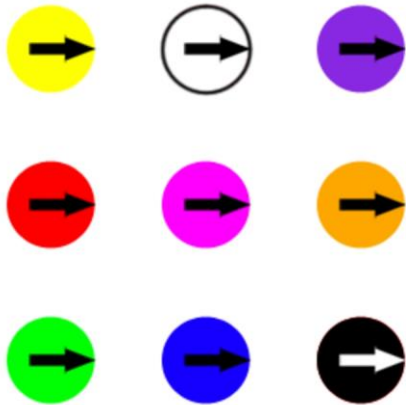


# Stick-Objekte erstellen



## BASIC

