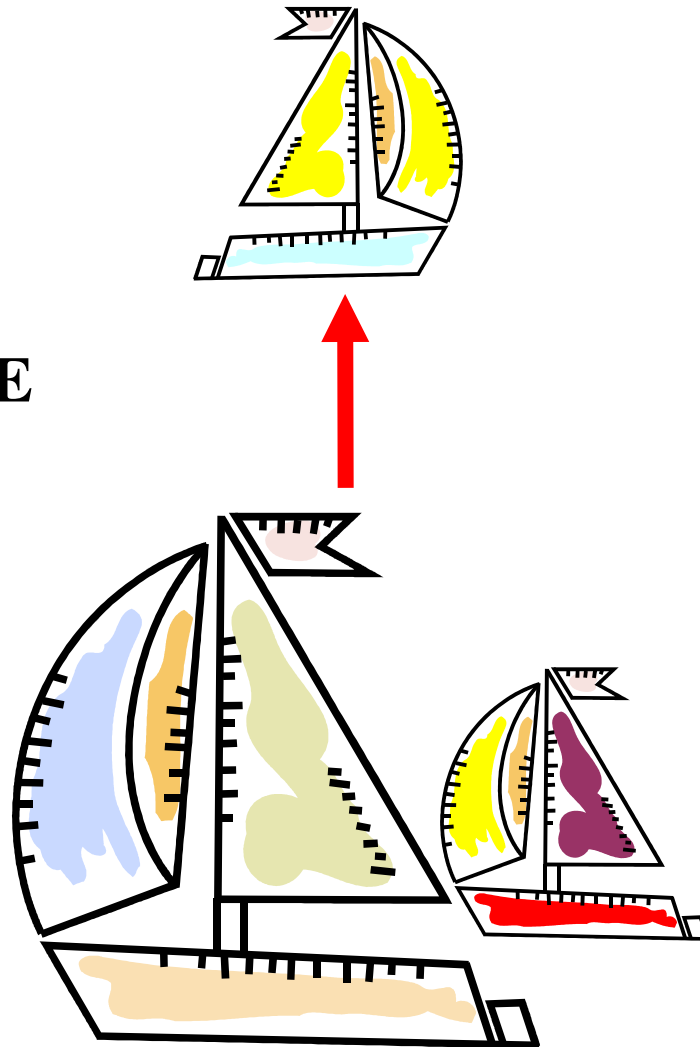


UNITY (LINE OF SIGHT) LINKING OF OBJECTS

VERTICAL LINE



A bit
awkward, I
think