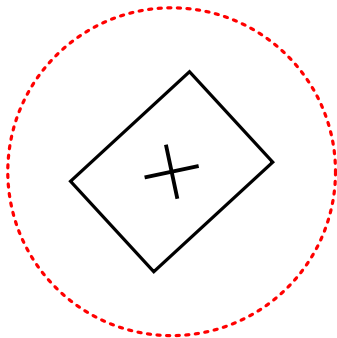


✕ 1st coordinate

✕ 2nd coordinate



..... Velocity range for ✕