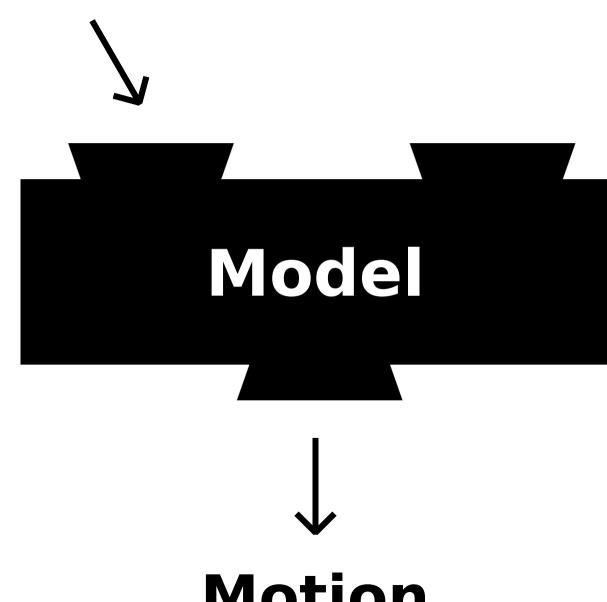
## Control



**Motion**