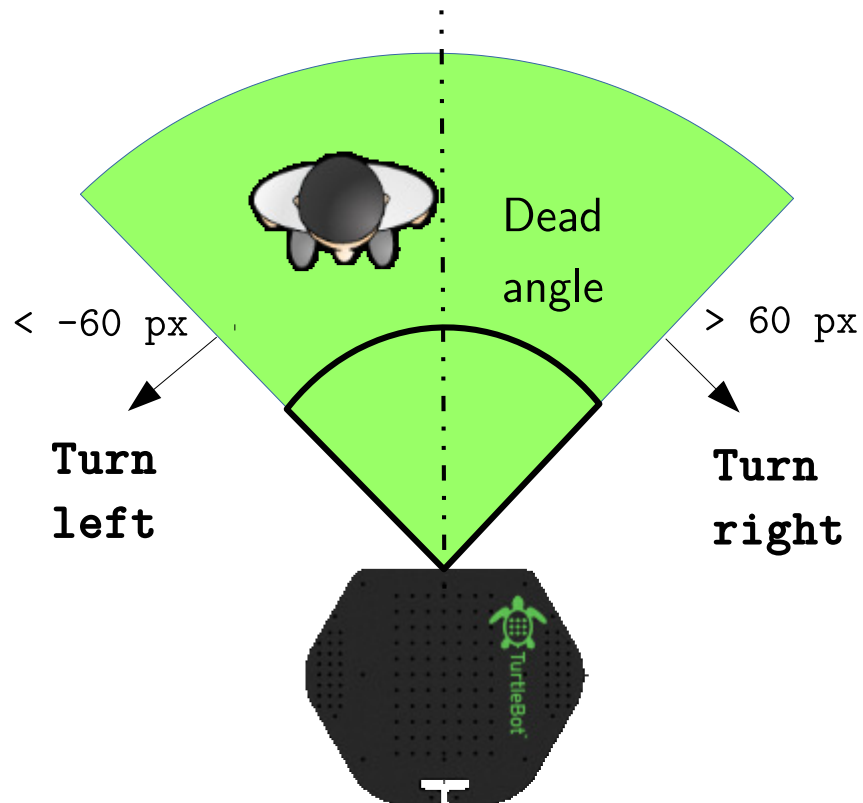


ANGLE (ANGULAR MOVEMENT)



DISTANCE (LINEAR MOVEMENT)

