## **GESTURE SYMBOLS**



## **PLAY**



## **PAUSE**



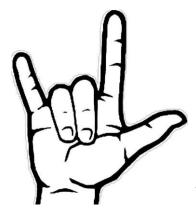
1X (SPEED)



2X (SPEED)



## **MUTE**



**UNMUTE** 



**FAST FORWARD** 



**REWIND**