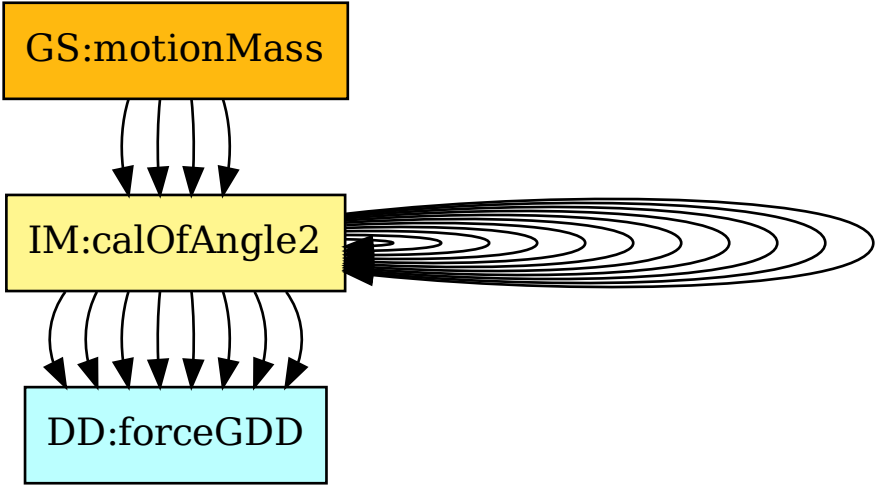
GS:motionMass
IM:calOfAngle2
DD:forceGDD