

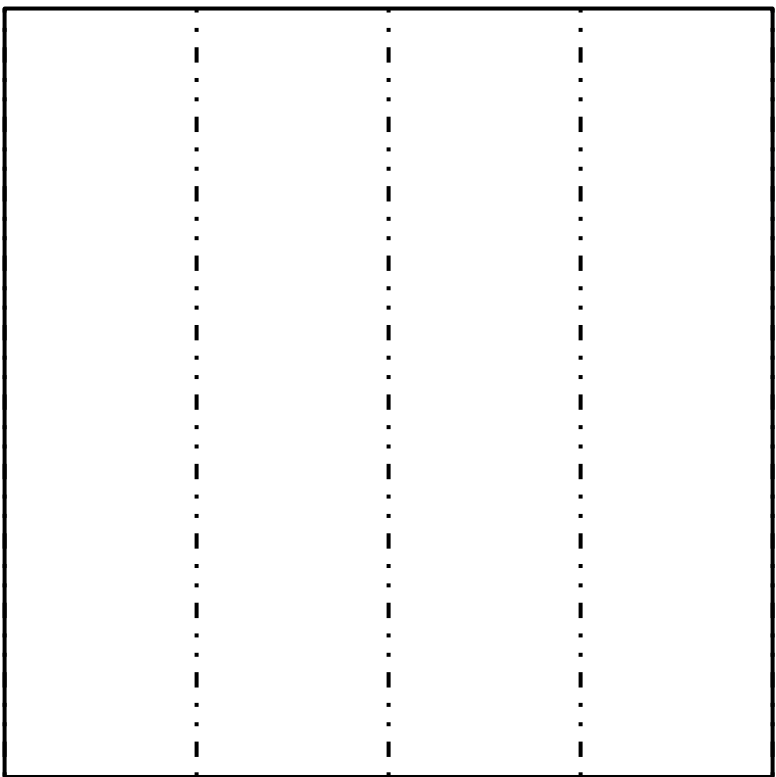
pansx

0

1

2

3



Tile width (4 bytes)