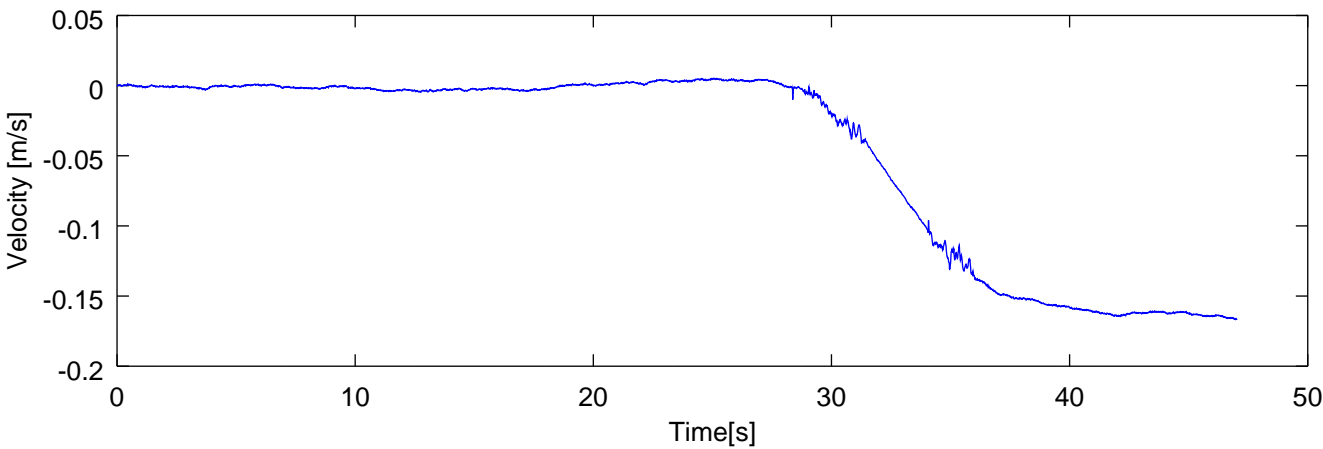


Computed vx



Computed vy

