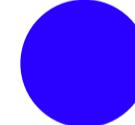


-  **start morph**
-  **stop morph**
-  **reset morph**
-  **Dart**
-  **Kite**
-  **Thick Rhomb**
-  **Thin Rhomb**
-  **start rotation**
-  **stop rotation**
-  **reset rotation**
-  **show**
-  **hide**

