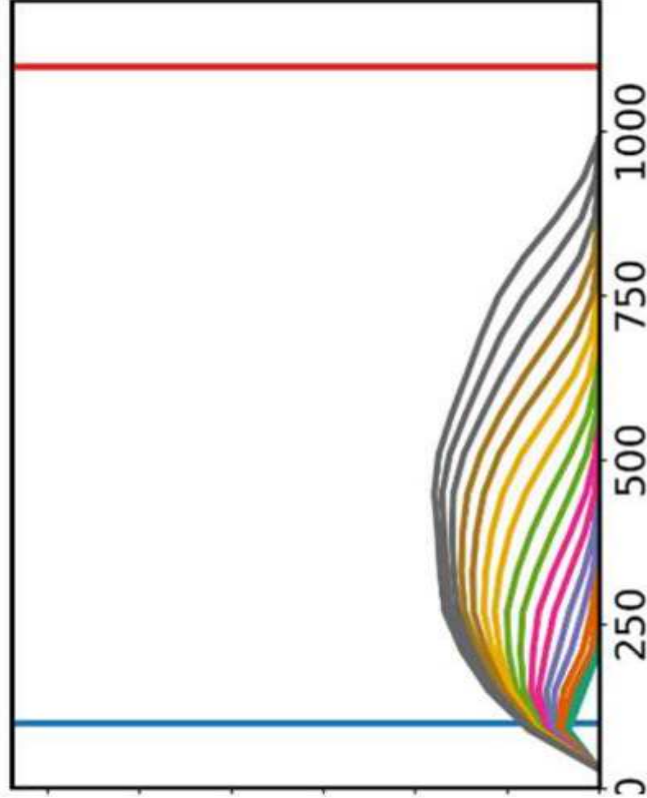
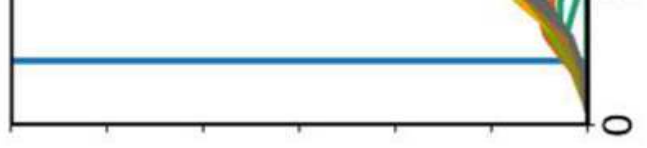
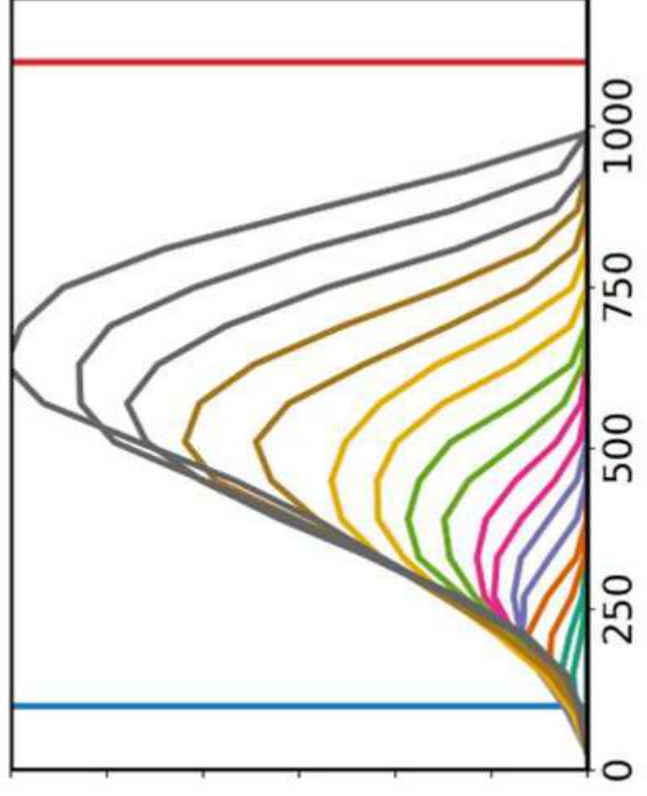
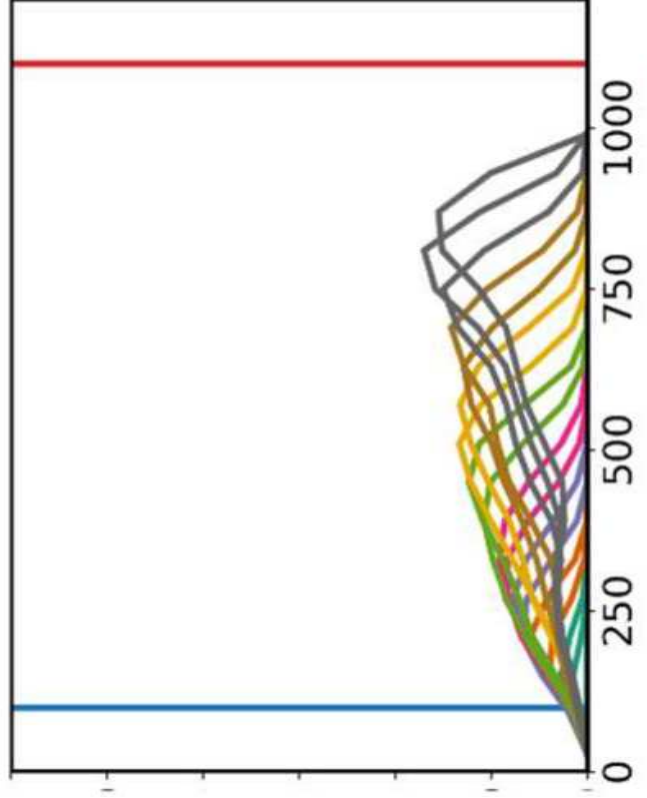


nar2D

Circle2D

Circle3D



Location (um)