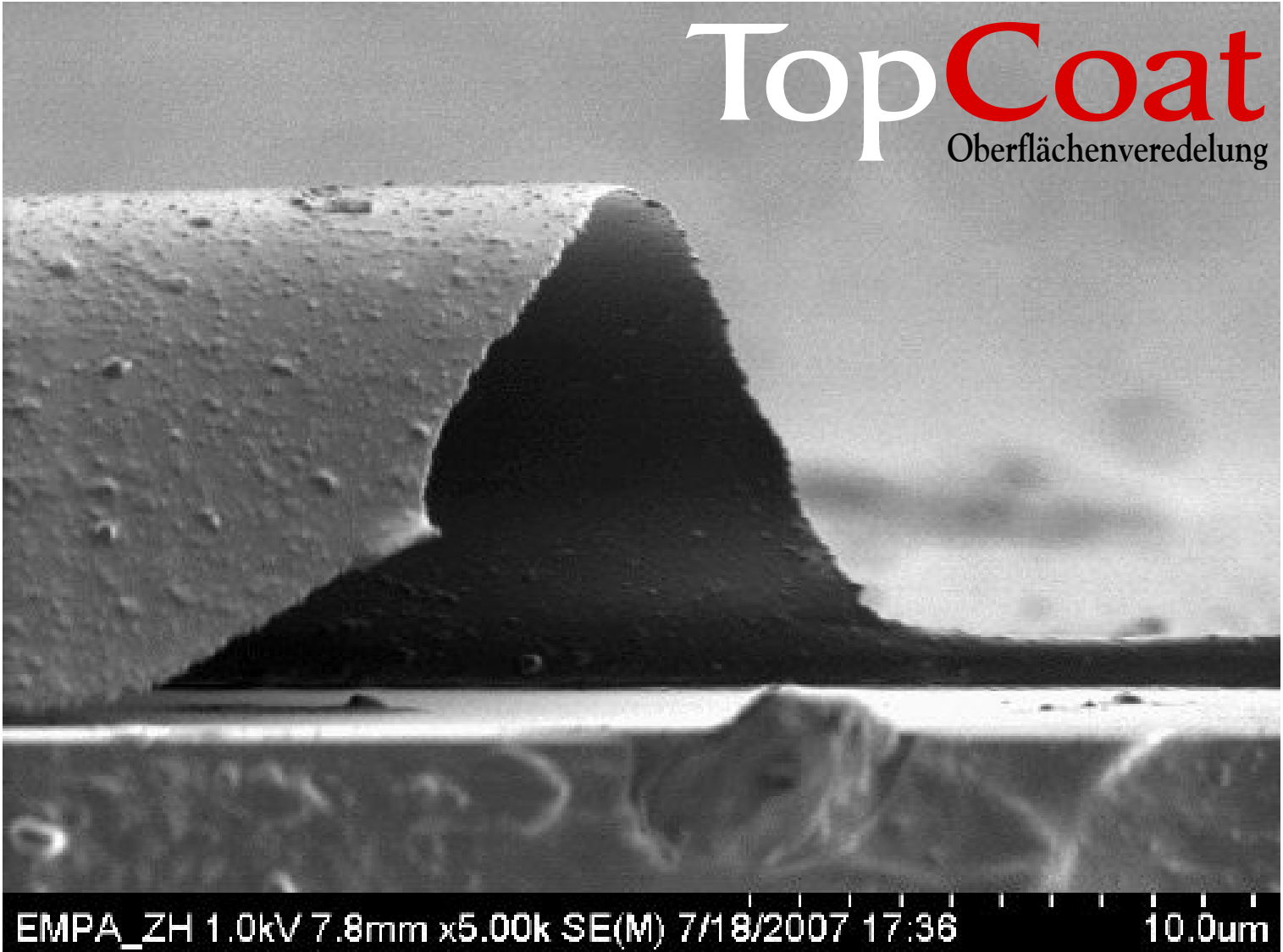


# TopCoat

Oberflächenveredelung



1 = 0.112  $\mu\text{m}$

# TopCoat

Oberflächenveredelung

