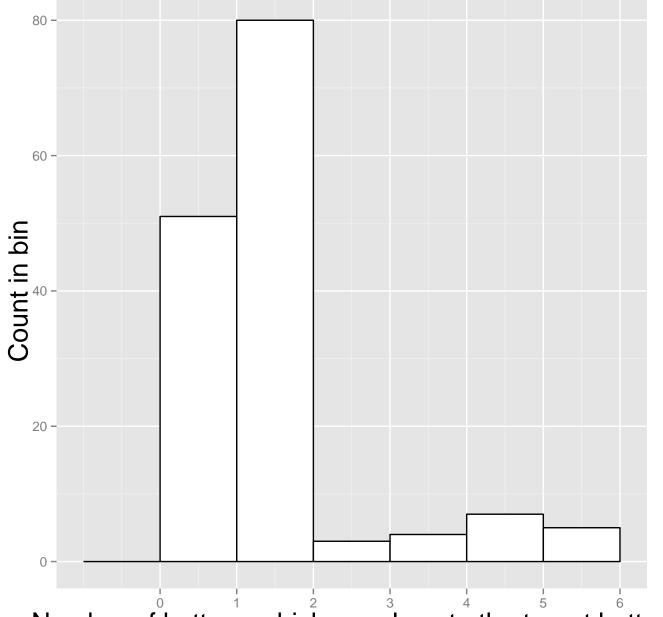


Number of buttons which on the same wall as target butt



Number of button's which are close to the target buttor

