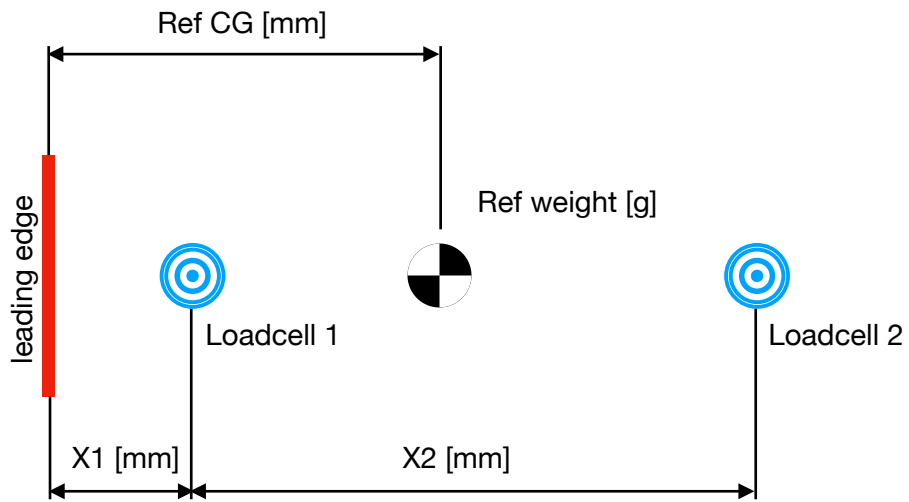


CG scale with 2 loadcells:



CG scale with 3 loadcells:

