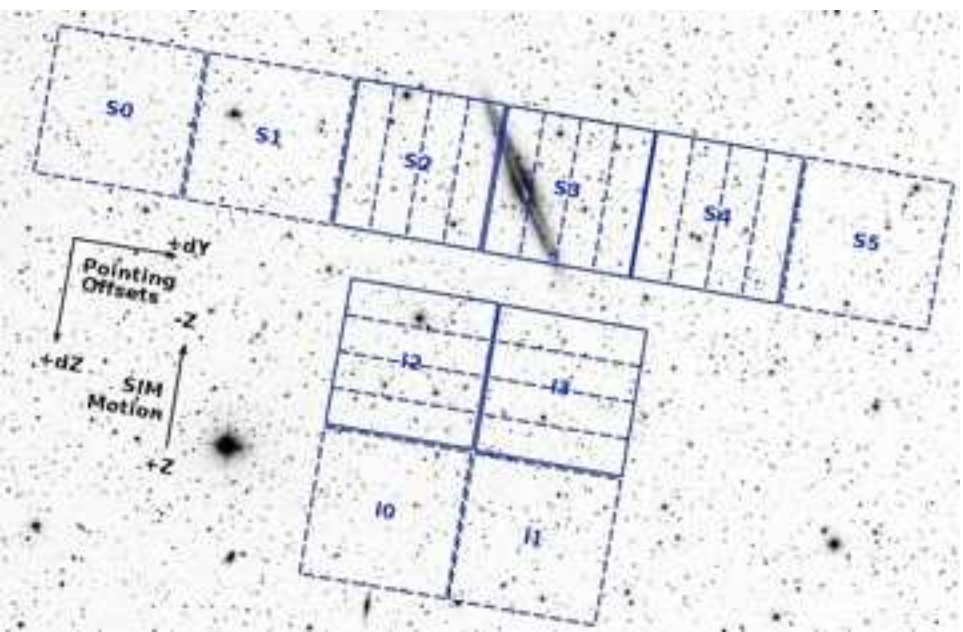
S0
S1
S2
S3
S4
S5
+dY
Pointing
Offsets
-Z
+dZ
SIM
Motion
+Z
I0
I1
I2
I3