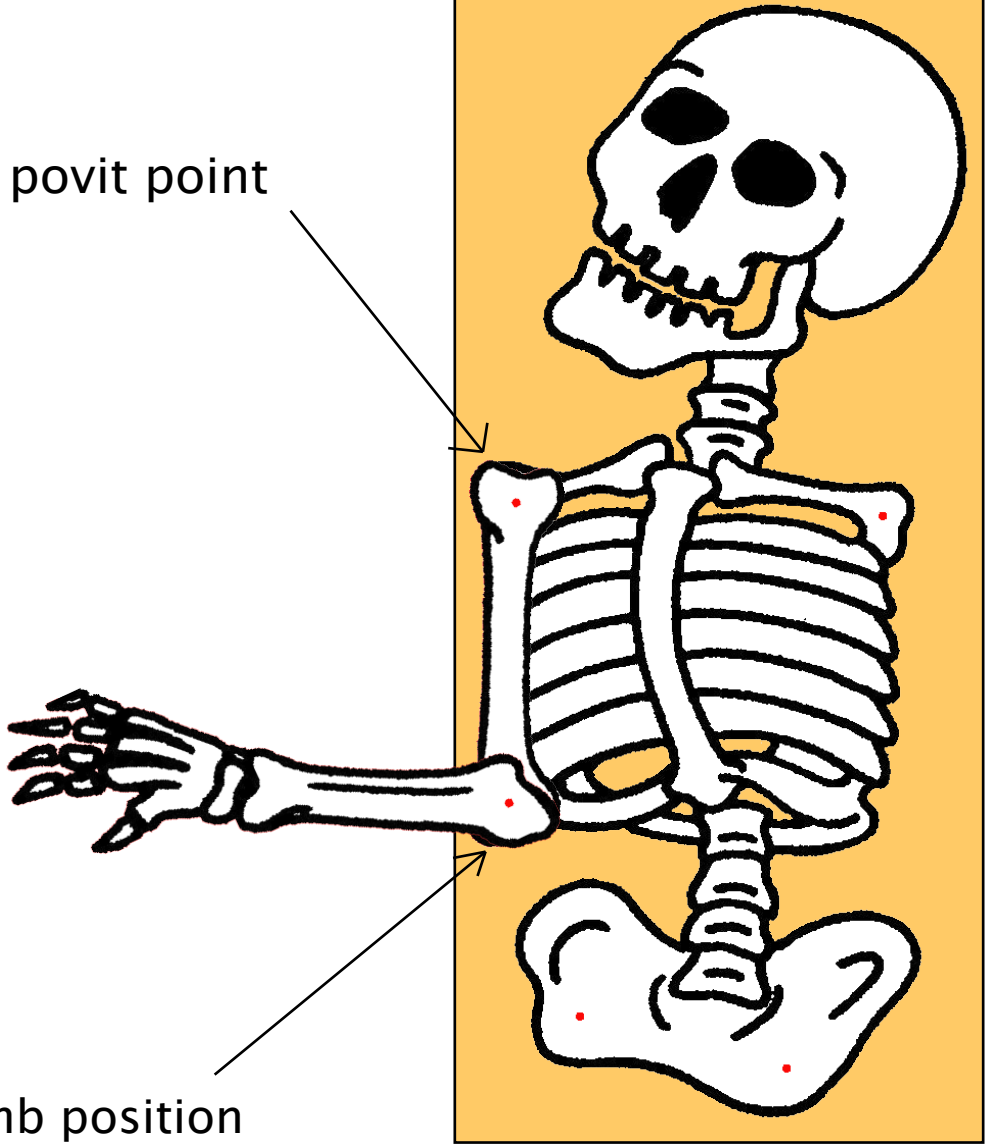


X-Y window offset

Sholder povit point



Hanging limb position