

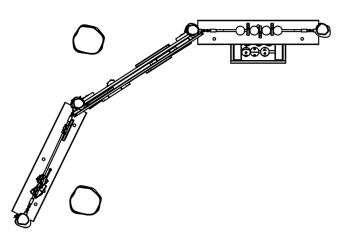




2









Impact area =

Impact area Free space

