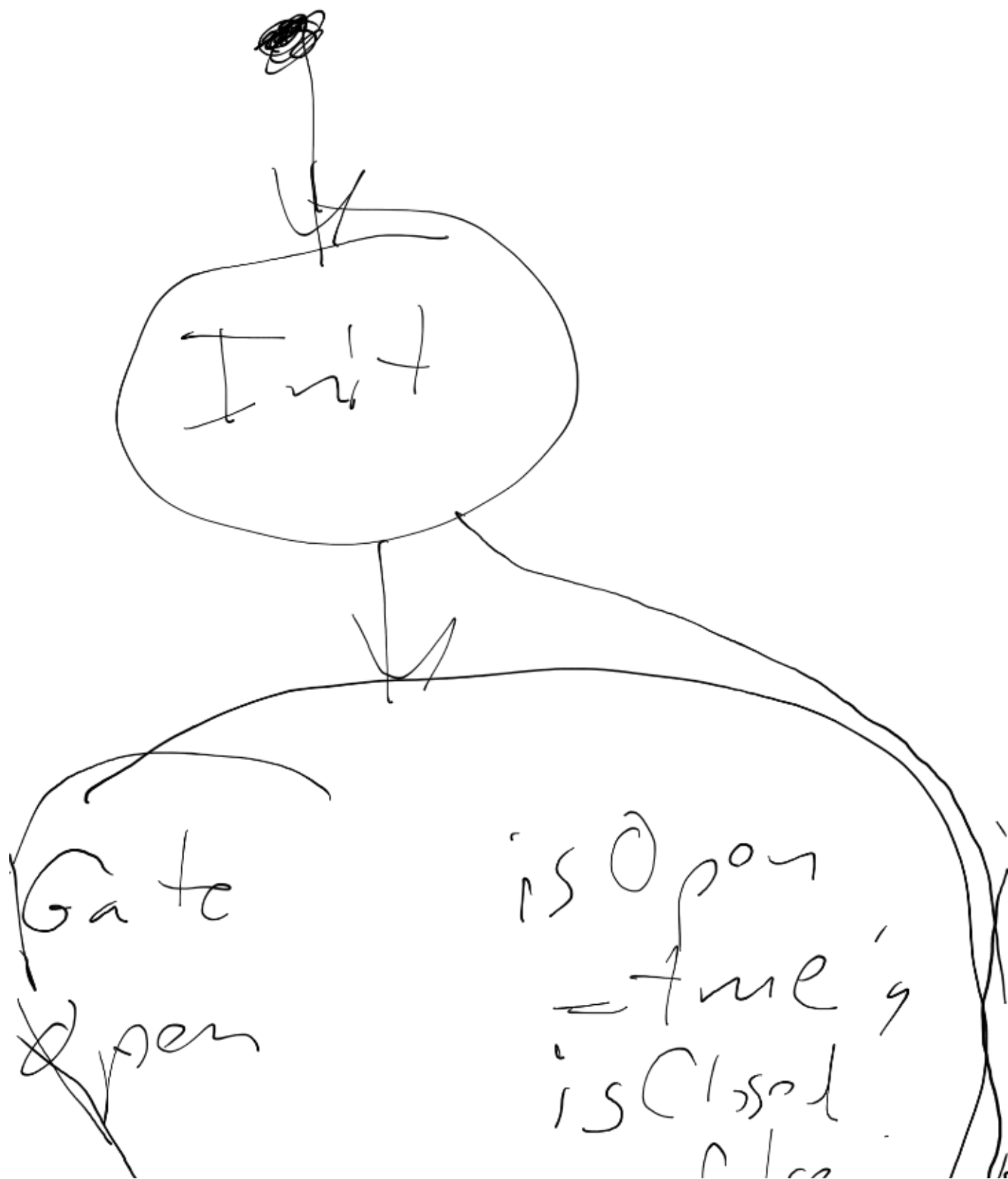


# Swing gate SM



= false;

Gate is Closed  
- true;

is Open  
= false;