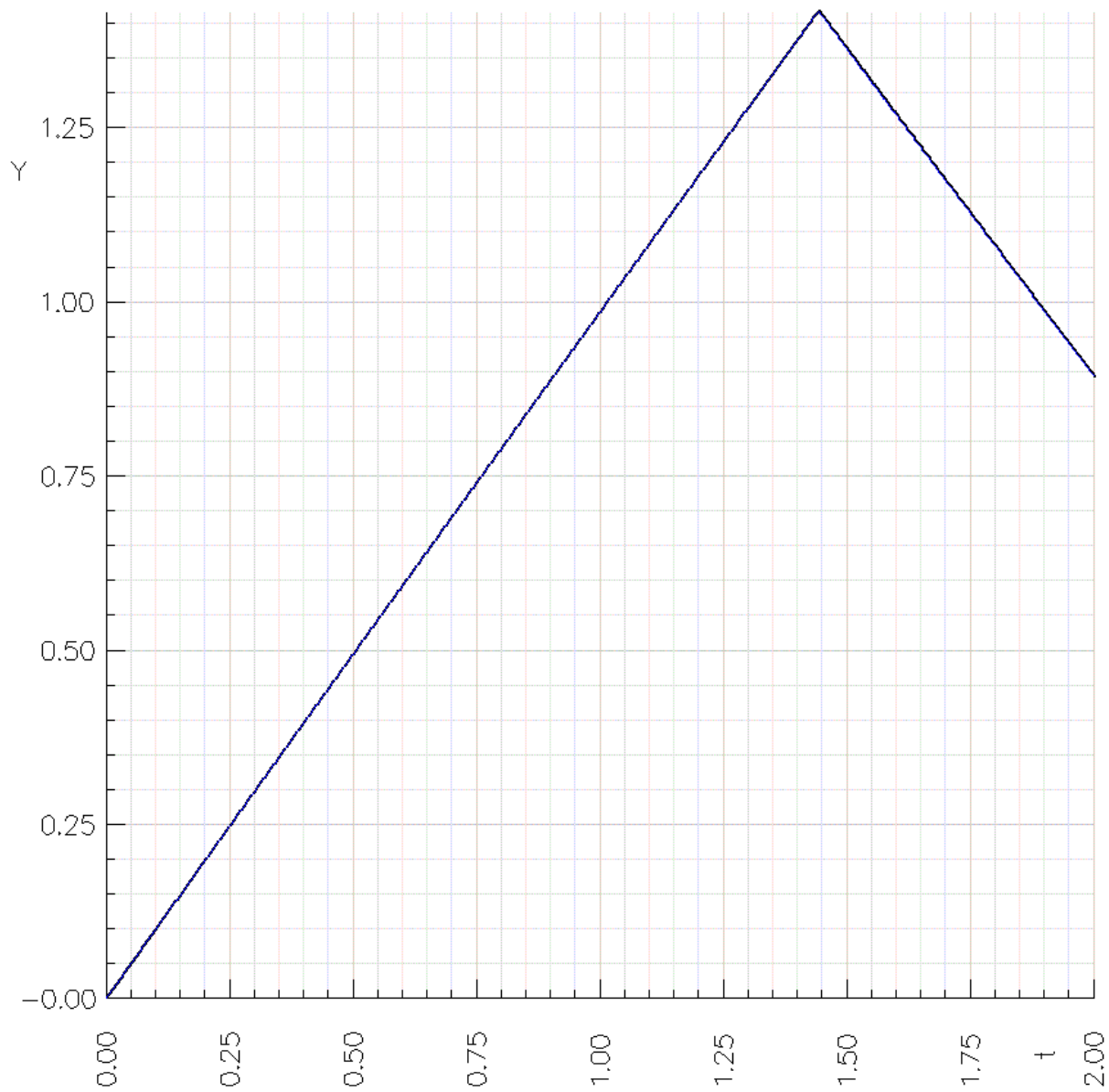


rigid body 0



x1