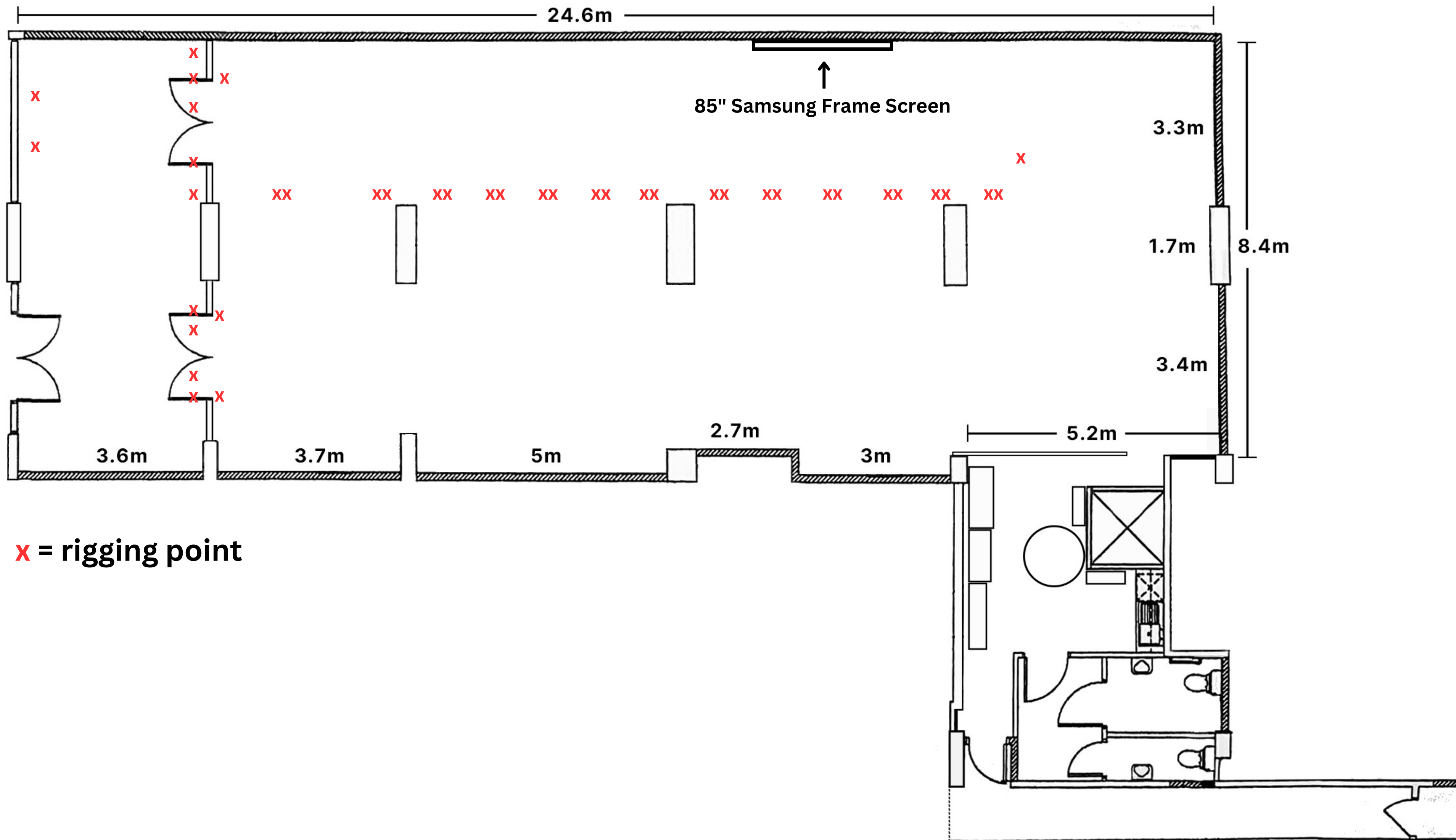




x = rigging point