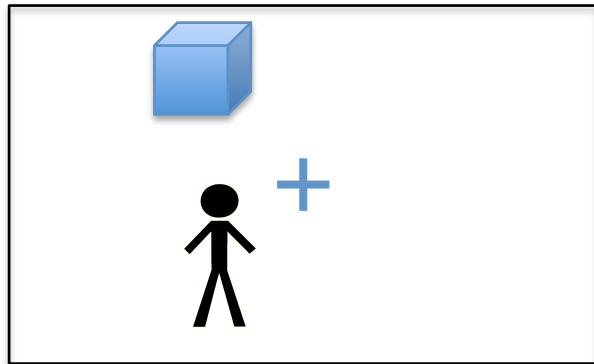


--- Virtual Scene  
— Physical Workspace Limit



+ Spatial Reference Frame