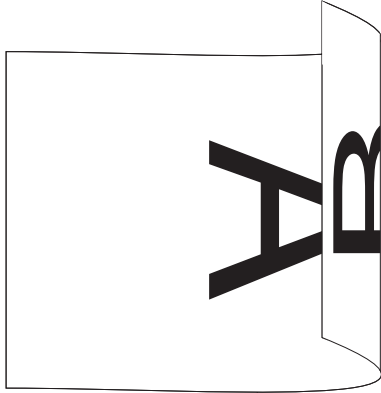
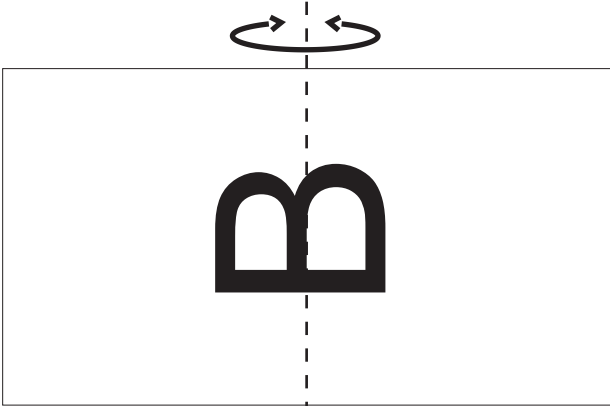
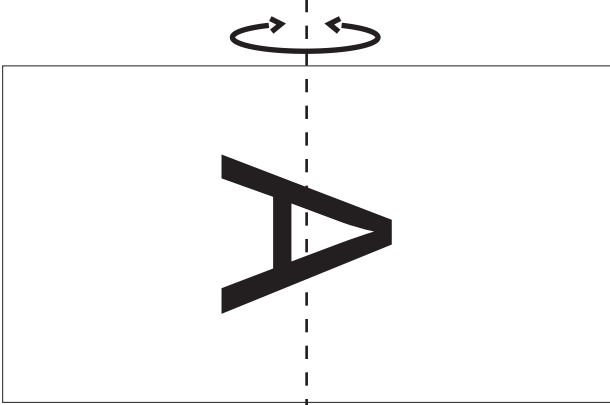
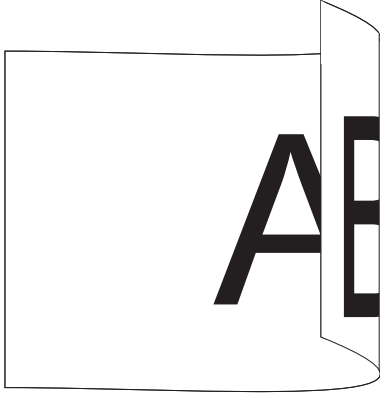
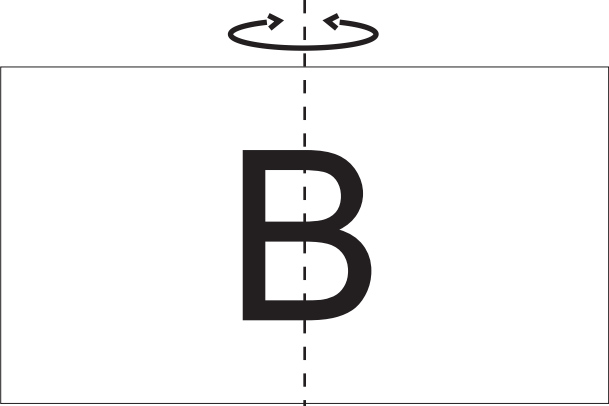
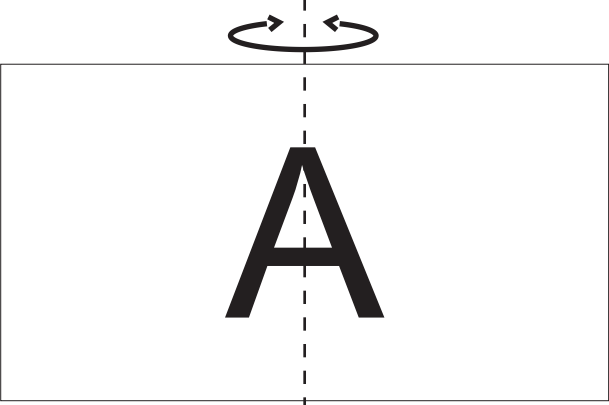


awers rewers odwracamy zawsze wzdłuż osi pionowej  
(czyli lewa-prawa, a nie góra-dół)



*czyli tak samo jak:*

