

LEG

2
0
2

SITE

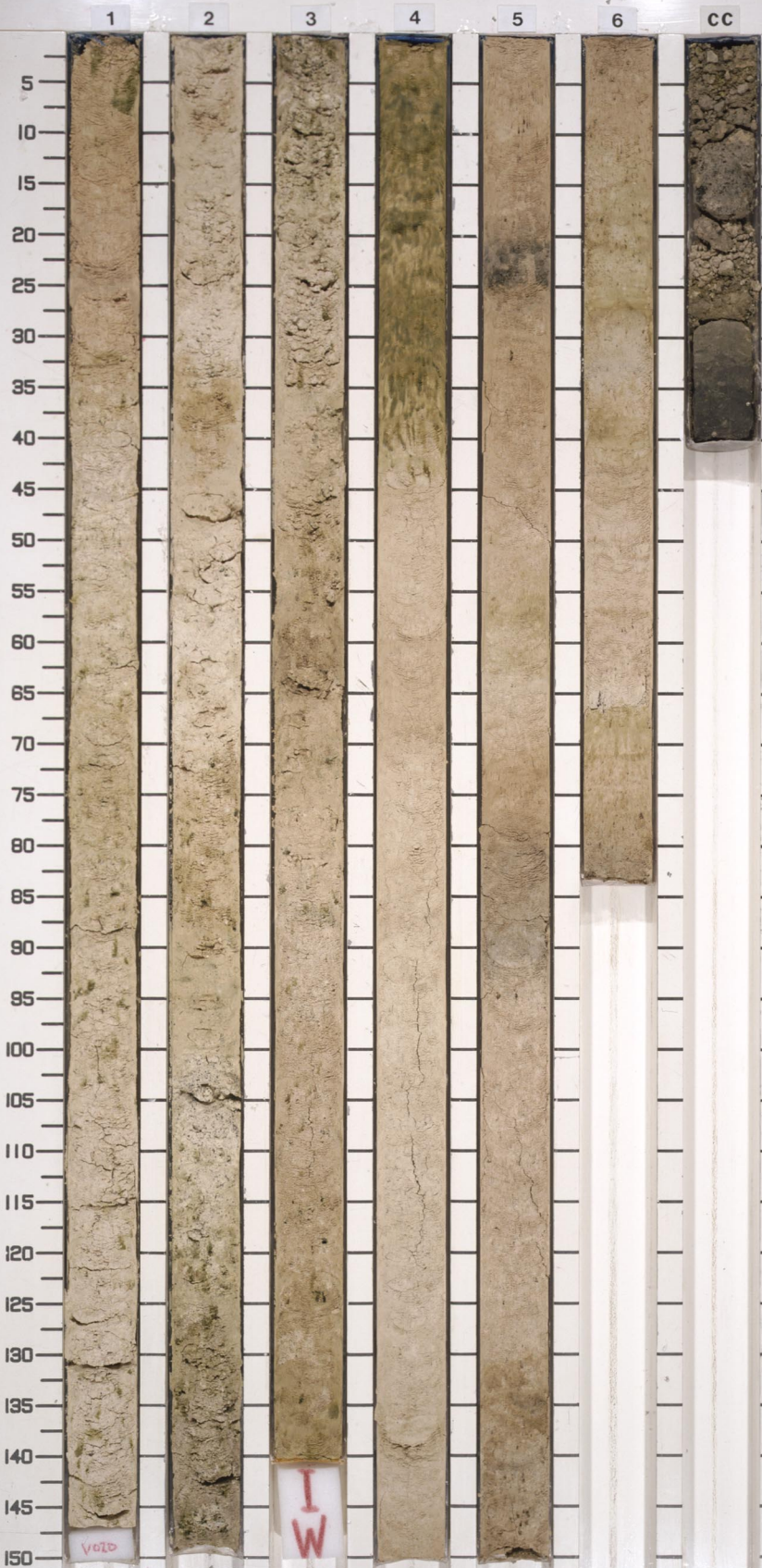
1
2
3
6

HOLE

A

CORE

2
2
X



void

I
W