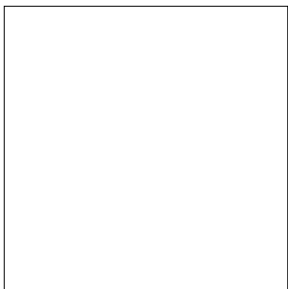


MOVEMENT



**CONFIGURATION
EXPAND**



RETRACT