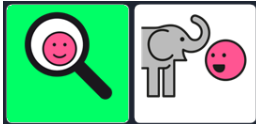
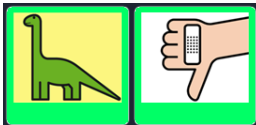
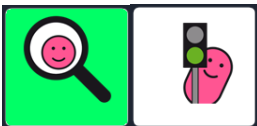
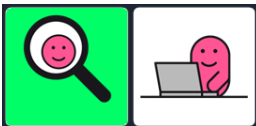
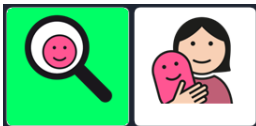
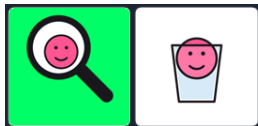
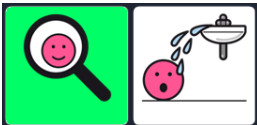


Der Benutzer bestimmt oder benennt die Position eines Gegenstandes.

an  Unity84 Modul 8	aus  Unity84 Modul 8	auf  Unity84 Modul 8	zu  Unity84 Modul 8
oben  Unity84 Modul 8	unten  Unity84 Modul 8	weg  Unity84 Modul 8	da  Unity84 Modul 8
hinter  Unity84 Modul 8	vor  Unity84 Modul 8	bei  Unity84 Modul 8	in  Unity84 Modul 8
über  Unity84 Modul 8	unter  Unity84 Modul 8	draußen  Unity84 Modul 8	