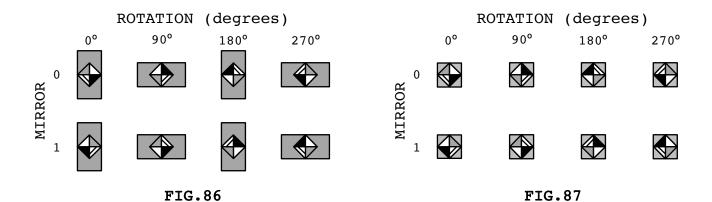
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## Tiled Terrain System for Games and Simulations 26/60

## ROTATION (degrees) 270° 0° 90° 180° MIRRORED FIG.85



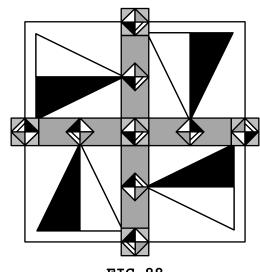


FIG.88