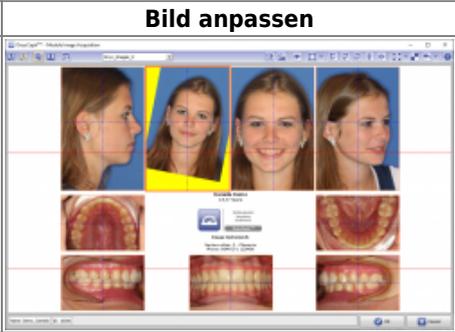
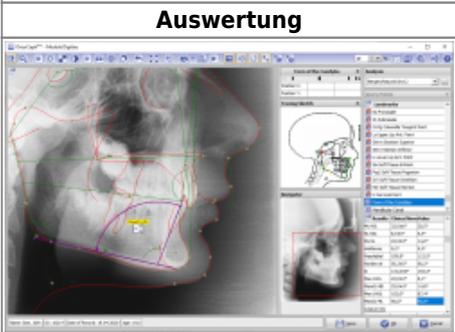
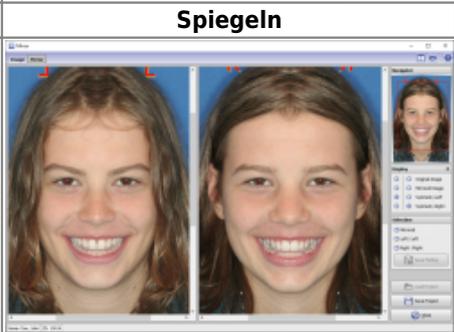
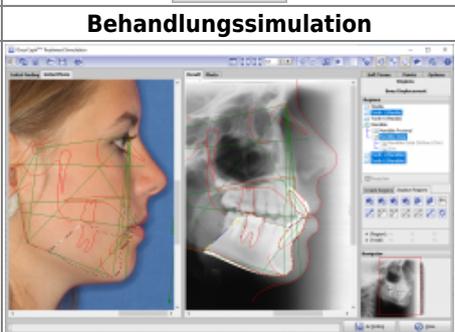
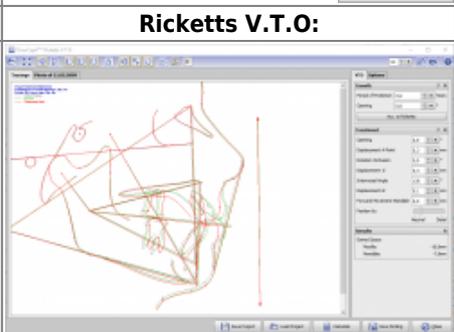
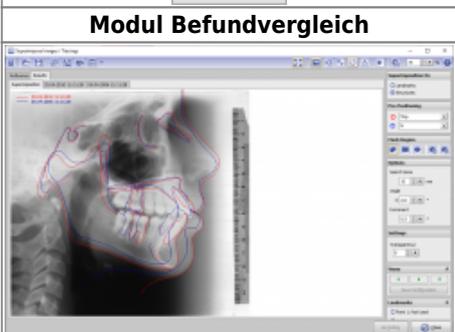
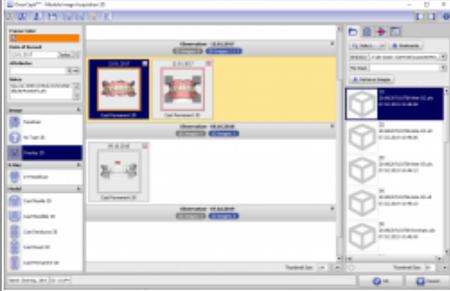
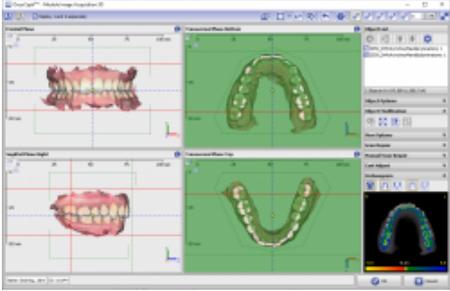
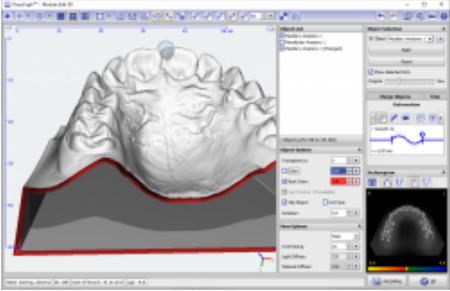
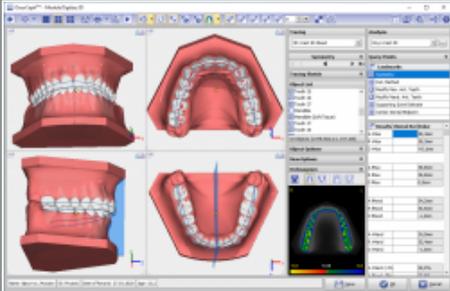
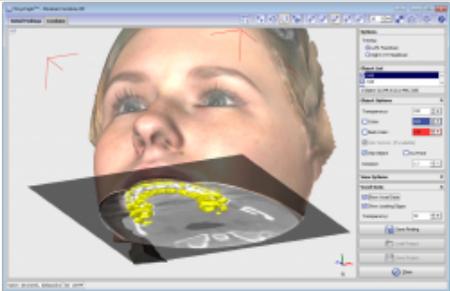
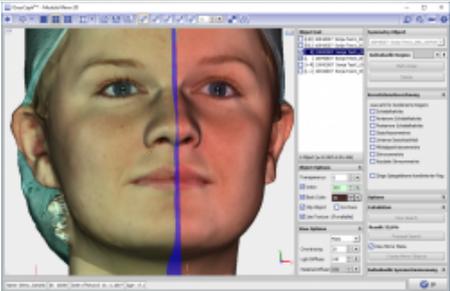
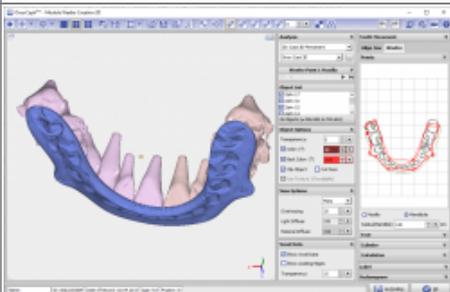
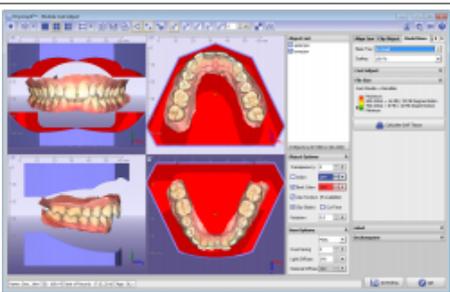
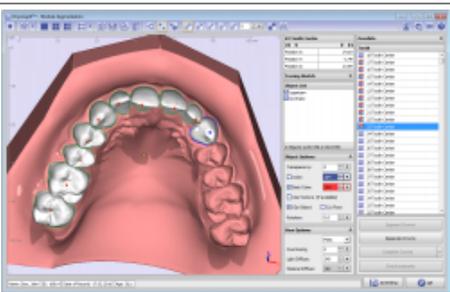
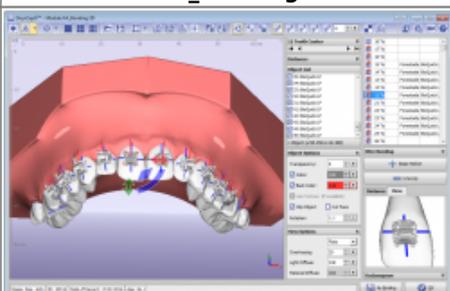
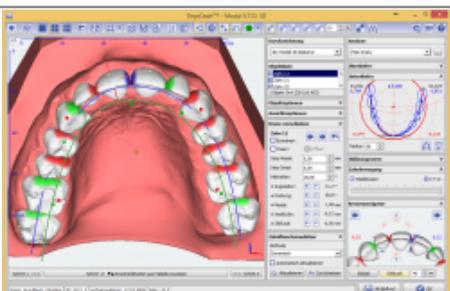
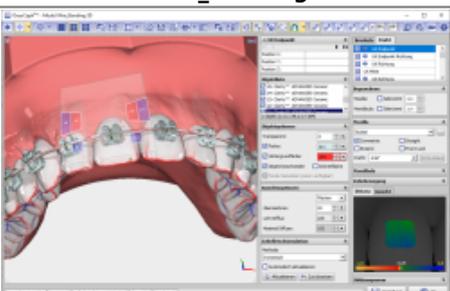
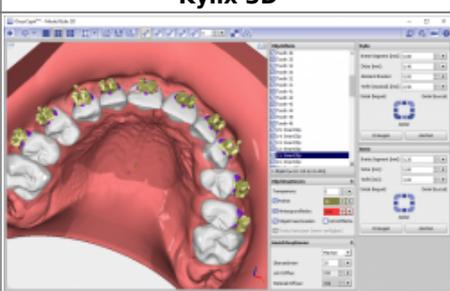
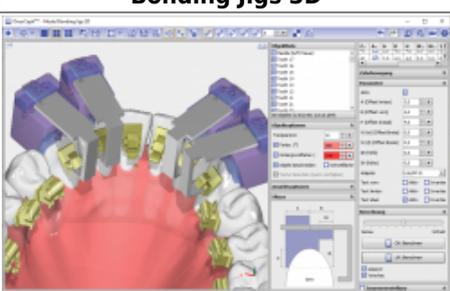
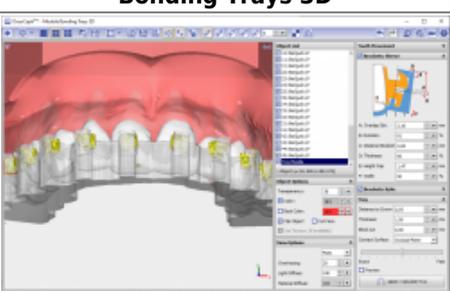


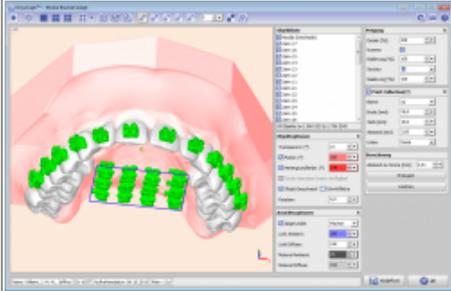
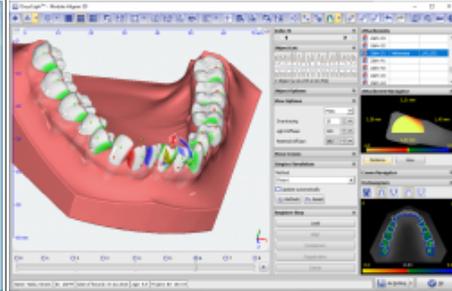
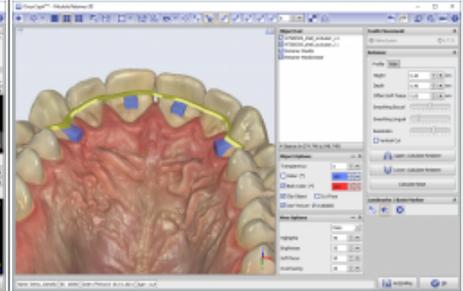
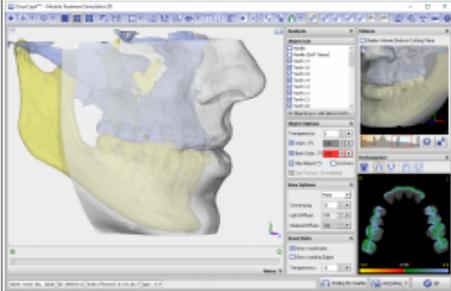
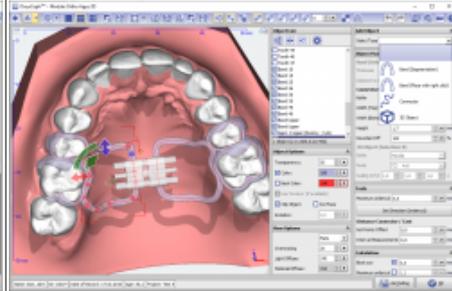
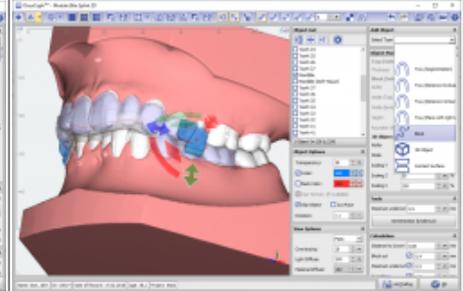
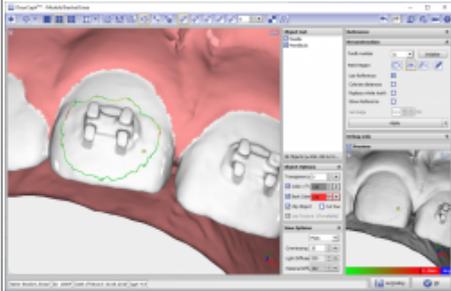
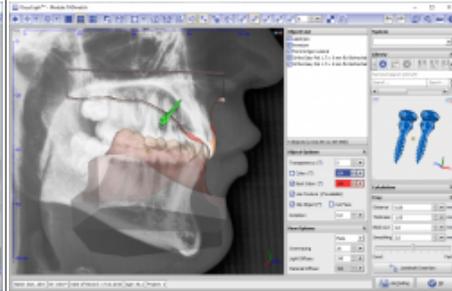
Modulfenster - Übersicht

2D Module

		
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
		
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
		
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
		
<p>OnyxWiki</p>		

3D Module

 <p>Bild hinzufügen</p>	 <p>Bild anpassen</p>	 <p>Editieren</p>
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
 <p>Auswertung</p>	 <p>Kombinieren</p>	 <p>Spiegeln</p>
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
 <p>Waefel Creation 3D</p>	 <p>Modellausrichtung</p>	 <p>Segmentieren</p>
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
 <p>FA_Bonding</p>	 <p>V.T.O.3D</p>	 <p>Wire_Bonding</p>
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
 <p>Kylix 3D</p>	 <p>Bonding Jigs 3D</p>	 <p>Bonding Trays 3D</p>
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
<p>Bracket Adapt</p>	<p>Aligner 3D</p>	<p>Retainer 3D</p>

<p>Kylix 3D</p> 	<p>Bonding Jigs 3D</p> 	<p>Bonding Trays 3D</p> 
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
<p>Behandlungssimulation</p> 	<p>Ortho Apps 3D</p> 	<p>Bite Splint 3D</p> 
<p>OnyxWiki</p>	<p>OnyxWiki</p>	<p>OnyxWiki</p>
<p>Bracket Erase 3D</p> 	<p>TADmatch™ 3D</p> 	
<p>OnyxWiki</p>	<p>OnyxWiki</p>	

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