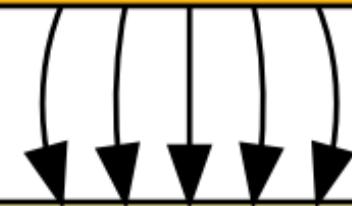


GS:targetHit

DD:speedIY



IM:offsetIM