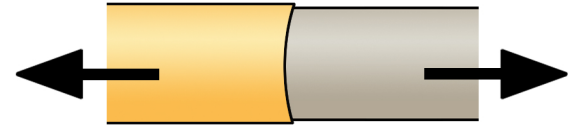


if FLAT push IN
(make it shorter)

IN TUNE



if SHARP pull OUT
(make it longer)

SOUND ▼ CALIB ▲ POWER

CHROMATIC TUNER