Structure Me	easurements		- •					
Distances Angles/Torsions Adjust Torsions Axes/Planes/Centroids								
Activate selected bond as torsion								
ID Near	Bond	Far	Torsion					
1_0XT _	UNK 699.A C1 -> C2	- N1 -						
2 @ -	UNK 699.A C3 -> C31	- 36 -						
3 (2 -	UNK 176.A CA2 -> C82	- N1 -	▲125.0 ►					
4 <u>CE1</u> -	UNK 80.A CZ -> OH	- 1941	▲-55.0 ►					
Dial size: large								
□ Rotate UNK 699.A C1 → C2 → using button 1 →								
	@ None	D	ecimal places 🔳 0 🕨					
Labels C ID								
	C Name C Angle	4	Show degree symbol					
			Save Close Help					

Starts like this...

Structure Measurements								
Distances Angles/Torsions		Adjust Torsions	s Axes/Planes/Centroids					
Activate selected bond as torsion								
D	N	ar		Bond	Far	Torsion		
1	OXT	-	UNK 699.J	A C1 → C2	N1			
2	α		UNK 699.A	3→31 -	C36	.172.0 ►		
						Dial size: large 🛁		
□ Rotate #0.1 UNK 699.A C1 -> C2 using button 1								
			None O D		D	ecimal places 10 1		
		Labels C Name		4	Show degree symbol			
						Save Close Help		

It looks like this, after running....

movie crossfade frames 100 bond #0.1:699.a@h32 #0.1:80.a@oh