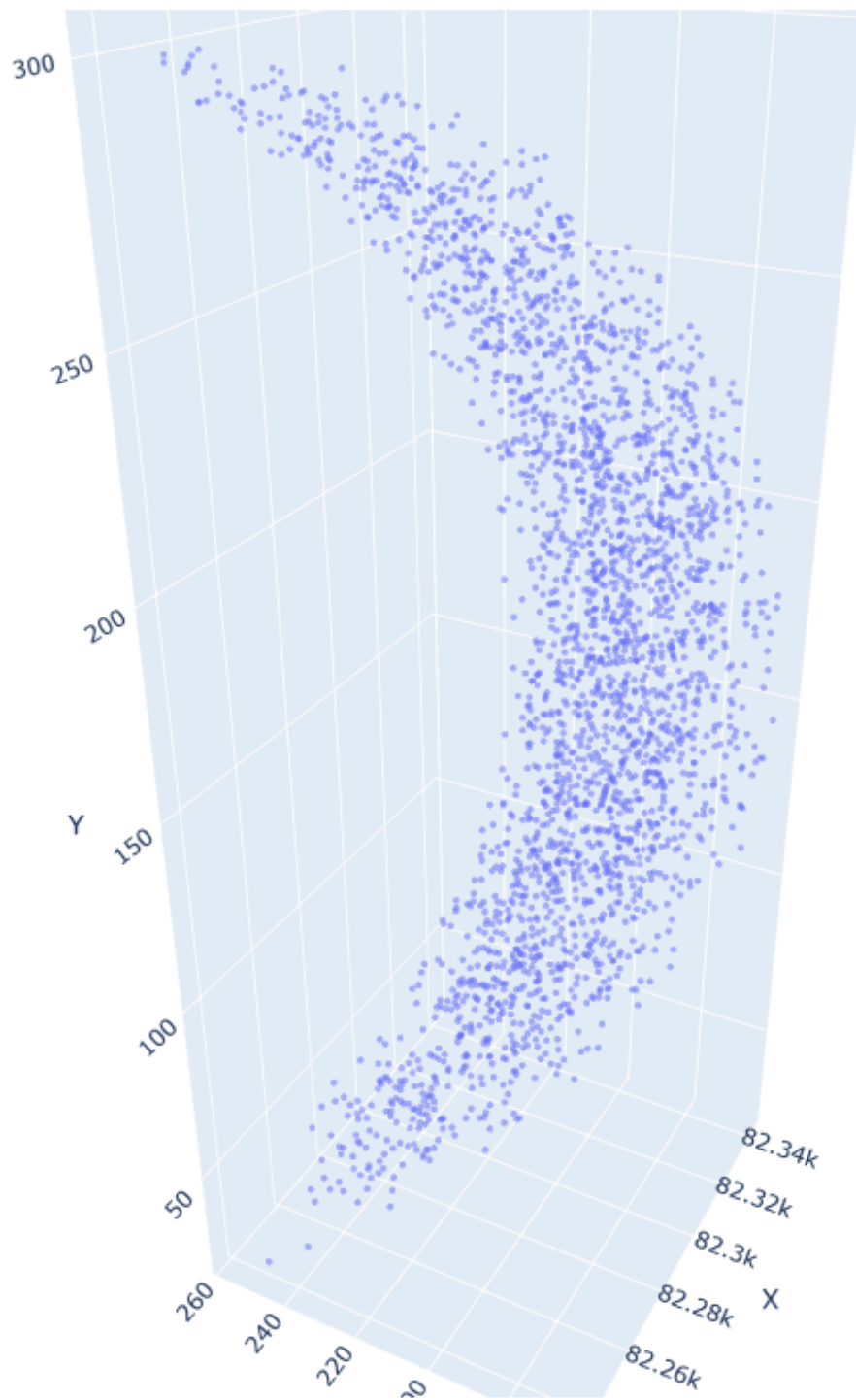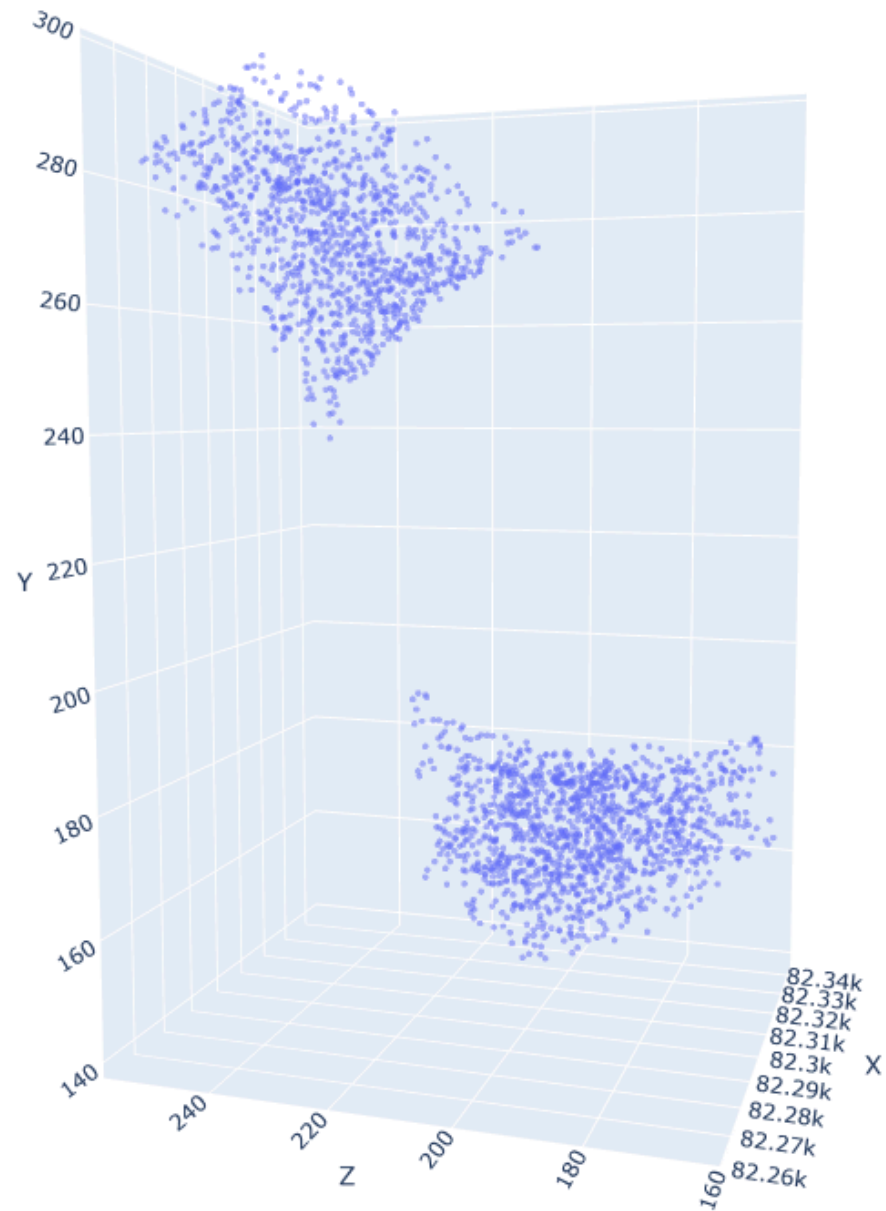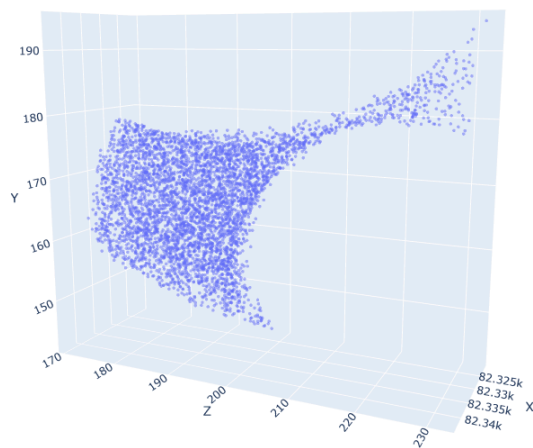Quickly used edge of detection range to create narrow slice

Assumed object was on level with the player due to mostly flat terrain. Detection at center of slice created two separate search areas.

Ruled out possibility of high search area due to a border which made spawning there impossible. Went to low grouping and quickly found the object.

active spheres:
[82109.29, 169.0, 107.46, 250.0, 150.0]
[82194.77, 165.5, 209.06, 150.0, 100.0]
[82178.17, 165.0, 248.79, 250.0, 150.0]
[82121.4, 169.0, 156.3, 250.0, 150.0]
[82263.36, 222.0, 193.61, 100.0, 50.0]
[82322.7, 225.0, 191.51, 100.0, 50.0]
[82326.3, 155.0, 219.7, 50.0, 25.0]
void spheres:
[82096.47, 168.0, 93.28, 0.0, 250.0]

Center of scatter: [82334, 167, 191]
{'x': [82322, 82343], 'y': [143, 194], 'z': [171, 231]}
waiting for input:

Object location 82334, 164, 172