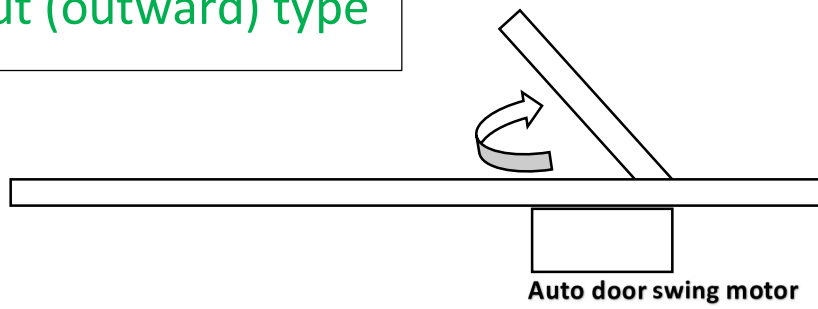


Swing out (outward) type



Swing in (inward) type

