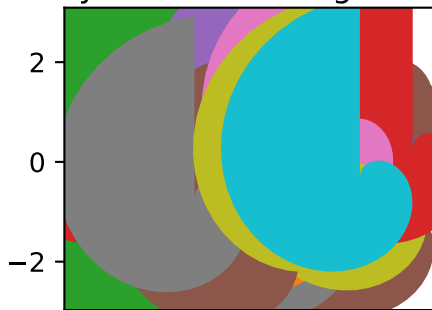
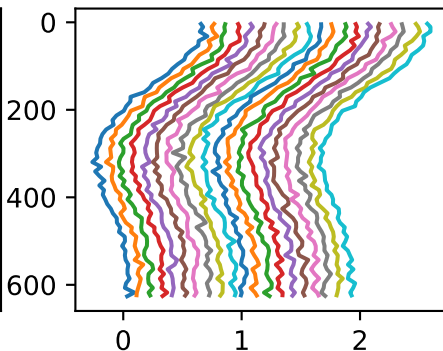
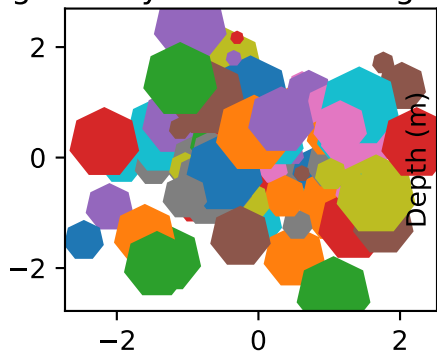


LineCollection using offsets PolyCollection using offsets



RegularPolyCollection using offsets Successive data offsets



Zonal velocity component (m/s)