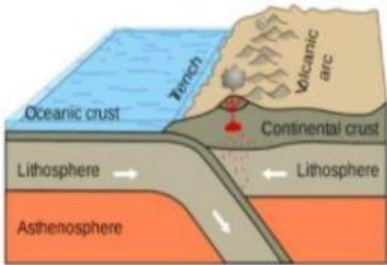
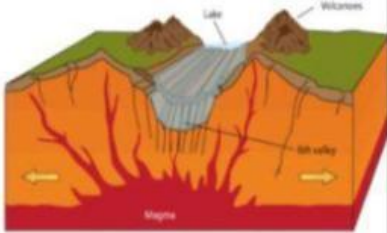


	Boundary Types		How the plates move
1.			
2.			
3.		