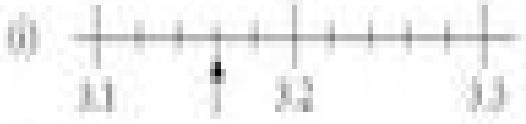


1. Read the value indicated by each pointer.



2. On a copy of the scale, mark as accurately as possible the given value.

