

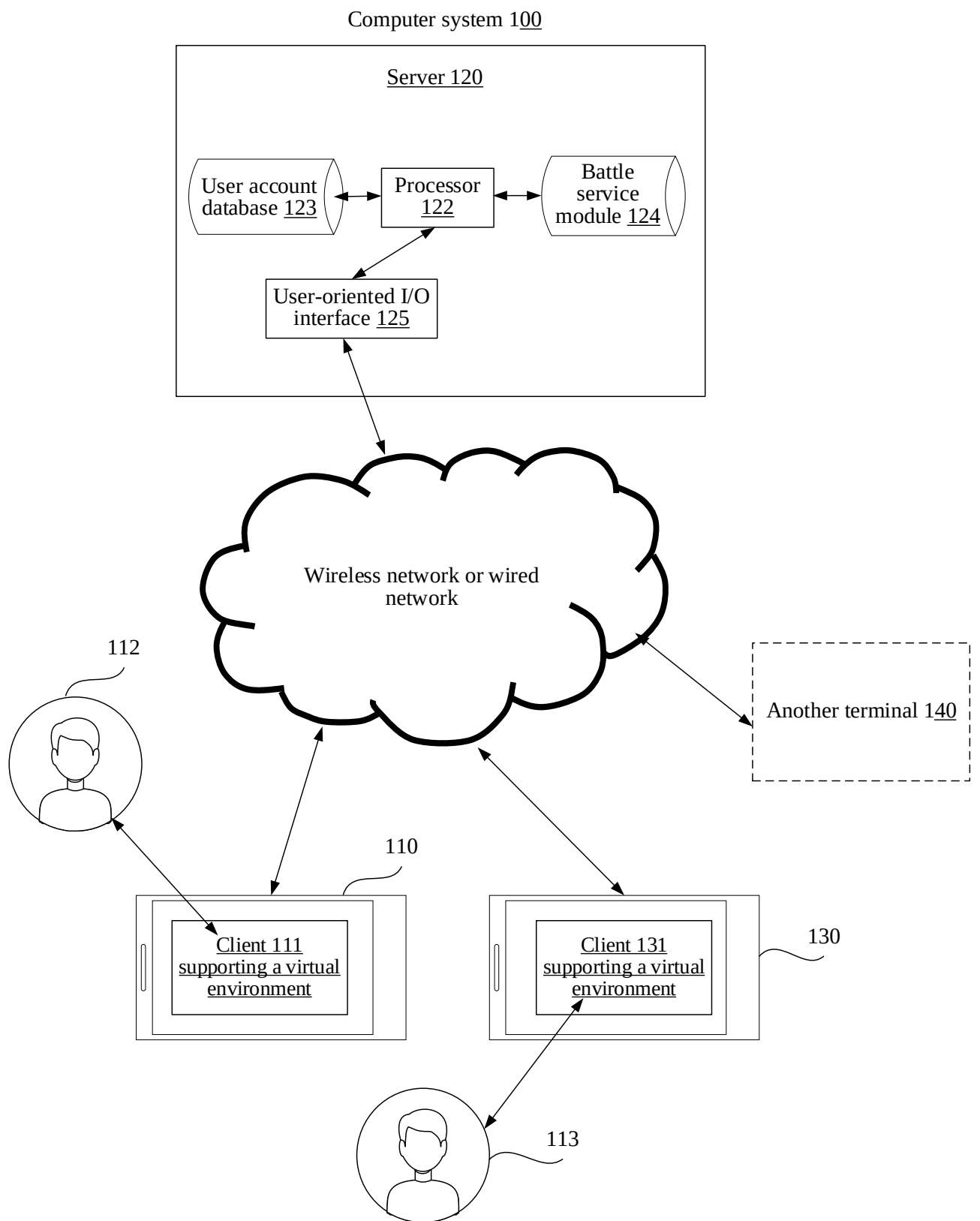


FIG. 1

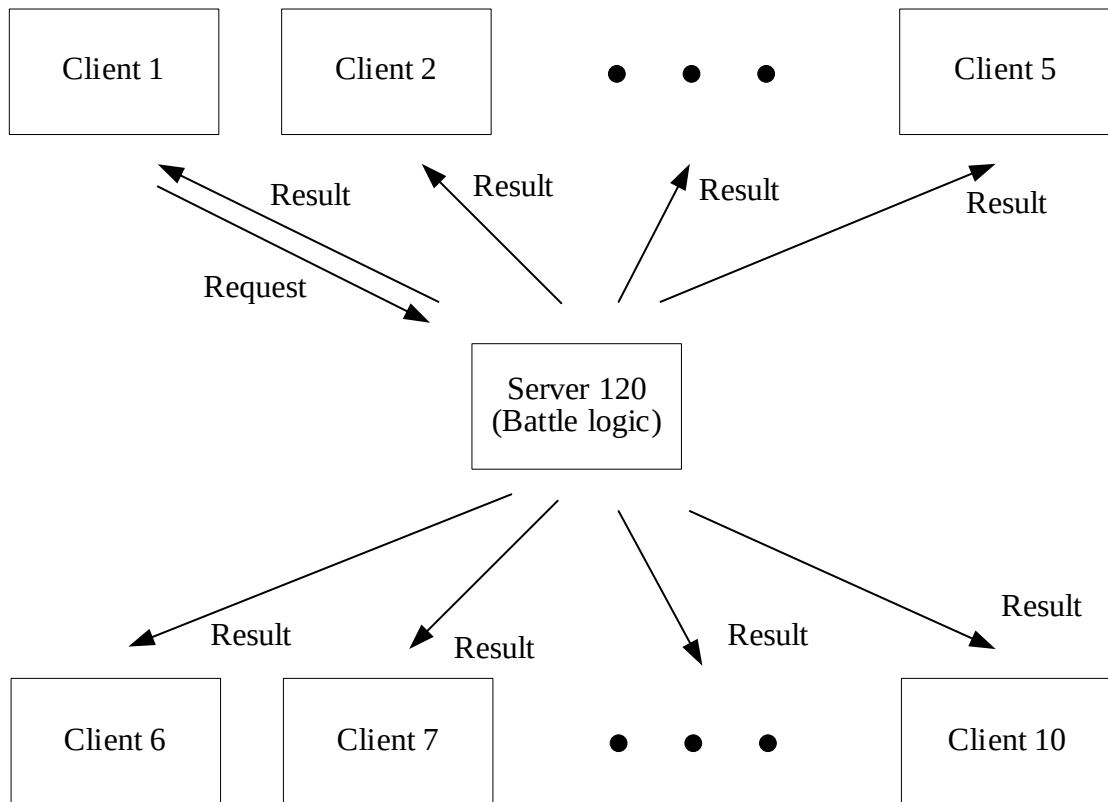


FIG. 2

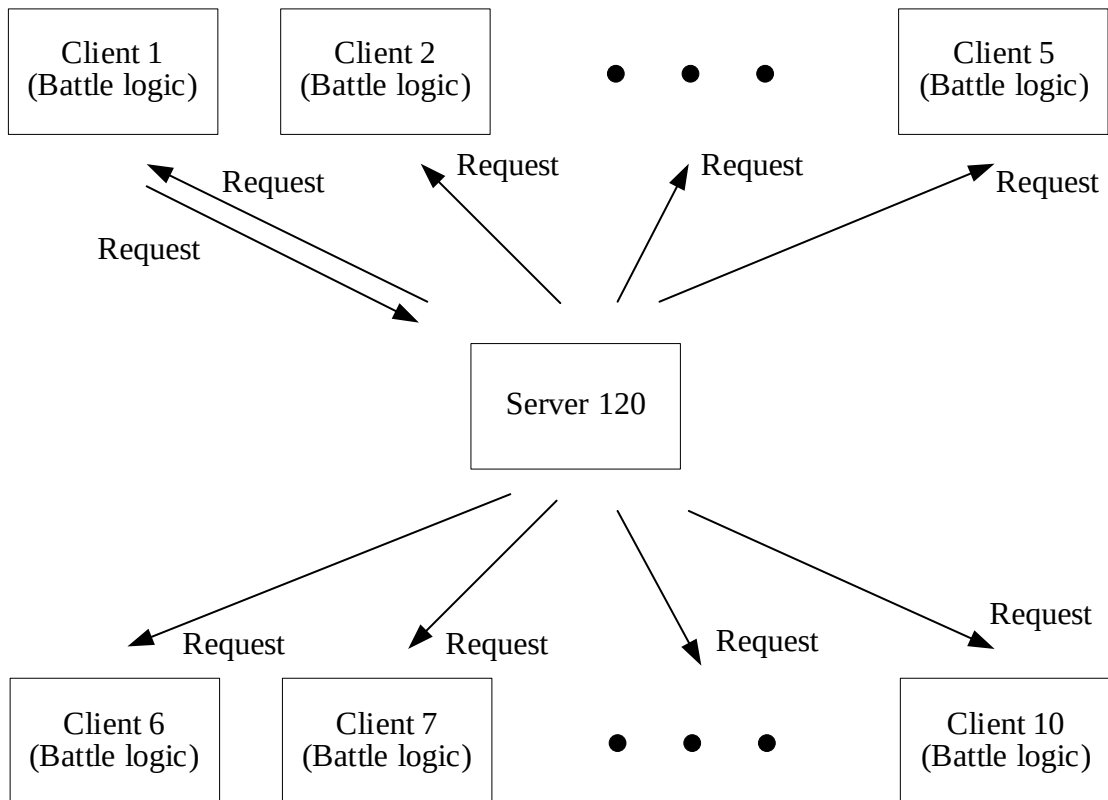


FIG. 3

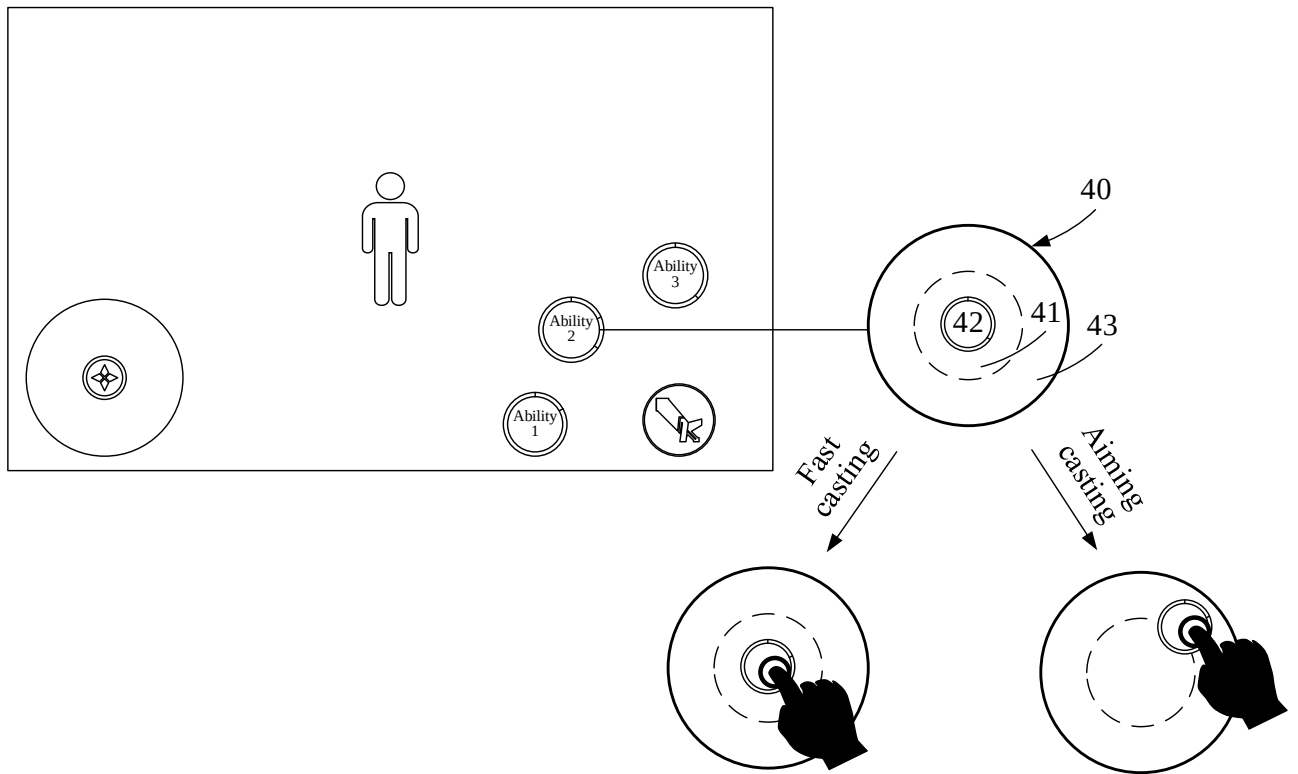
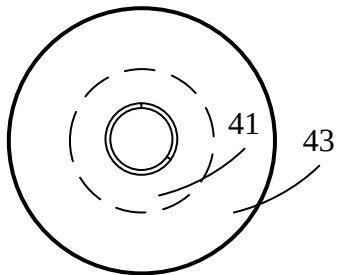
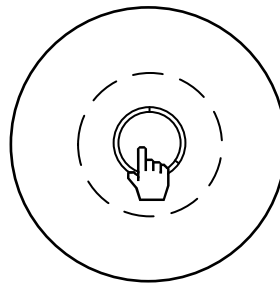


FIG. 4

Dead region 41 and
valid aiming region 43



Fast trigger



Active aiming

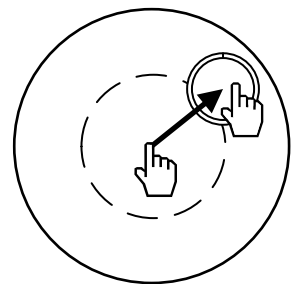


FIG. 5

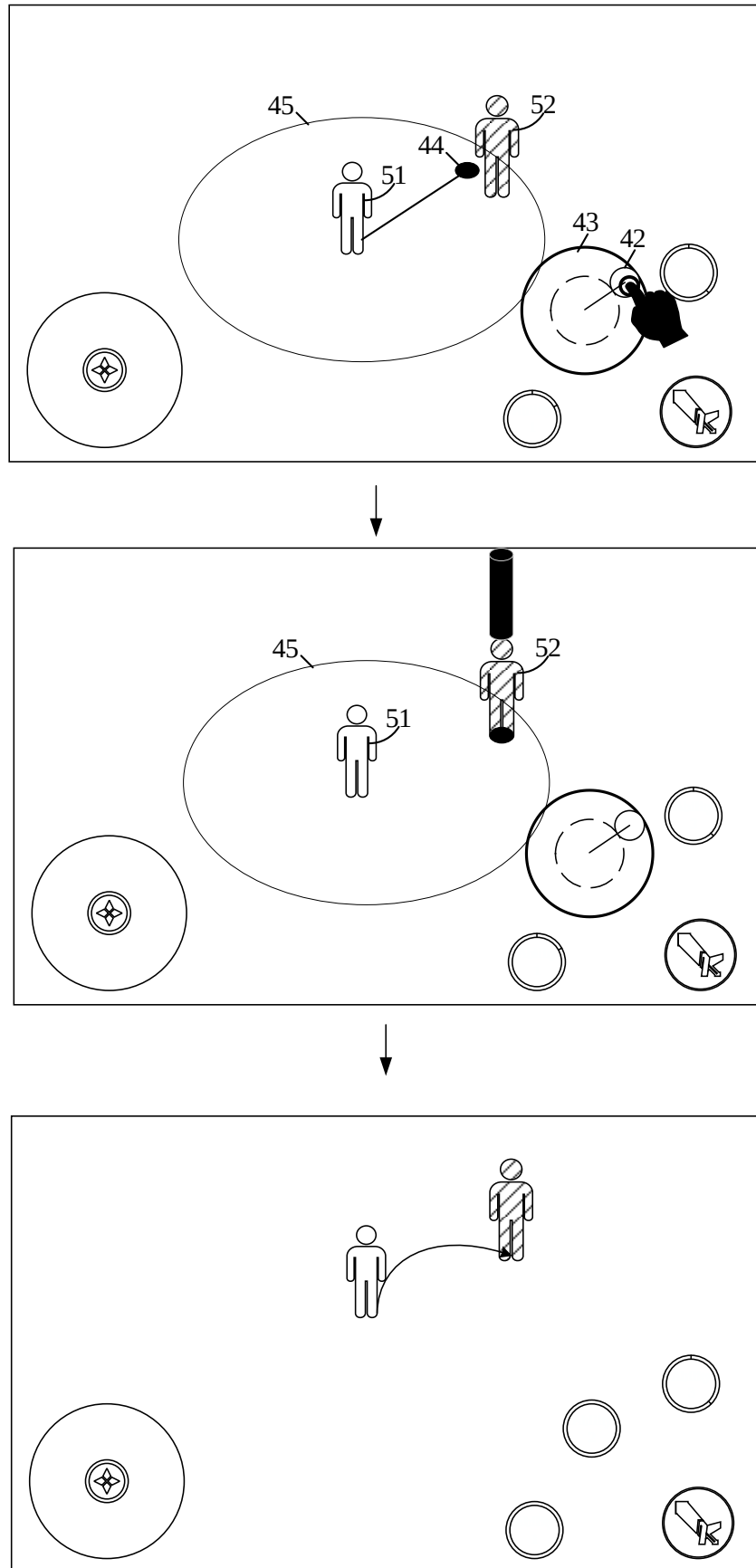


FIG. 6

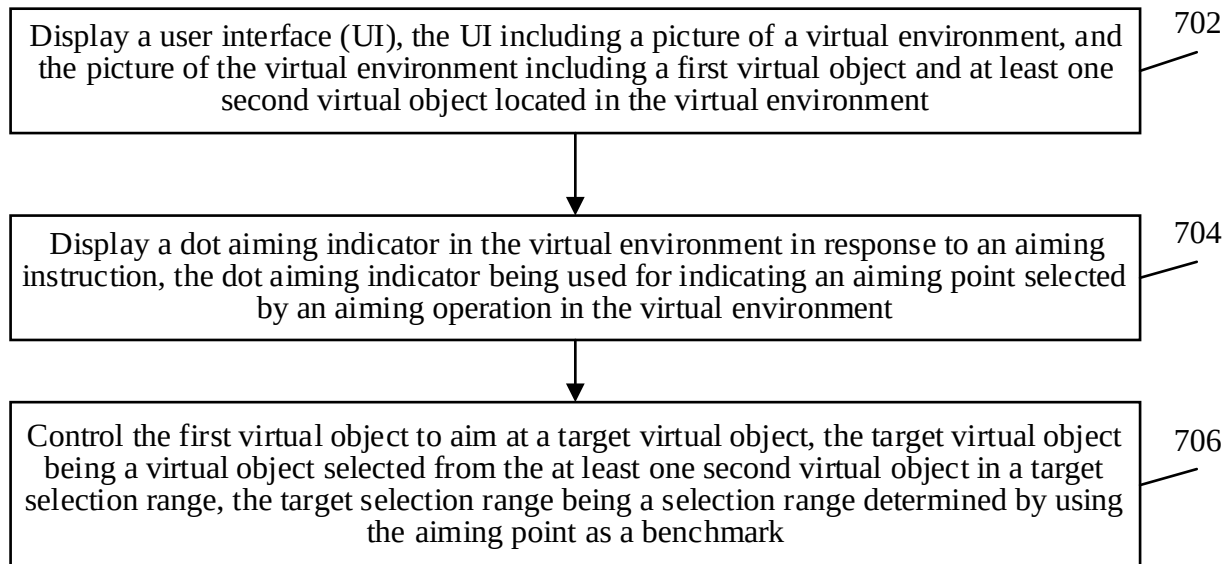


FIG. 7

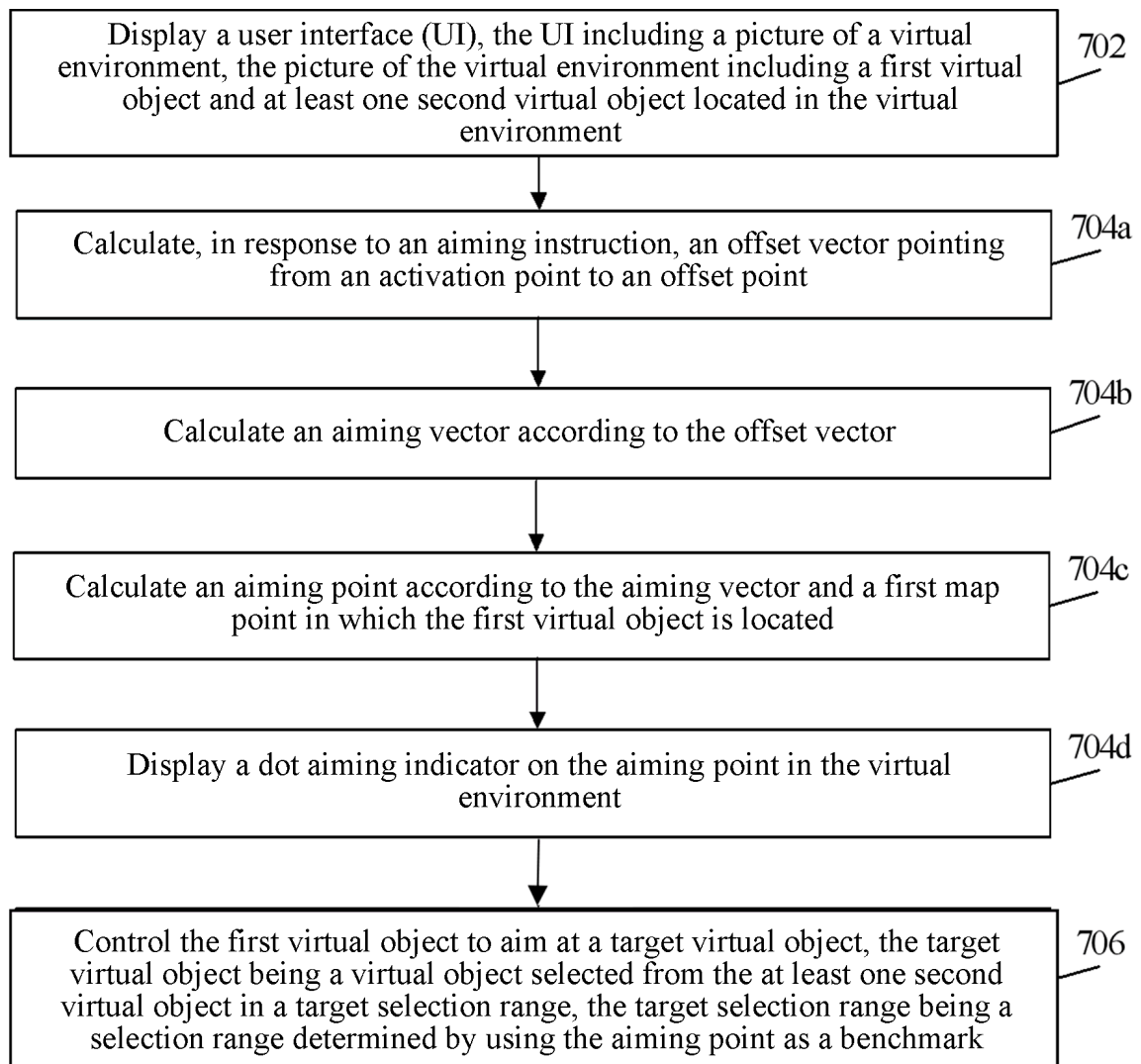
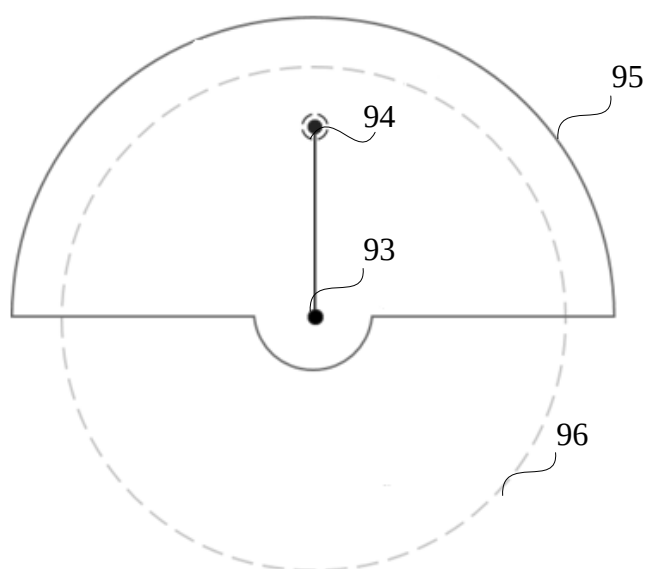
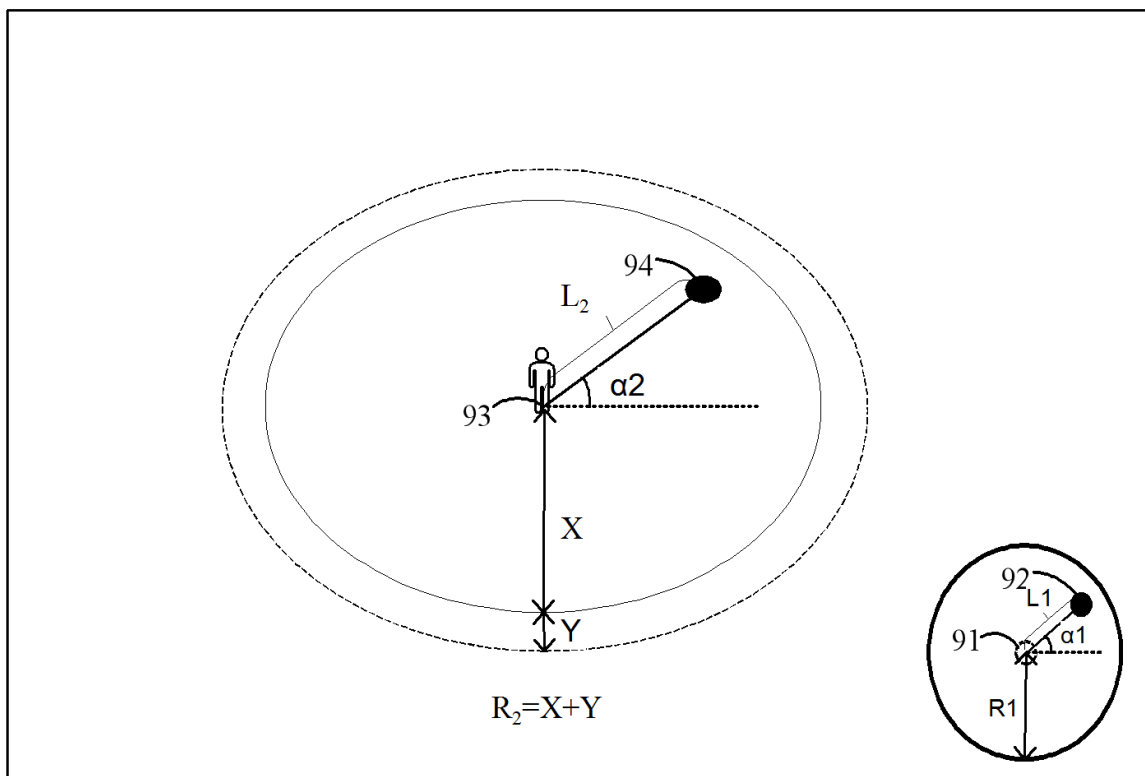


FIG. 8



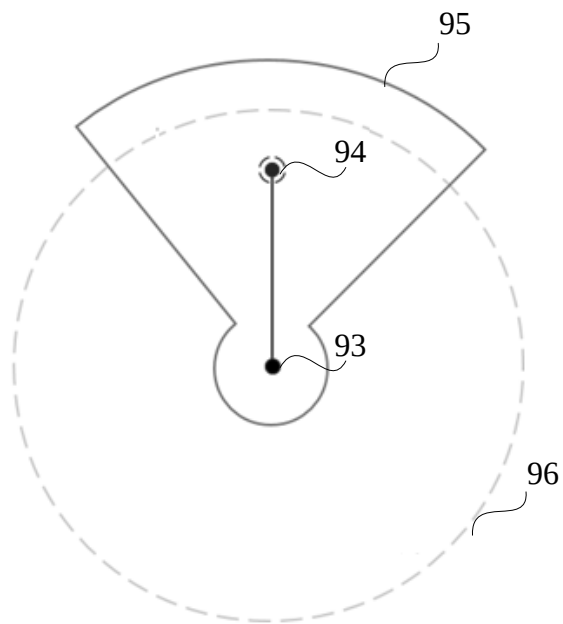


FIG. 11

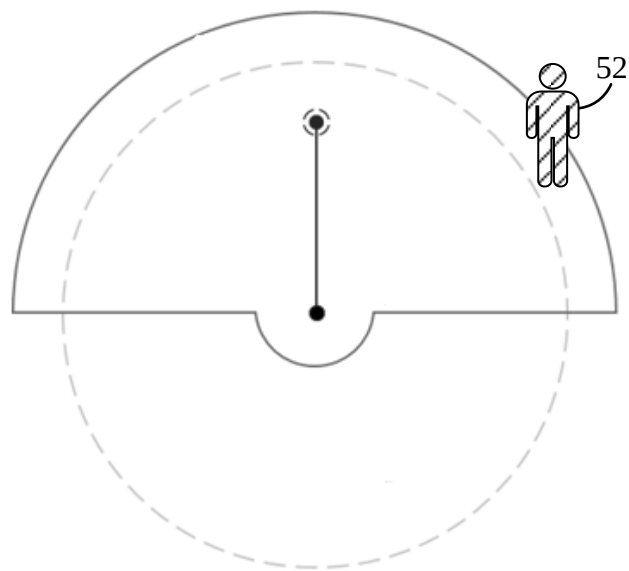


FIG. 12

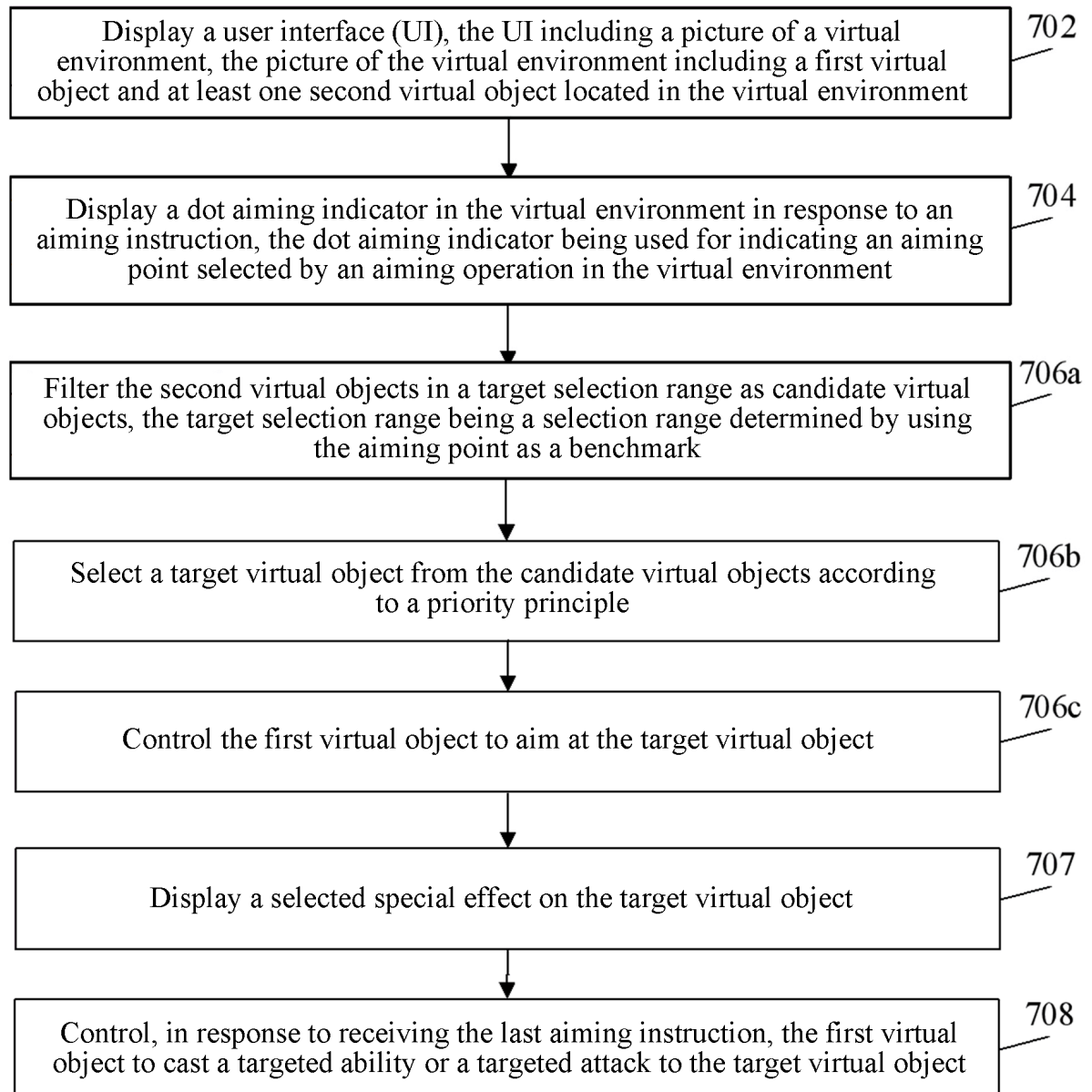


FIG. 13

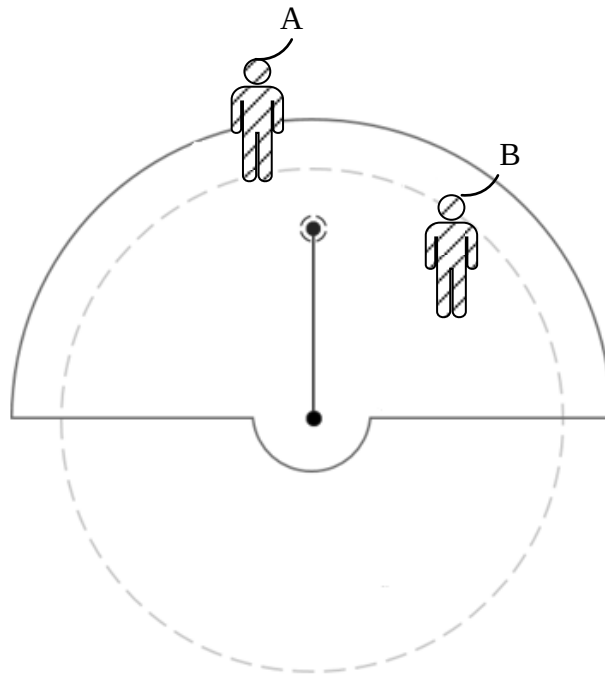


FIG. 14

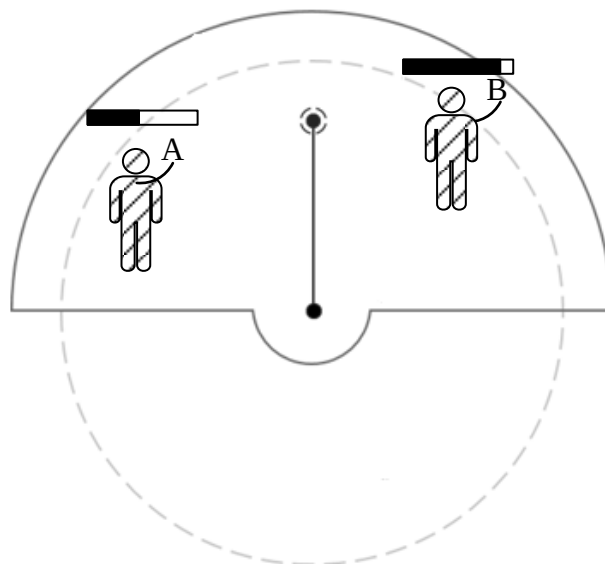


FIG. 15

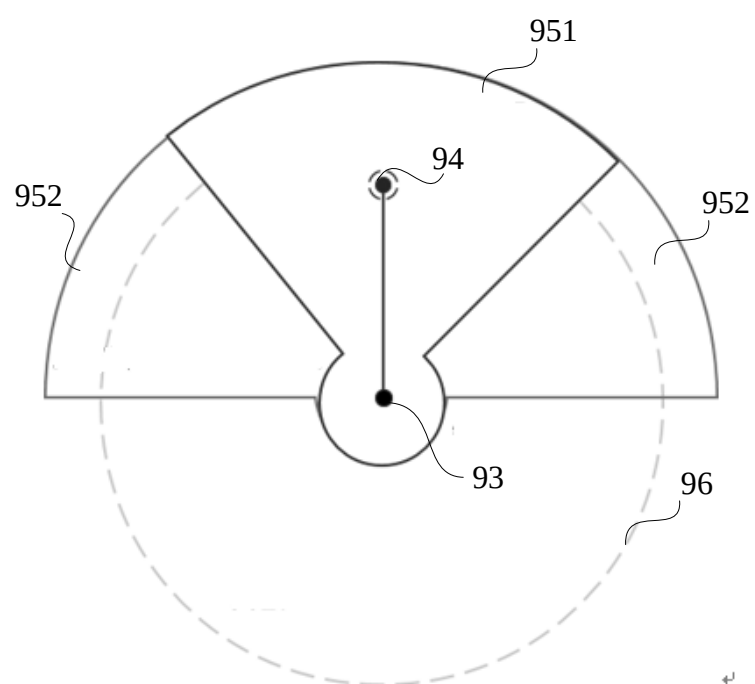


FIG. 16

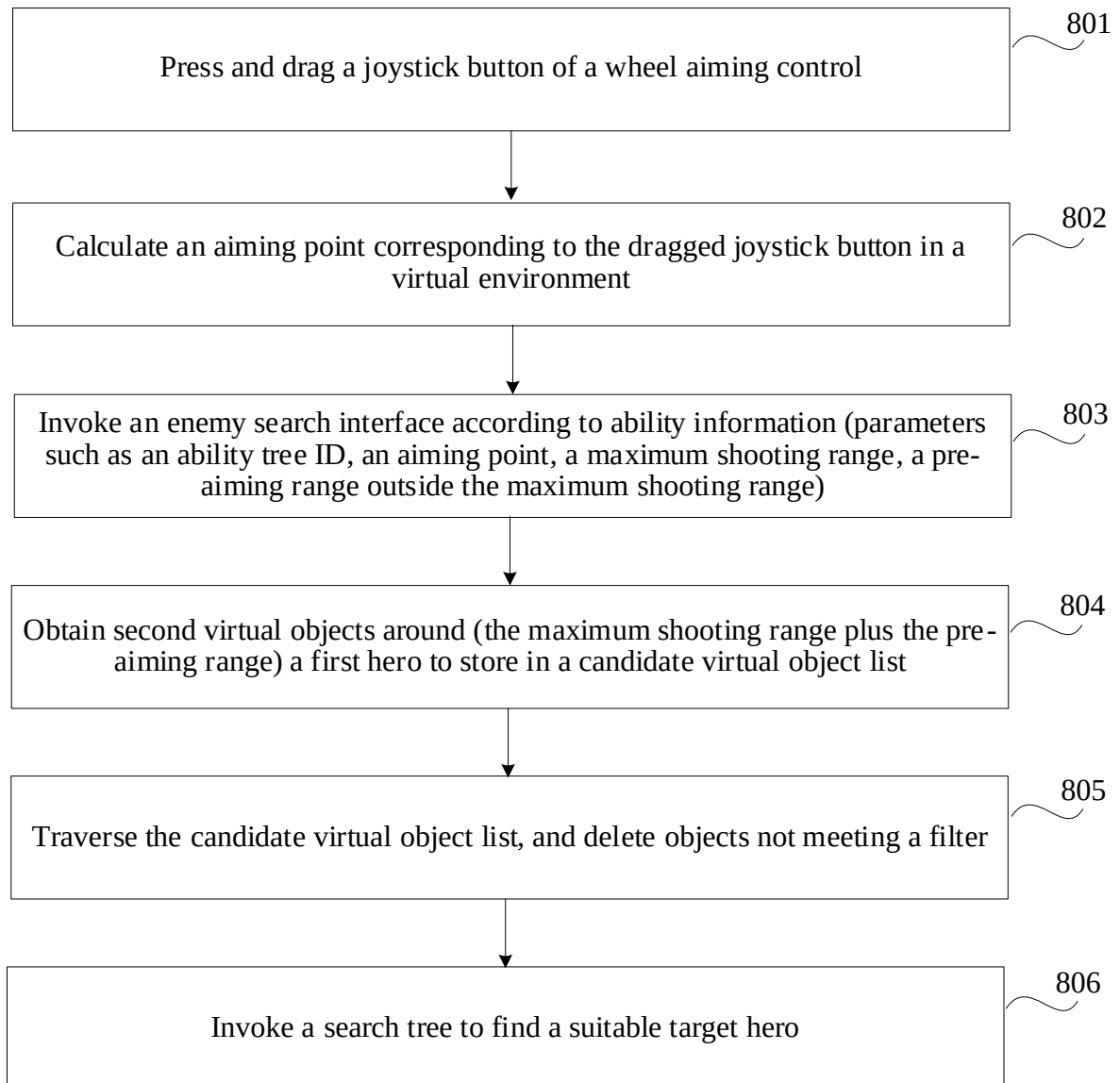
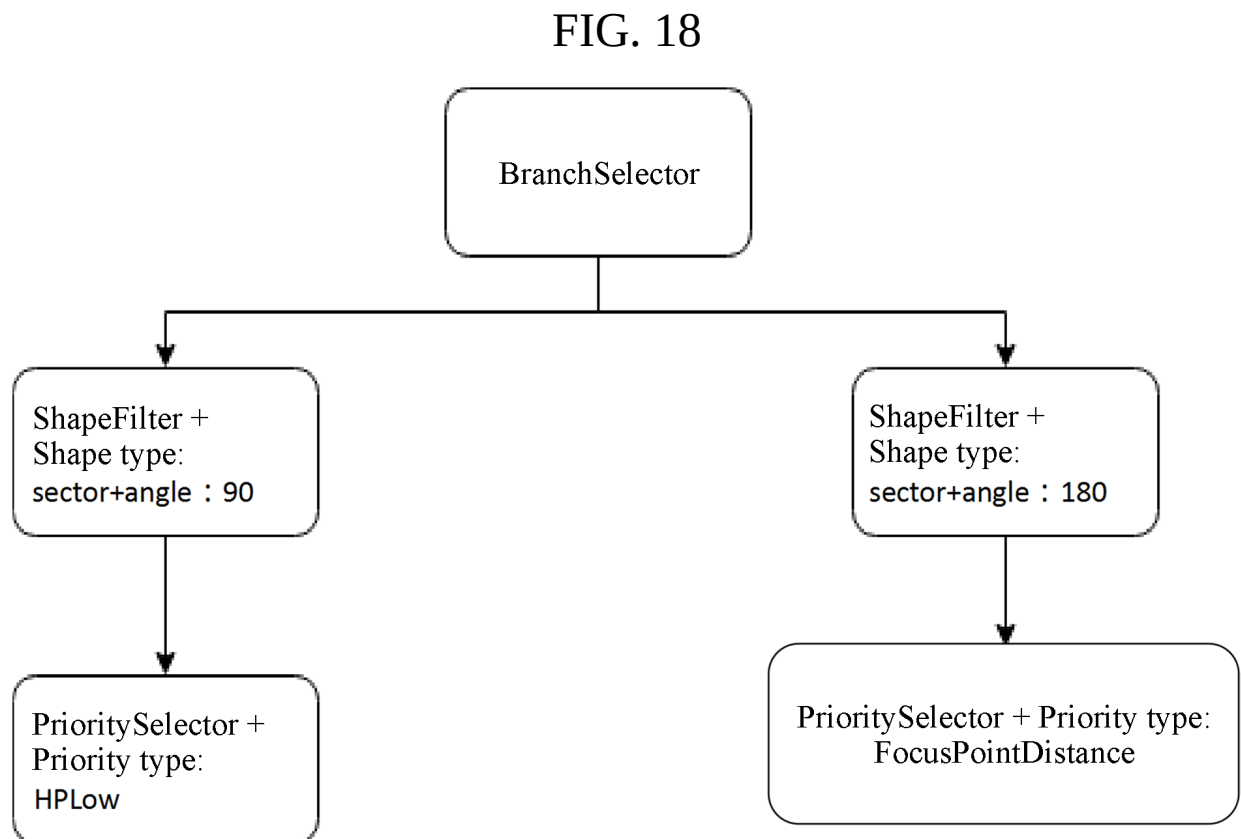
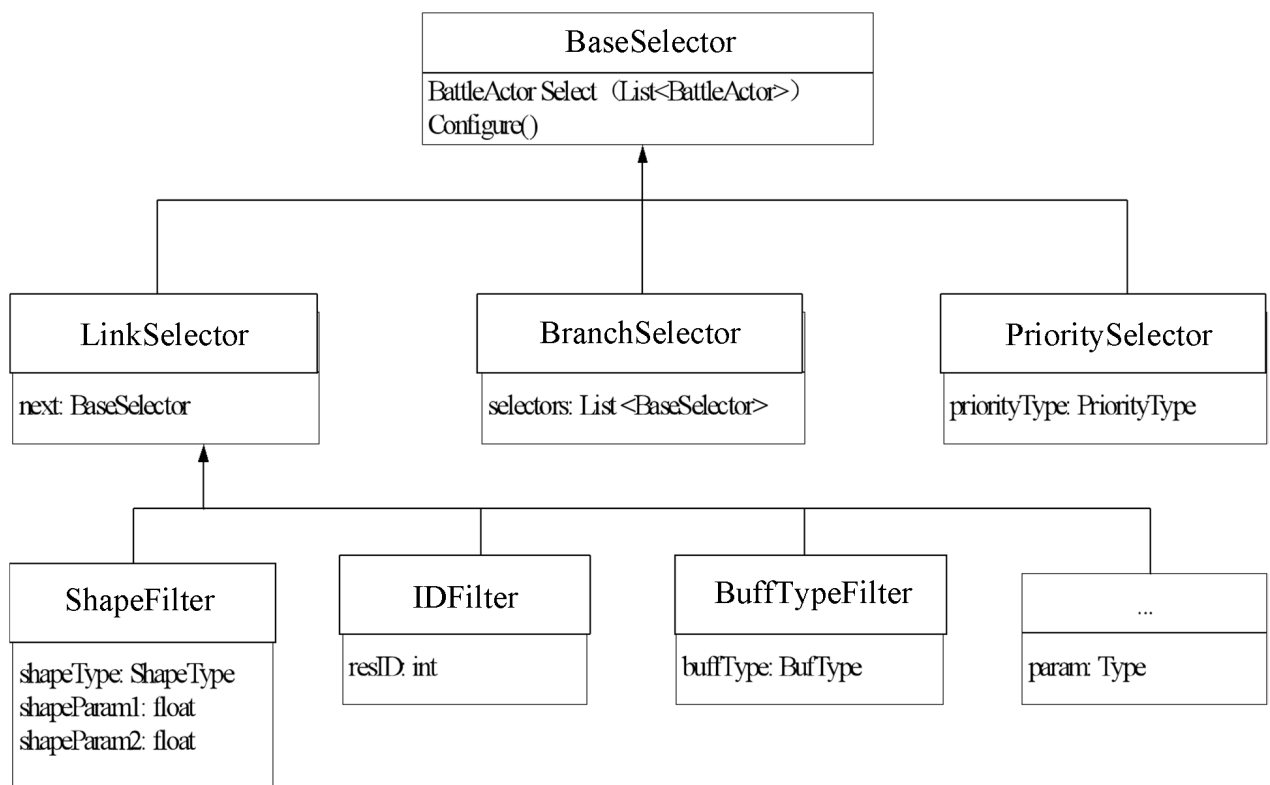


FIG. 17



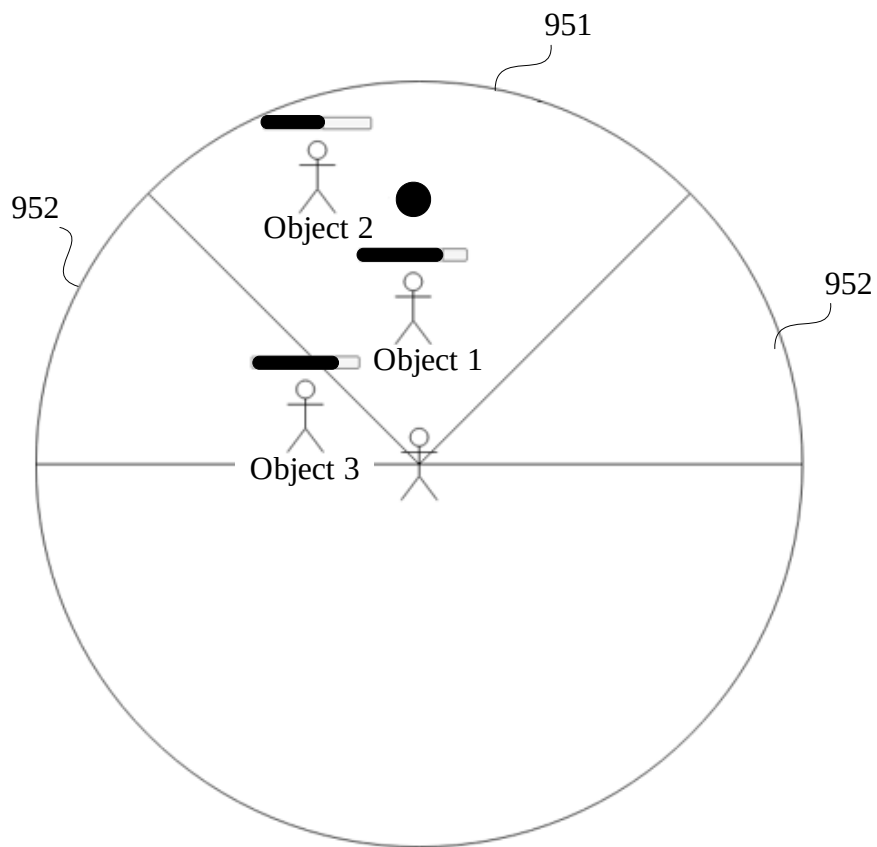


FIG. 20

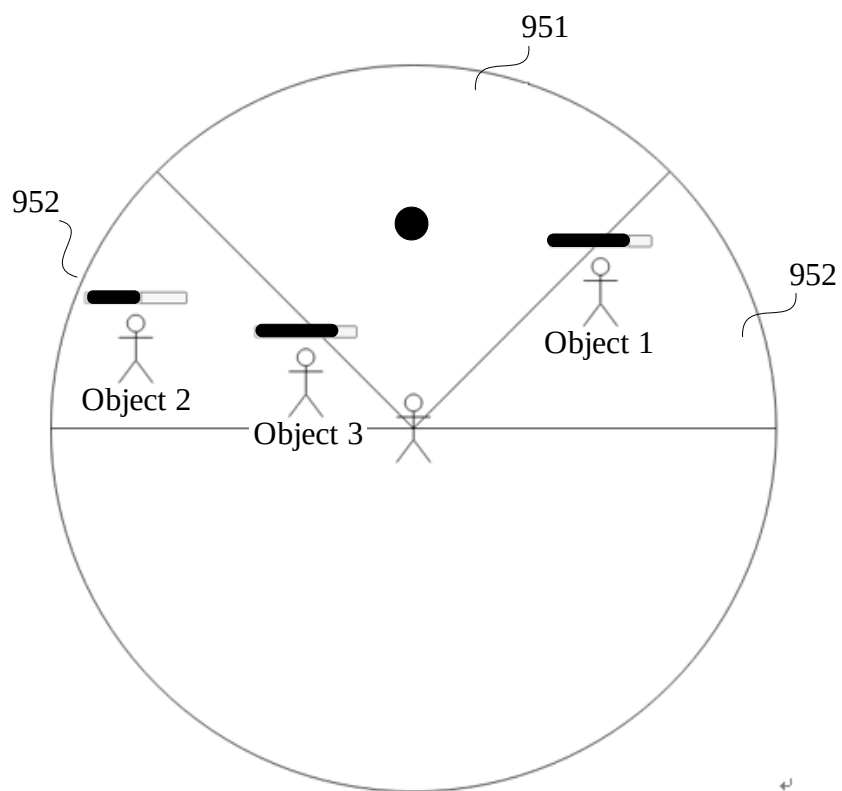


FIG. 21

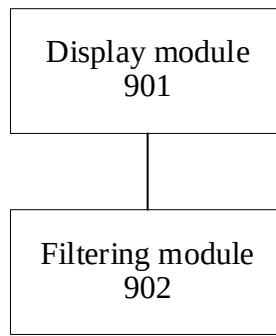


FIG. 22

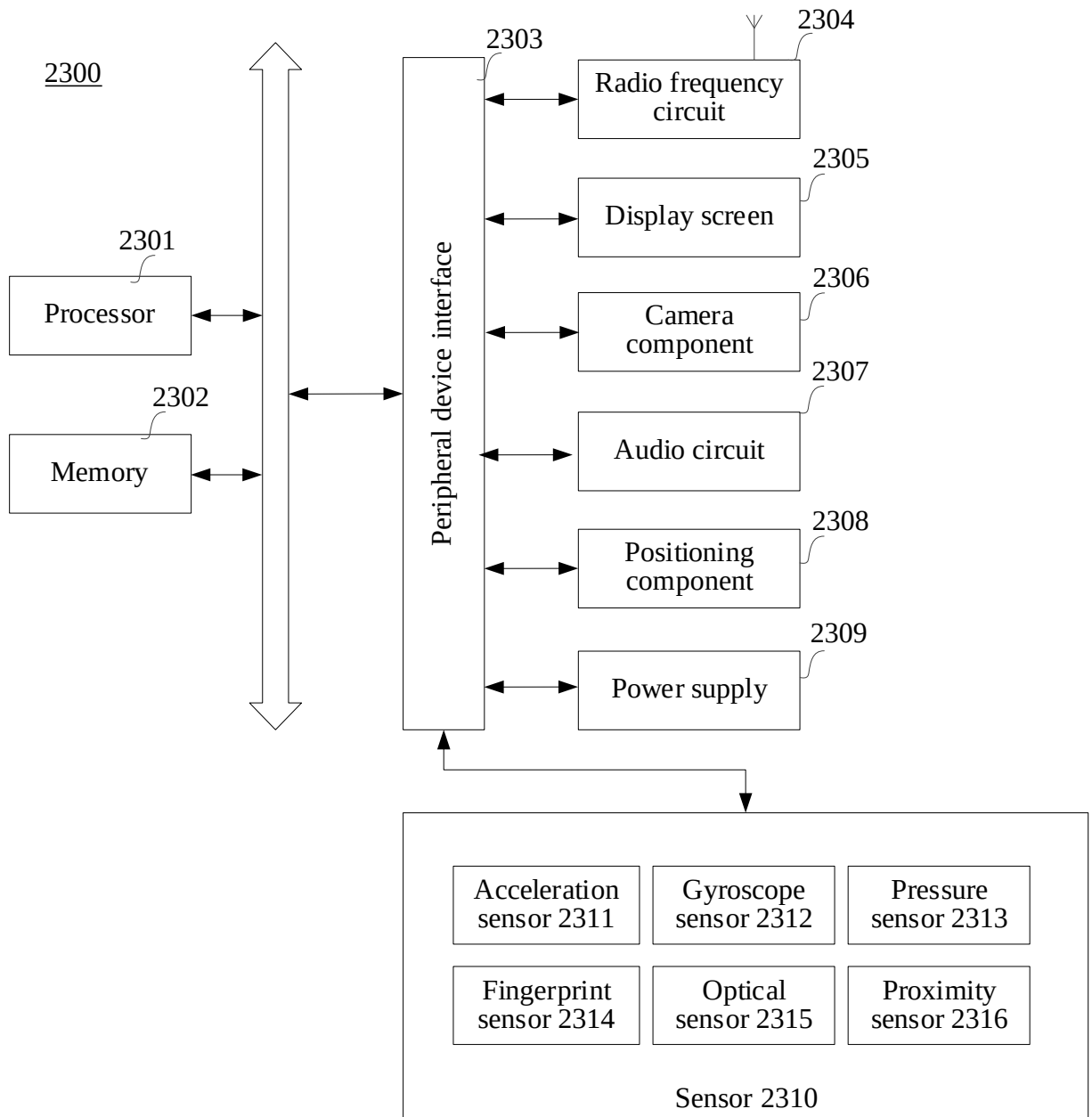


FIG. 23