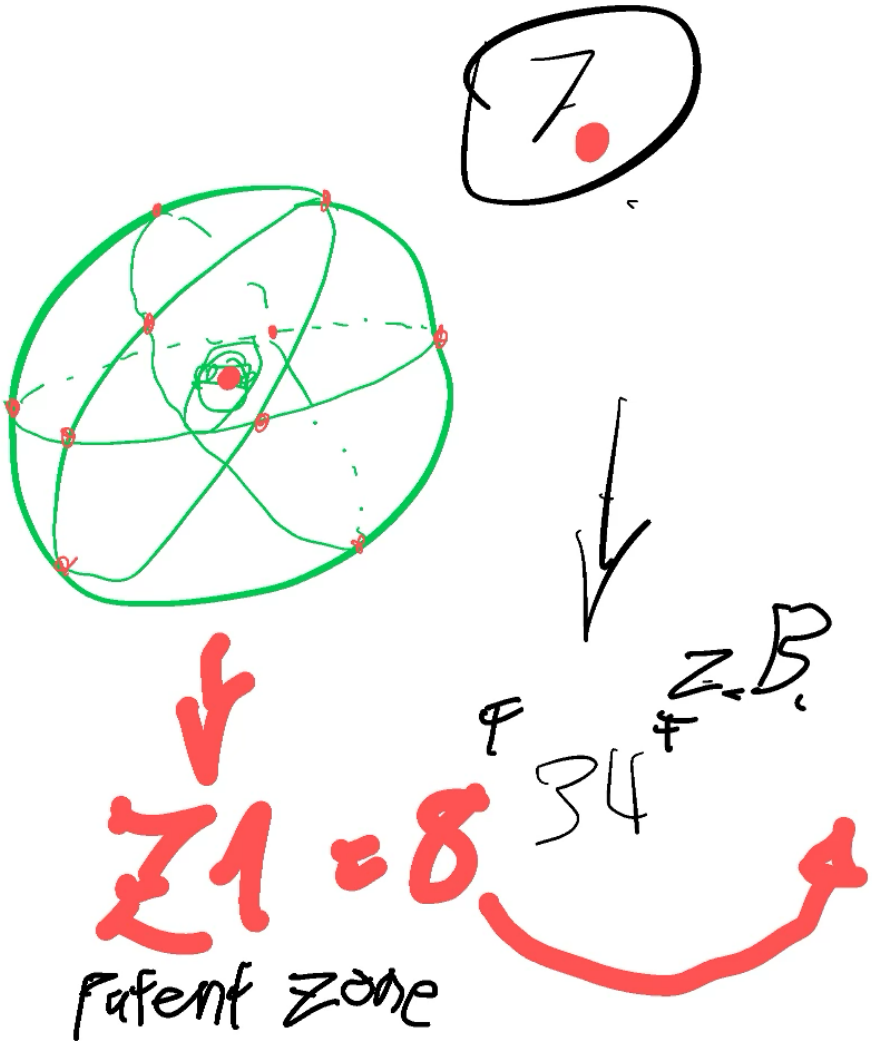
3D-BerechnungMethode - Quantenschutz - A-B Push

[ ]


7
Z1 = 8
34
z.B.
Patent zone