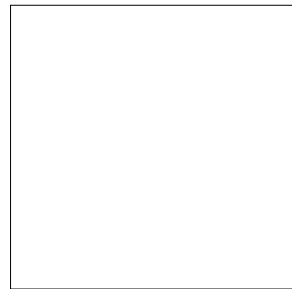


# MOVEMENT

SPEED LIMITER



ACCELERATION LIMITER



CONFIGURATION  
EXPAND



RETRACT