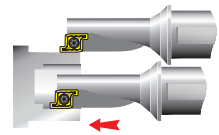
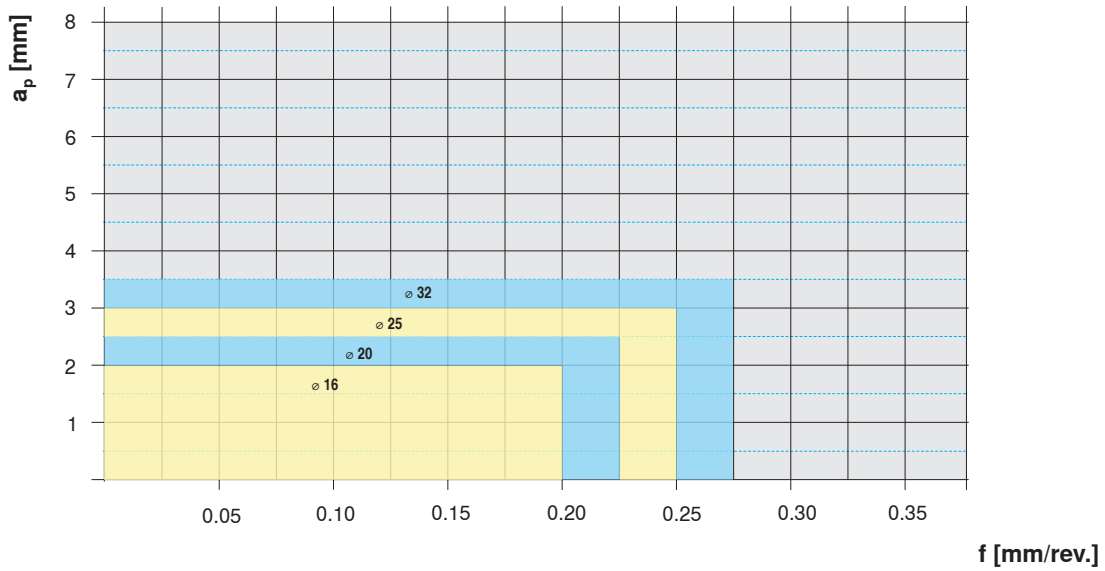


Longitudinal turning

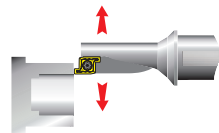


1.5D + 2.25D

0°



Face turning



1.5D + 2.25D

0°

