drehen: 0 = gleichbleibend, 1 = 90°, 2 = 180°, 3 = 270°

spielgeln: 0 = gleichbleibend, 1 = horizontal, 2 = vertikal, 3 = horizontal und vertikal

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0 – 3 Pixelkomp-cuts (Wellen von unten (Video)-shot1-bmp-cut1-x10)(2px) Seite 1

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