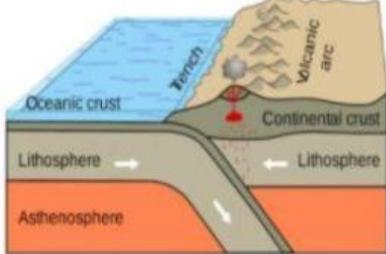
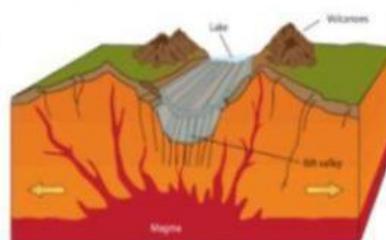
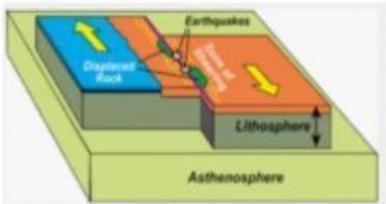


Boundary Types		How the plates move
1.		
2.		
3.		/