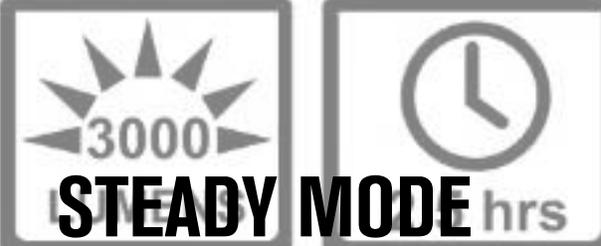


# HIGH MODE

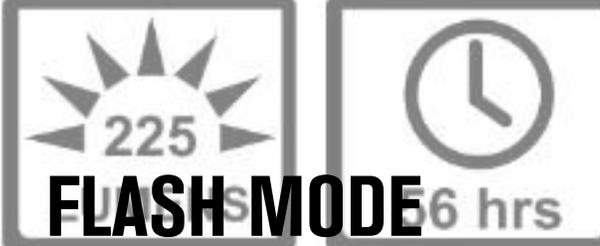
# LOW MODE

FL1 STANDARDS



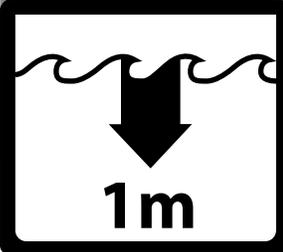
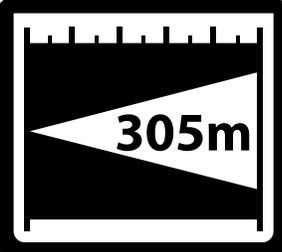
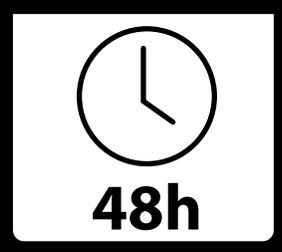
**STEADY MODE**

FL1 STANDARDS

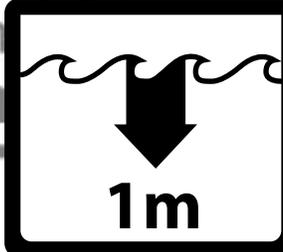
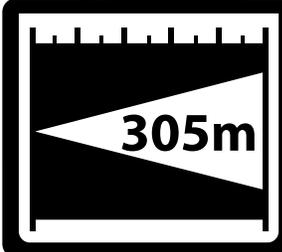
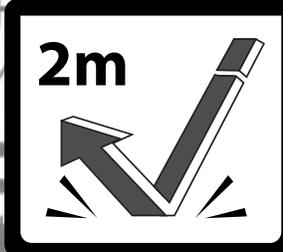
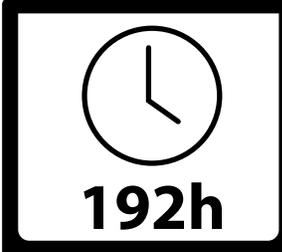


**FLASH MODE**

FL1 STANDARD



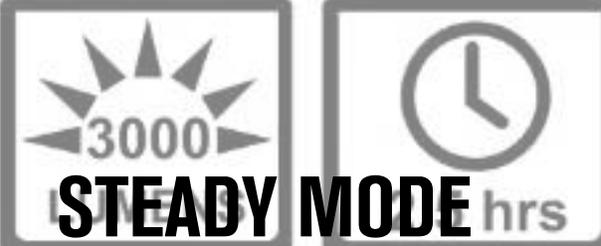
FL1 STANDARD



# HIGH MODE

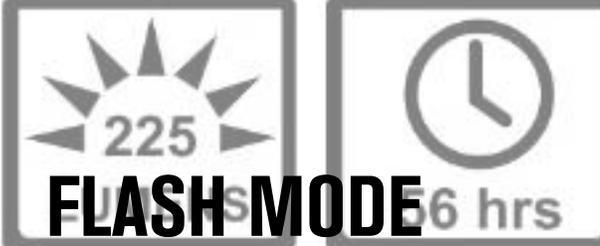
# LOW MODE

FL1 STANDARDS



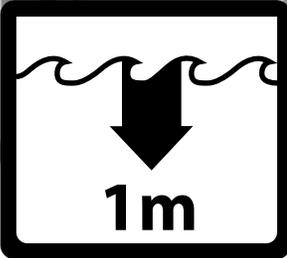
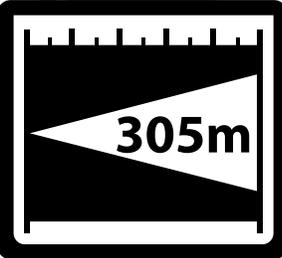
**STEADY MODE**

FL1 STANDARDS

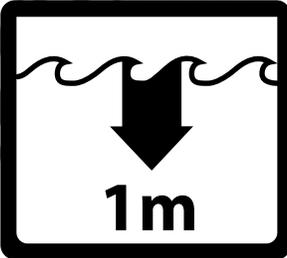
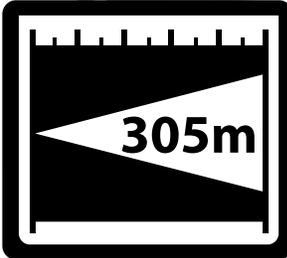
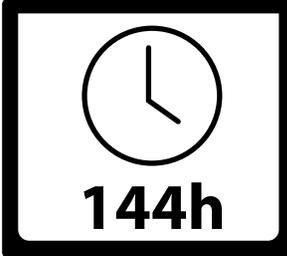


**FLASH MODE**

FL1 STANDARD



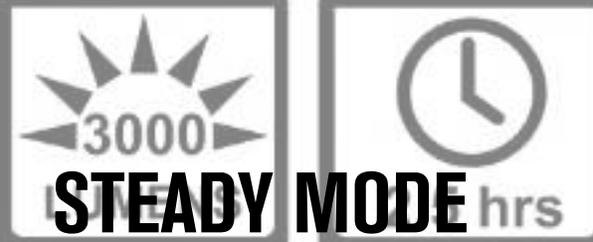
FL1 STANDARD



# HIGH MODE

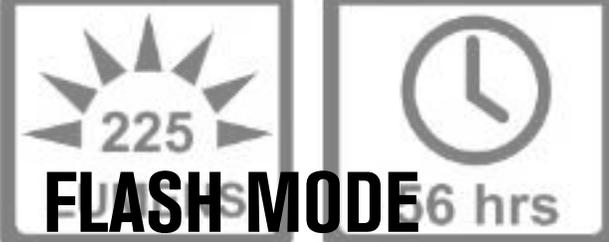
# LOW MODE

FL1 STANDARDS



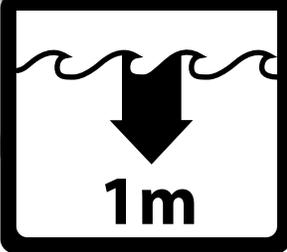
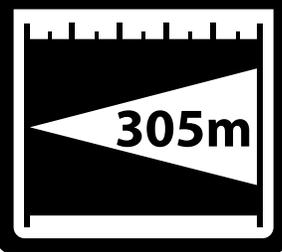
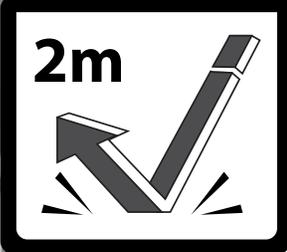
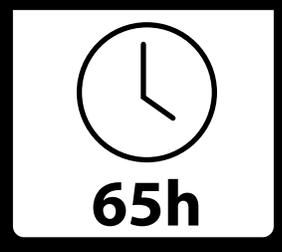
**STEADY MODE**

FL1 STANDARDS



**FLASH MODE**

FL1 STANDARD



FL1 STANDARD

