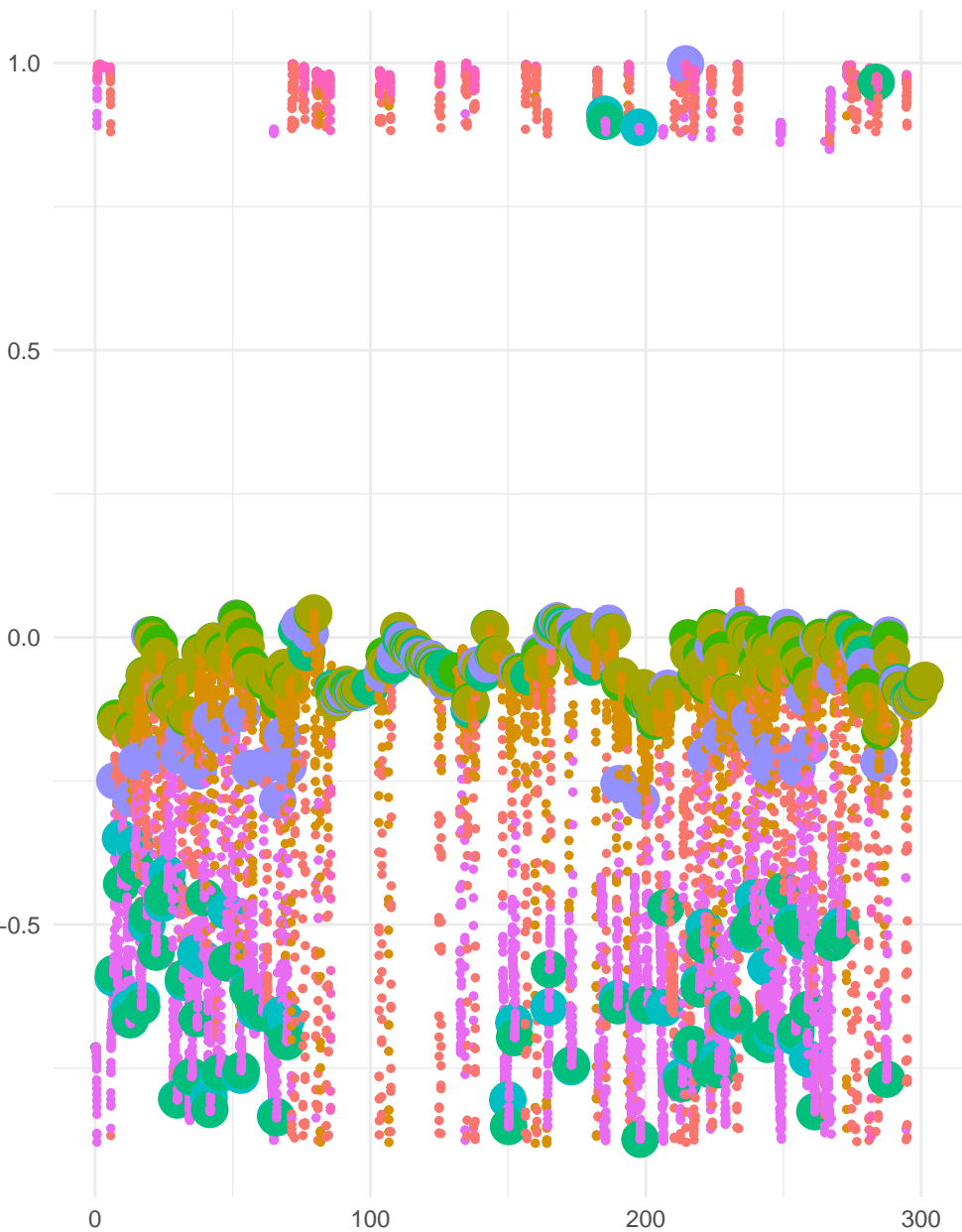


Rotation (Quaternions)



ActionEvent

- background_wall
- build_wall
- Dropped
- DropStart
- Grab
- grabLook
- none
- placeLook
- play_wall
- view_wall

Size

- 1.0
- 1.5
- 2.0
- 2.5
- 3.0