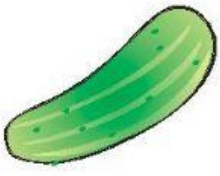
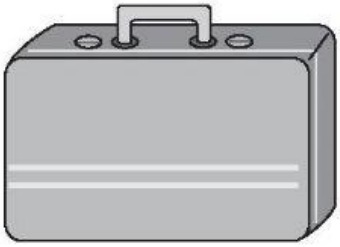
Rolling - Sliding

Tick(✓) the objects that will roll.

Tick(✓) the objects that will slide.