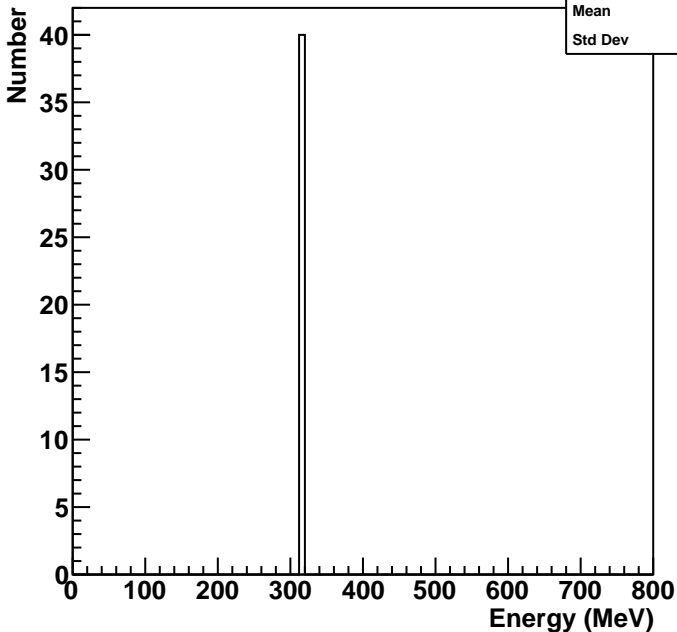
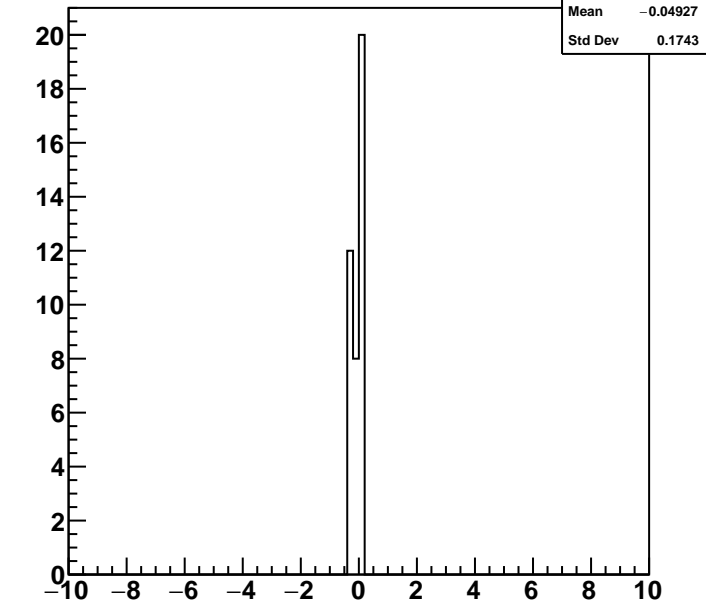


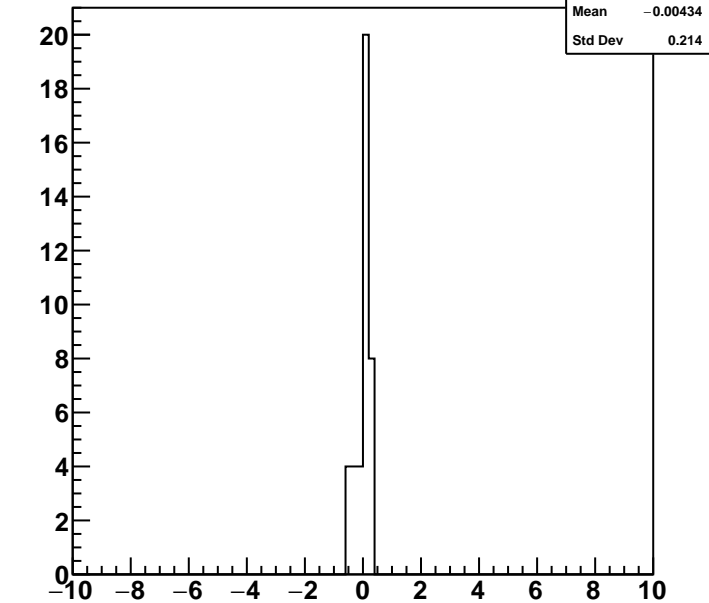
Kinetic Energy



Hit Position X



Hit Position Y



Time

