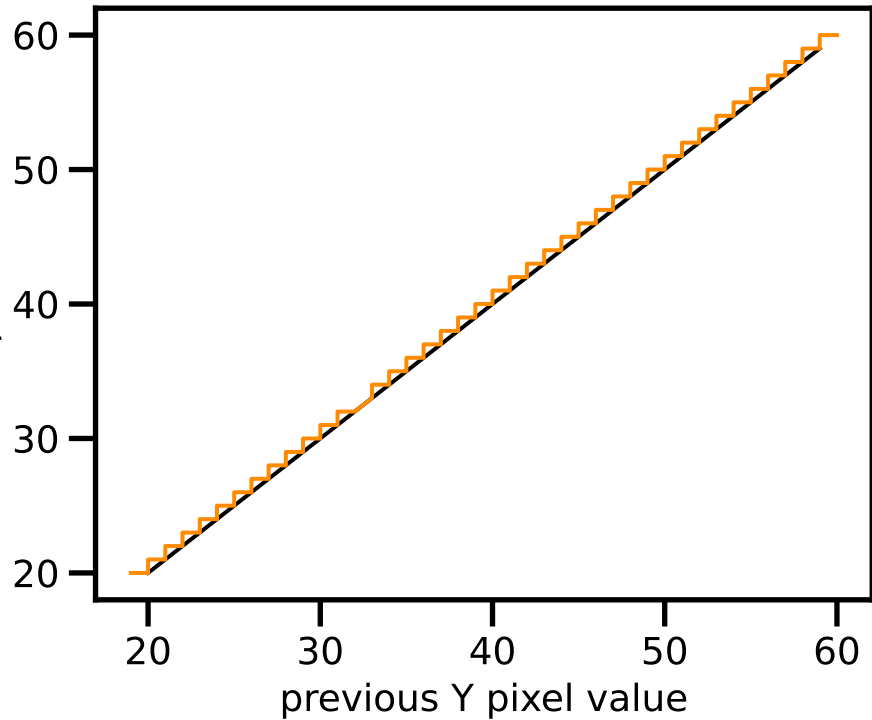


new Y pixel value



new X pixel value

