





















Ok	<b>Axis Lines</b>	<b>Simulation Locations</b>	<b>Simulation Objects</b>				
Cancel	<input checked="" type="checkbox"/> X 	<input checked="" type="checkbox"/> Primary Target Point 	<input checked="" type="checkbox"/> Environment 				
Help	<input checked="" type="checkbox"/> Y 	<input checked="" type="checkbox"/> + Horz 	<input checked="" type="checkbox"/> + Vert 	<input checked="" type="checkbox"/> Enc 	<input checked="" type="checkbox"/> Spkr 	<input checked="" type="checkbox"/> Port 	
	<input checked="" type="checkbox"/> Z 	<input checked="" type="checkbox"/> - Horz 	<input checked="" type="checkbox"/> - Vert 