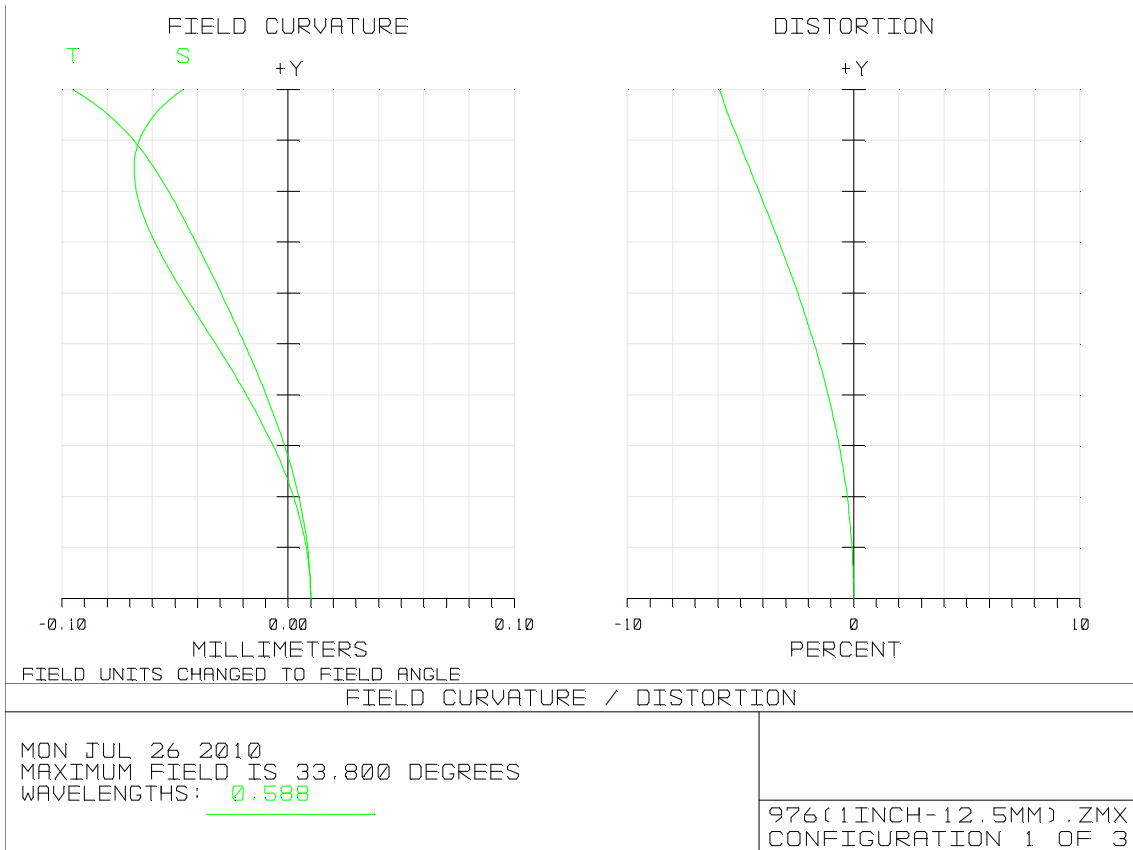
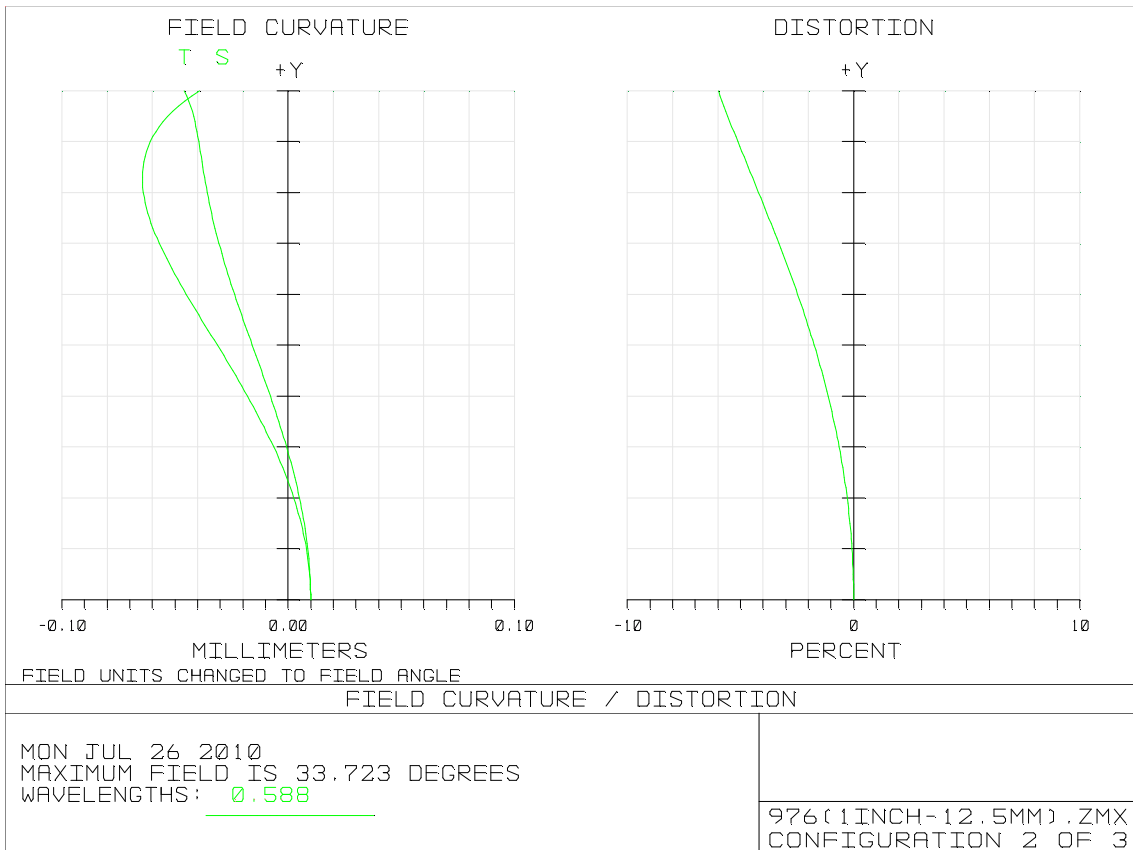


# LM12HC

## Distortion (Object )



## Distortion (Object 1.0m)



### Distortion (Object 0.3m)

