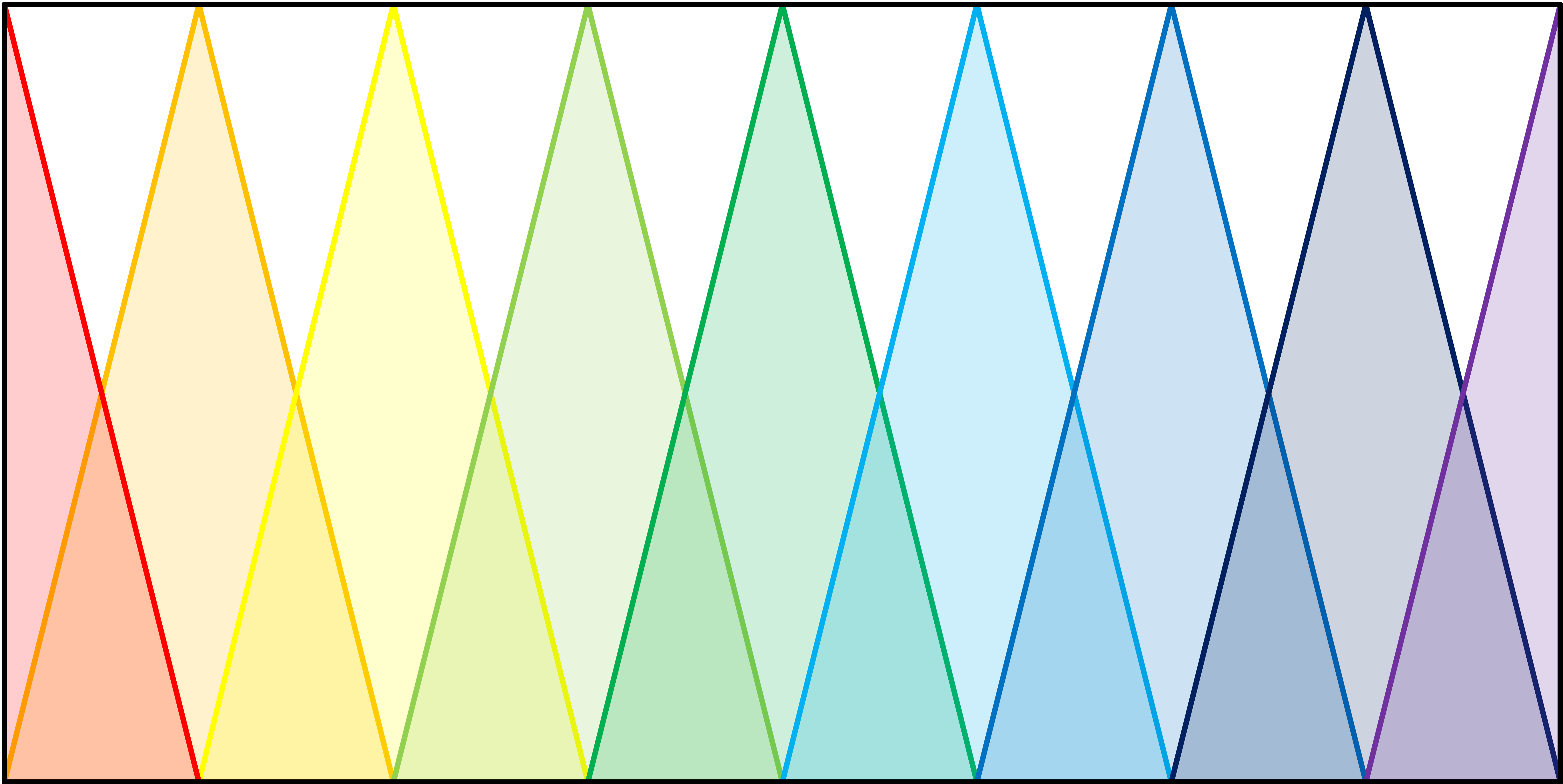
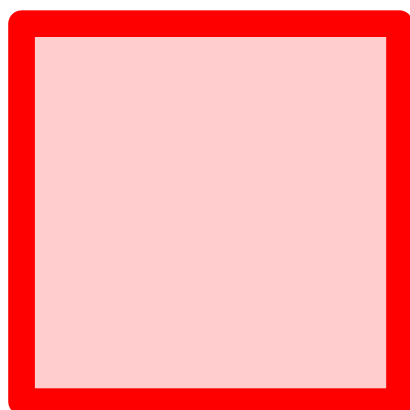


blastAngleOff

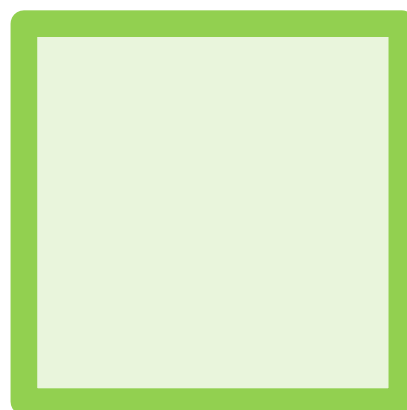


-360°

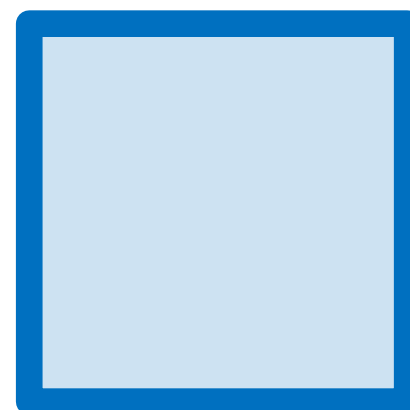
+360°



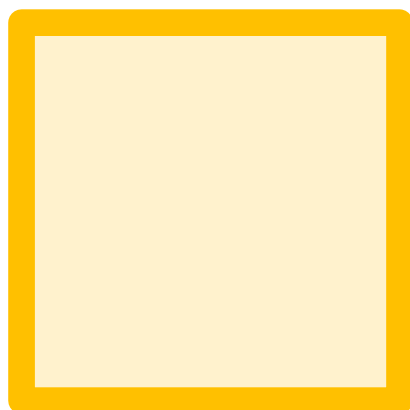
rightZero



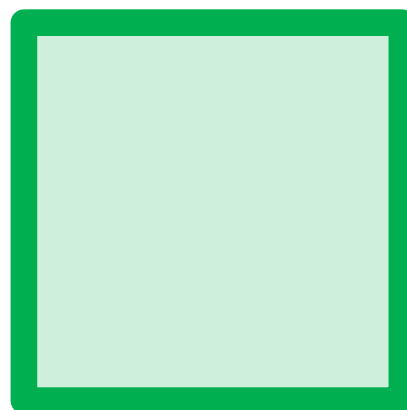
right90



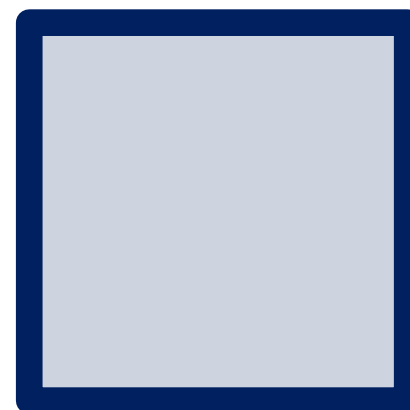
leftMerge



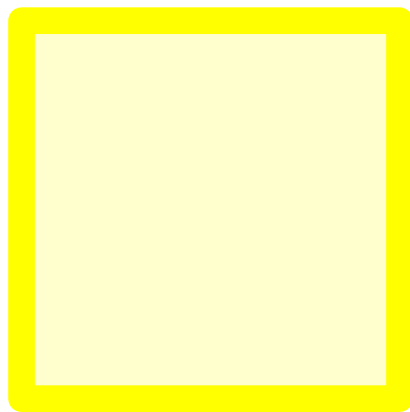
right270



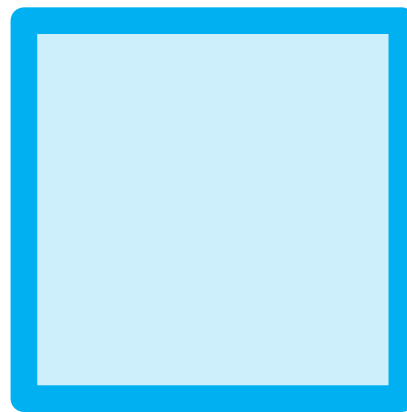
zero



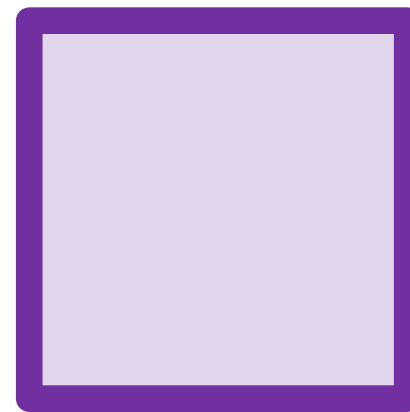
left270



rightMerge



left90



leftZero