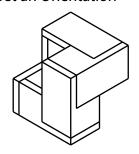
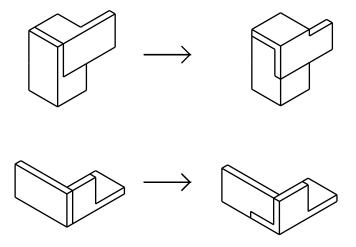
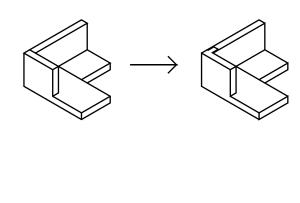
0. Set an Orientation



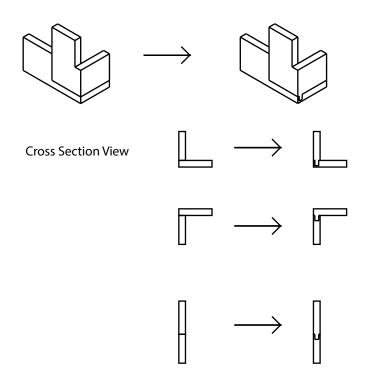
1. Capping Logic



3. Corner Logic



2. Downward Joint Interface



4. Planar Extention Logic

