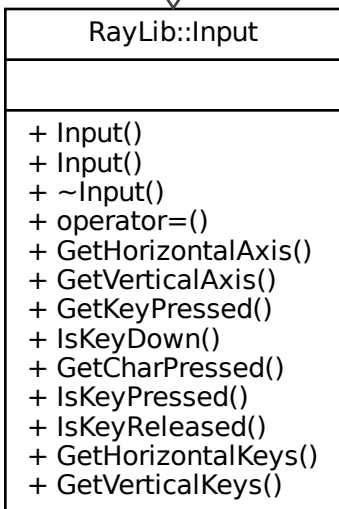


- _verticalAxis
- _horizontalAxis



+movementInput

