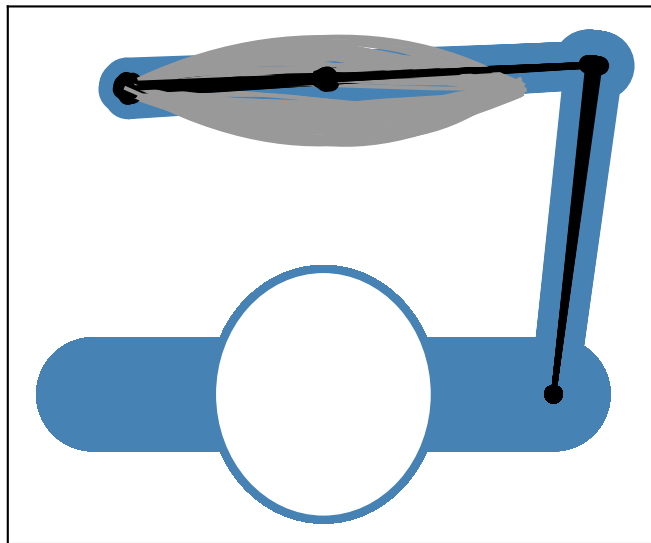
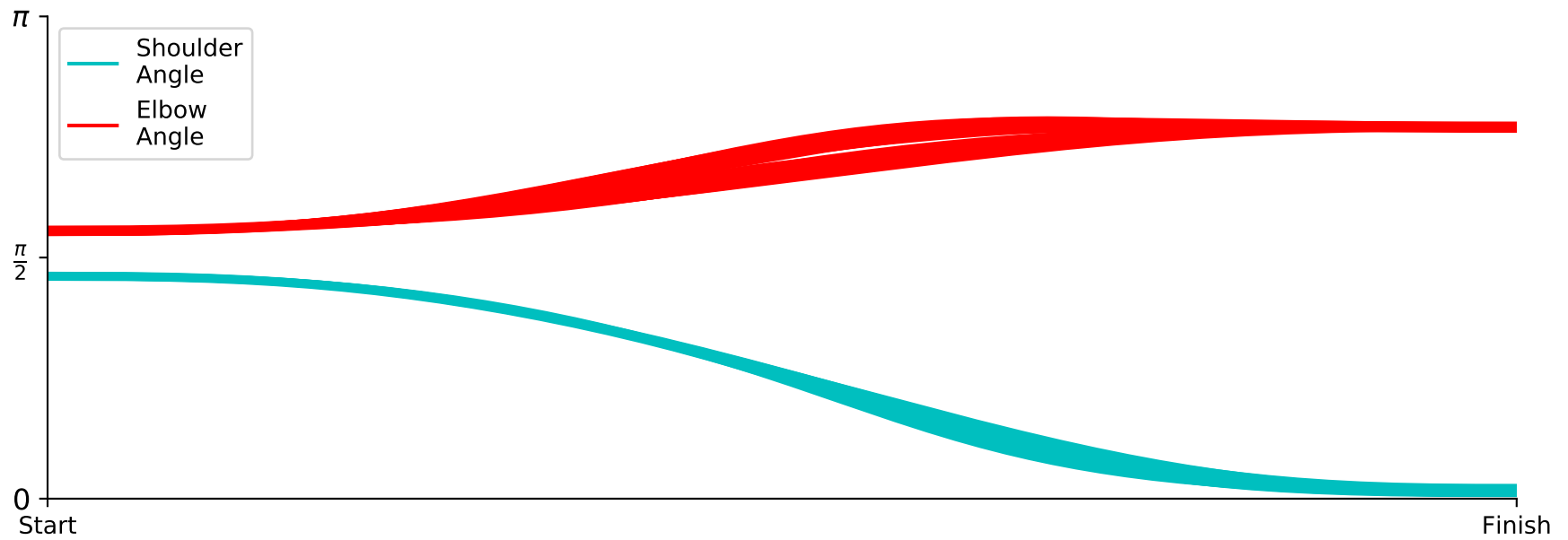


Side-to-side Reach

Movement Duration : 1 sec



Side-to-side Reach
Movement Duration : 1 sec

