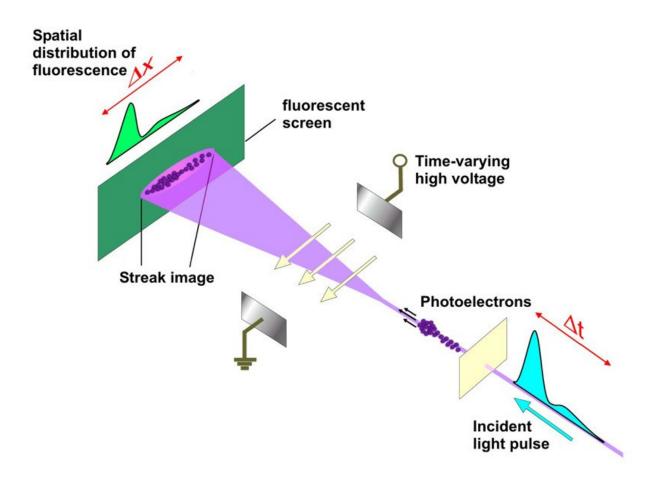
## STREAK CAMERA (kamera s rozmietaním):



## **OPERATING PRINCIPLE**

