

#NR = CARTESIAN_POINT ('NONE', (X , Y , Z) ;

(0/0/0)

#21 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 0.00000000000000000000, 0.00000000000000000000)) ;

#86 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 0.00000000000000000000, 0.00000000000000000000)) ;

#107 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 0.00000000000000000000, 0.00000000000000000000)) ;

#140 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 0.00000000000000000000, 0.00000000000000000000)) ;

#156 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 0.00000000000000000000, 0.00000000000000000000)) ;

(0/0/-100)

#150 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 0.00000000000000000000, -100.000000000000000000)) ;

#182 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 0.00000000000000000000, -100.000000000000000000)) ;

(0/300/0)

#19 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, 0.00000000000000000000)) ;

#60 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, 0.00000000000000000000)) ;

#80 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, 0.00000000000000000000)) ;

#105 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, 0.00000000000000000000)) ;

#120 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, 0.00000000000000000000)) ;

#129 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, 0.00000000000000000000)) ;

#198 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, 0.00000000000000000000)) ;

(0/300/-100)

#84 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, -100.000000000000000000)) ;

#131 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, -100.000000000000000000)) ;

#138 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, -100.000000000000000000)) ;

#193 = CARTESIAN_POINT ('NONE', (0.00000000000000000000, 300.000000000000000000, -100.000000000000000000)) ;

(-200/300/0) Laut Bild (-100/300/0)

