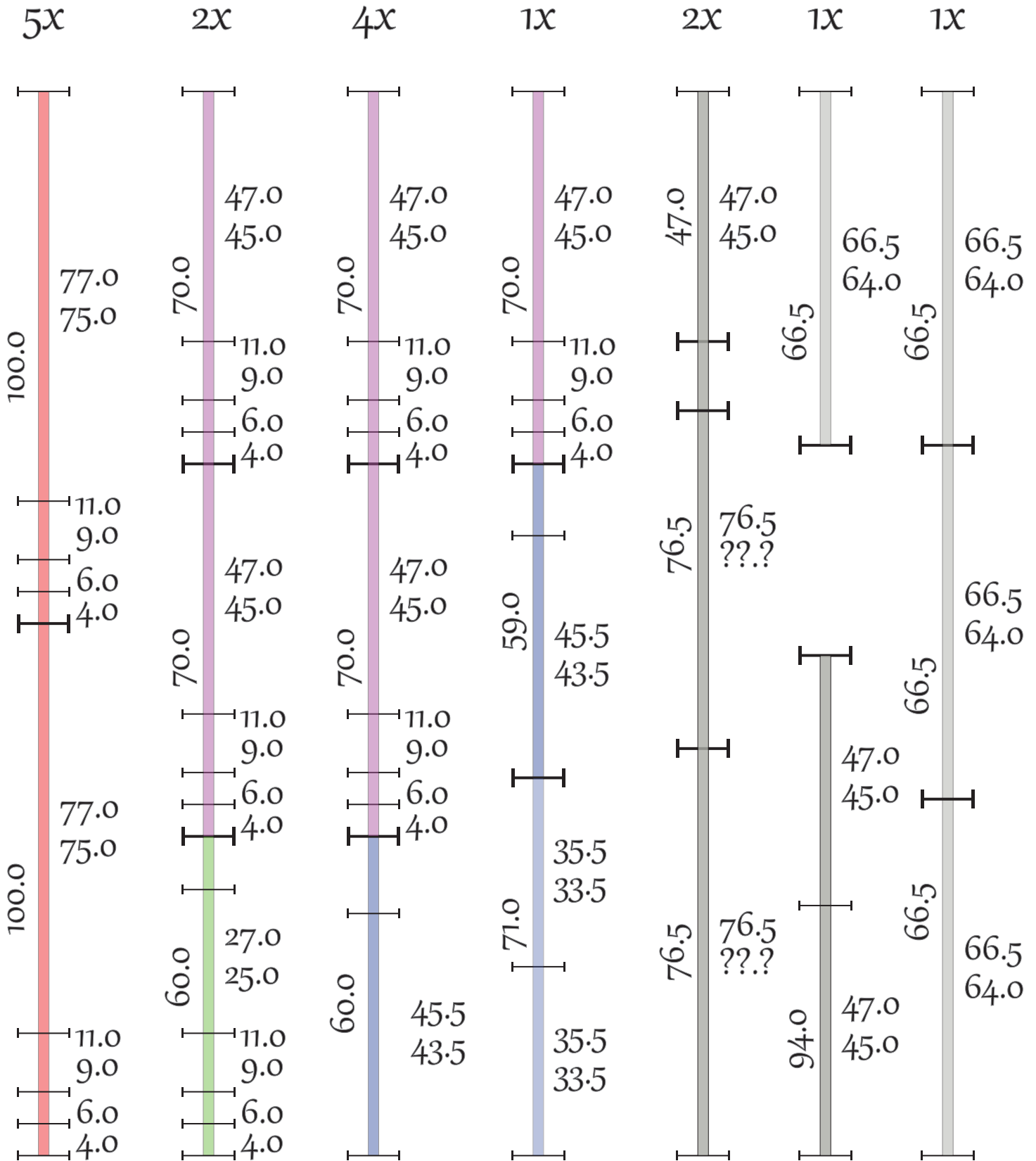


# moulding bottom



16x = 32mb  
 jest 16x  
 3.0 x 2.0