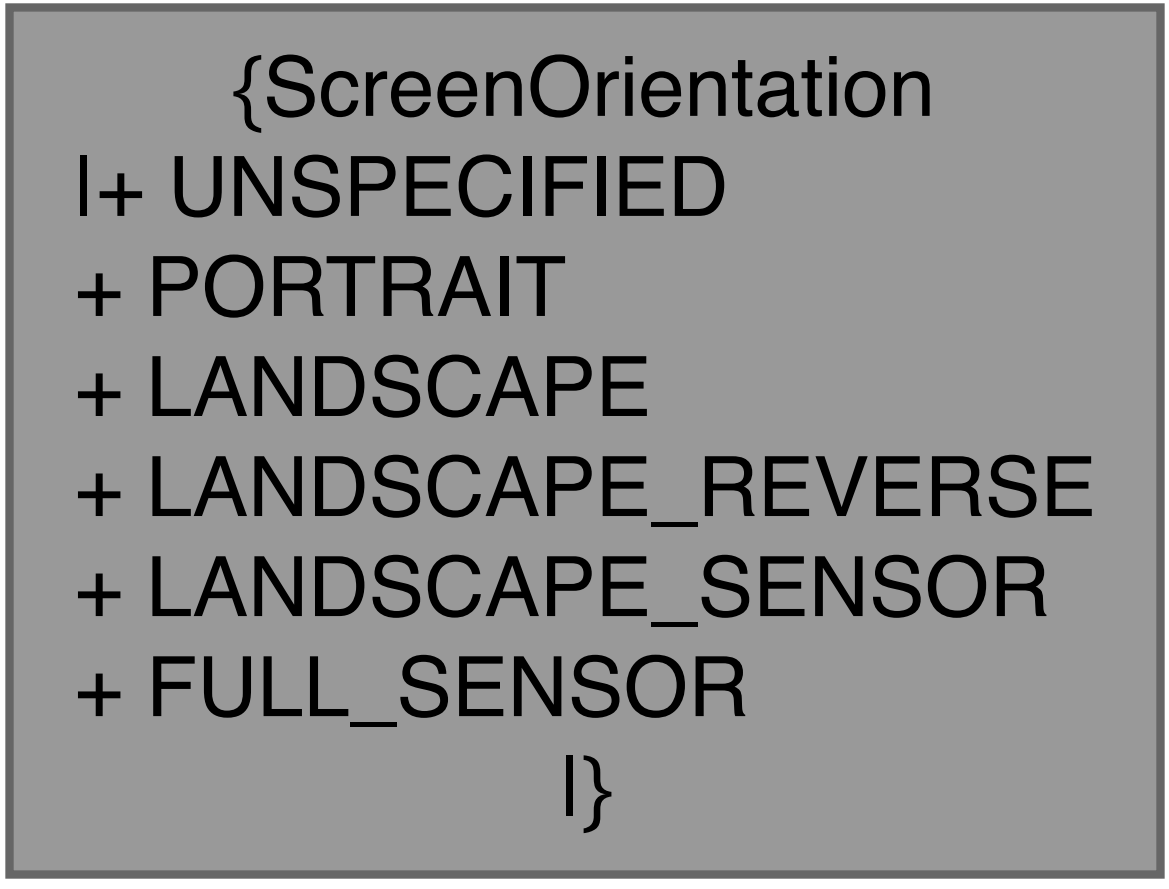

{ScreenOrientation
|+ UNSPECIFIED
+ PORTRAIT
+ LANDSCAPE
+ LANDSCAPE_REVERSE
+ LANDSCAPE_SENSOR
+ FULL_SENSOR
|}