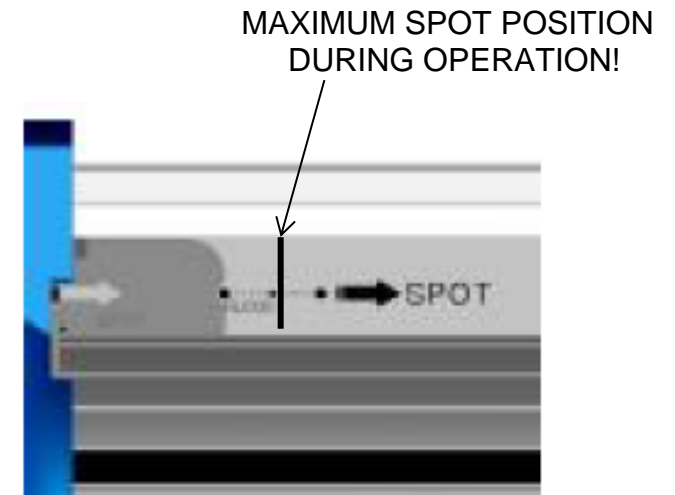


Lamp insert position !!



Reflector in Spot-Position.

Lamp burning position !!



Reflector in Flood-Position