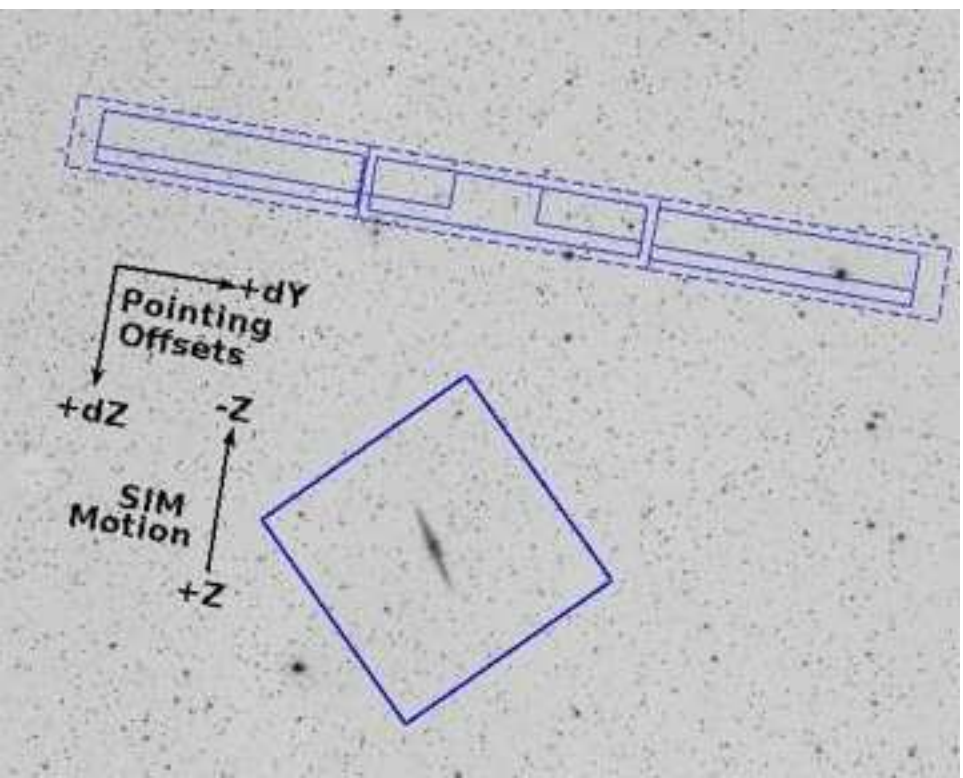
+dY
Pointing
Offsets
+dZ
-Z
SIM
Motion
+Z