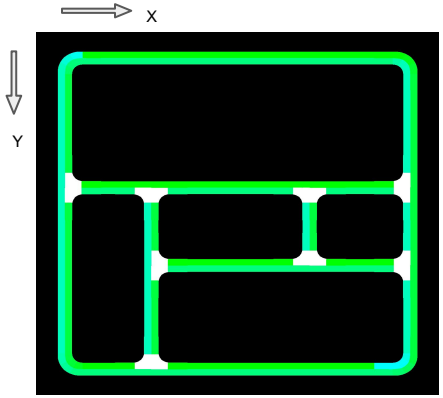
Pixel to world location



Any pixel in the map png image can be converted to world location using

```
RelativeLocation = CmPerPixel * (Pixel.X, Pixel.Y, 0.0)
WorldLocation = WorldToMap.InverseTransform(RelativeLocation + MapOffset)
```

With the values given in the txt found in the release package, e.g.

```
Density = 16.43 cm/pixel
World-To-Map Transform (T|R|S) = (544.0,-10748.0,-22.0|0.0,0.0,0.0|1.0,1.0,1.0)
Map Offset = (X=-1643.022 Y=-1643.022 Z=0.000)
```

The inverse transform is just

```
RelativeLocation = WorldToMap.Transform(WorldLocation) - MapOffset
Pixel = (Floor(RelativeLocation.X / CmPerPixel), Floor(RelativeLocation.Y / CmPerPixel))
```

Transformations are applied in the order Scale > Rotate > Translate.