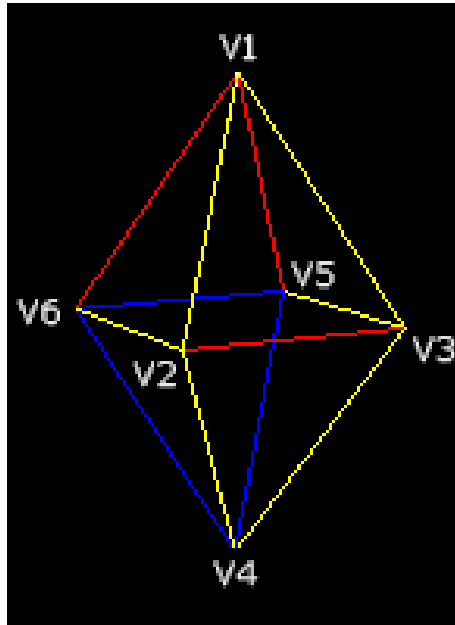


## Polygon 1

Used as indicator over the objects.



Coordinates

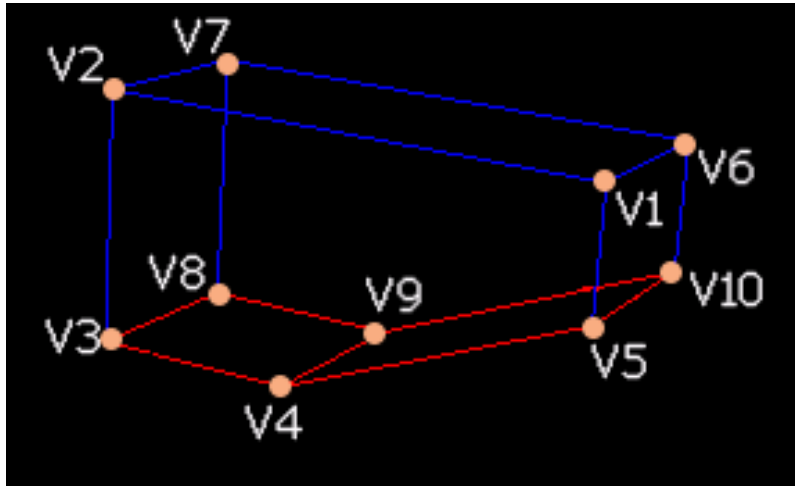
VERTICE	X	Y	Z
1	0	2	0.5
2	-0.5	1	1
3	0.5	1	1
4	0	0	0.5
5	0.5	1	0
6	-0.5	1	0

Faces

Face	Vertices
TOP FRONT FACE	V1, V2, V3
BOTTOM FRONT FACE	V3, V2, V4
TOP RIGHT FACE	V1, V3, V5
BOTTOM RIGHT FACE	V5, V3, V4
TOP LEFT FACE	V1, V6, V2
BOTTOM LEFT FACE	V2, V6, V4
TOP BACK FACE	V1, V5, V6
BOTTOM BACK FACE	V6, V5, V4

## Polygon 2

The Gun/Mechanical Mechanism to interact with button.



VERTICE	X	Y	Z
1	0.25	0.125	0.1
2	-0.25	0.125	0.1
3	-0.25	-0.125	0.1
4	-0.05	-0.125	0.1
5	0.25	0	0.1
6	0.25	0.125	-0.1
7	-0.25	0.125	-0.1
8	-0.25	-0.125	-0.1
9	-0.05	-0.125	-0.1
10	0.25	0	-0.1

Face	Vertices
FRONT FACE	V1, V2, V3, V4, V5
BACK FACE	V10, V9, V8, V7, V6
TOP FACE	V6, V7, V2, V1
RIGHT FACE	V6, V1, V5, V10
LEFT FACE	V8, V3, V2, V7
BOTTOM LEFT FACE	V3, V8, V9, V4
BOTTOM RIGHT FACE	V4, V9, V10, V5