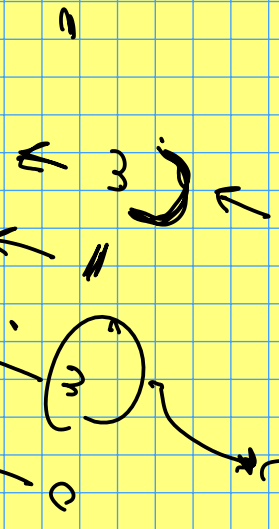


	0	1	2	3
0	G	G	X	G
1	I	G	X	X
2	G	G	G	5
3	I	I	I	I



0  
0  
0  
1

return 0;