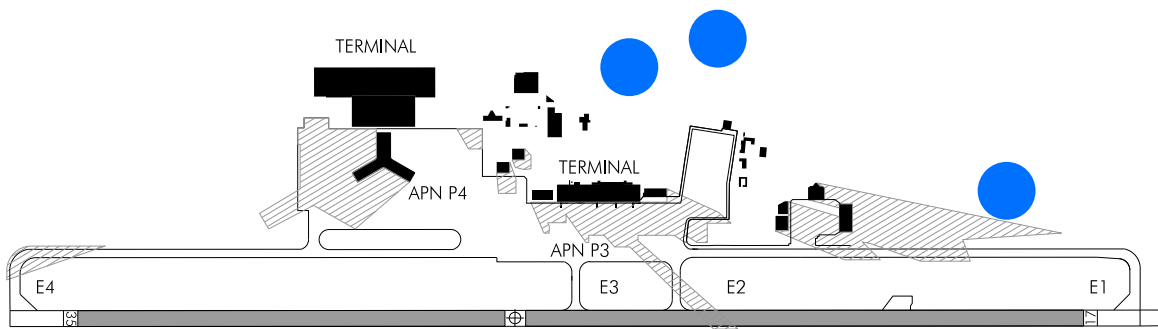




-  ZONA NO VISIBLE DESDE TWR // AREA NOT VISIBLE FROM TWR
-  ELEMENTOS EN ALTURA // OBSTACLES ABOVE GROUND LEVEL