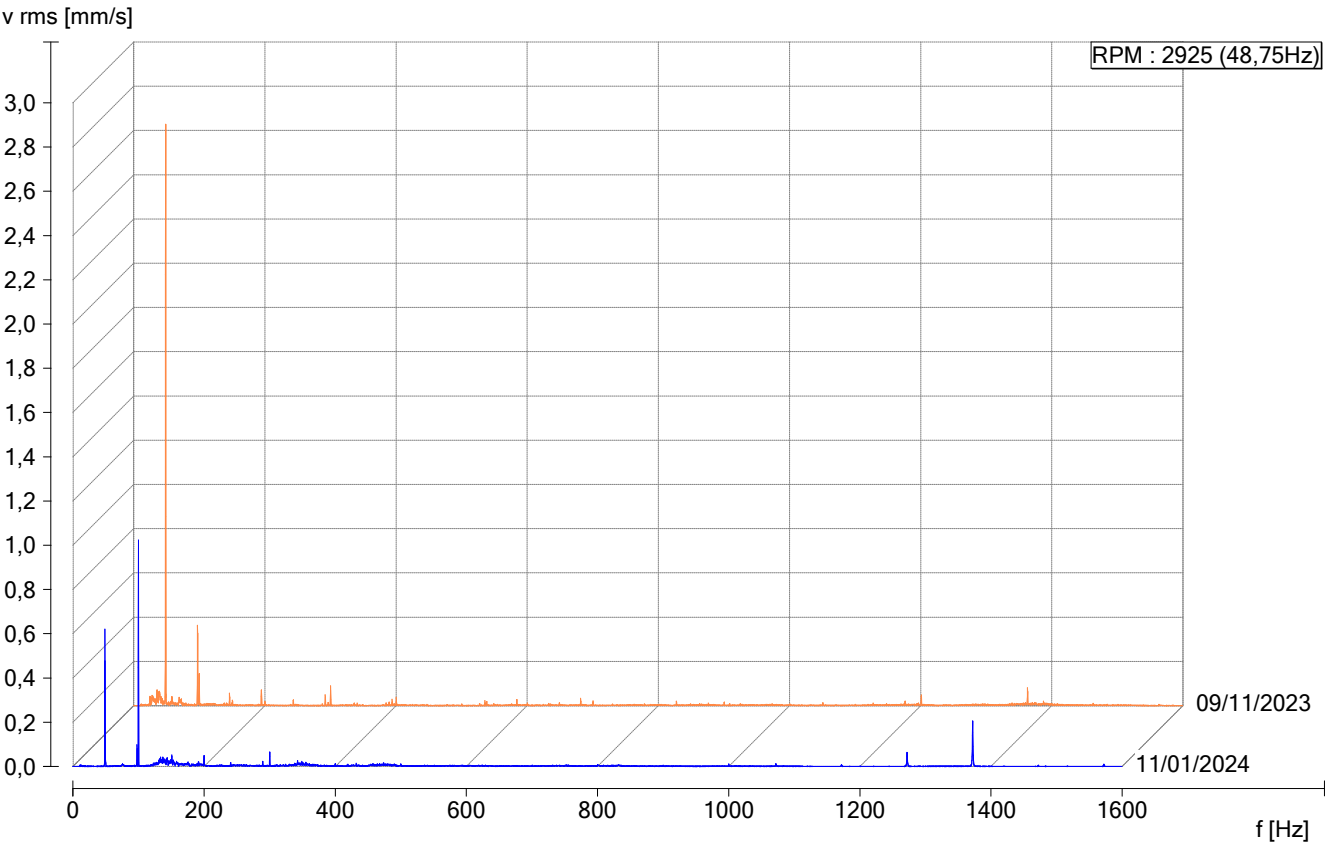




Cursore X [Hz] = Non Attivo
Principale Y [mm/s] = Non Attivo