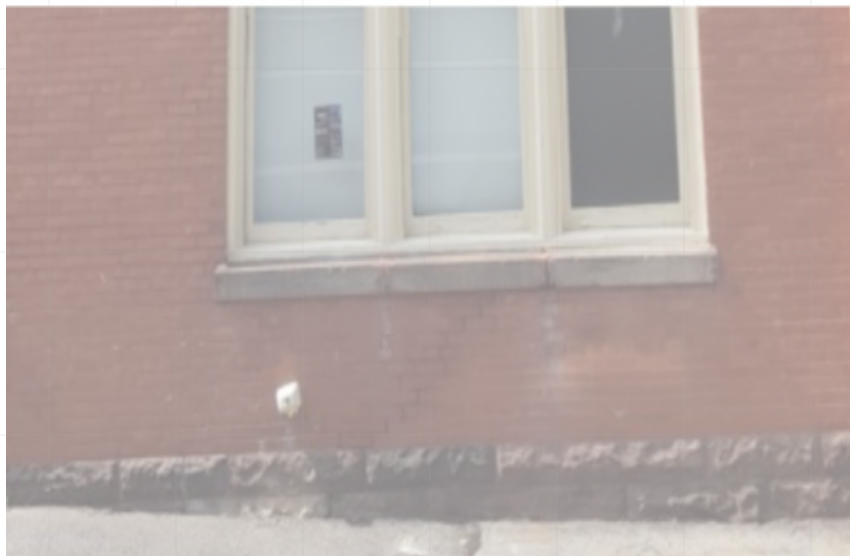


## Fixations

Locate damage on the external building wall



y-coordinate (pixels)

x-coordinate (pixels)