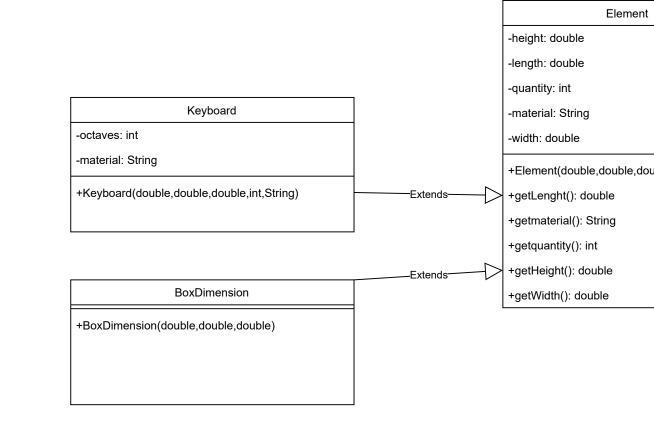


percussion1

<<Enum>>
Orientation

HORIZONTAL

**VERTICAL** 



orientation

ble,String,int)	