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| **Building the arm blueprint**  install  initializeModuleTransform  createTranslationControlAtJoint  createTranslationControlAtJoint  createTranslationControlAtJoint  initializeHook  renameCapOnHook  getTranslationControl  getTranslationControl  createHierarchyRepresentation  getTranslationControl  getTranslationControl  createHierarchyRepresentation  getTranslationControl  getTranslationControl  getTranslationControl  getTranslationControl  Add game joint data to the translation controls  gameJntAttr  getTranslationControl  getJoints | **Adding a second arm with end of 1st arm selected**  getTranslationControl  getJoints  install  initializeModuleTransform  createTranslationControlAtJoint  createTranslationControlAtJoint  createTranslationControlAtJoint  initializeHook  renameCapOnHook  Hook  getTranslationControl  getTranslationControl  createHierarchyRepresentation  getTranslationControl  getTranslationControl  createHierarchyRepresentation  getTranslationControl  getTranslationControl  getTranslationControl  getTranslationControl  Add game joint data to the translation controls  gameJntAttr  getTranslationControl  getJoints |