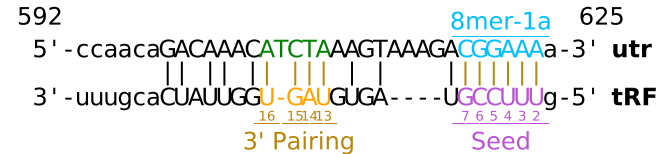


## 2D Structure

## Local AU

## Position



## 2D Structure

## Local AU

## Position

