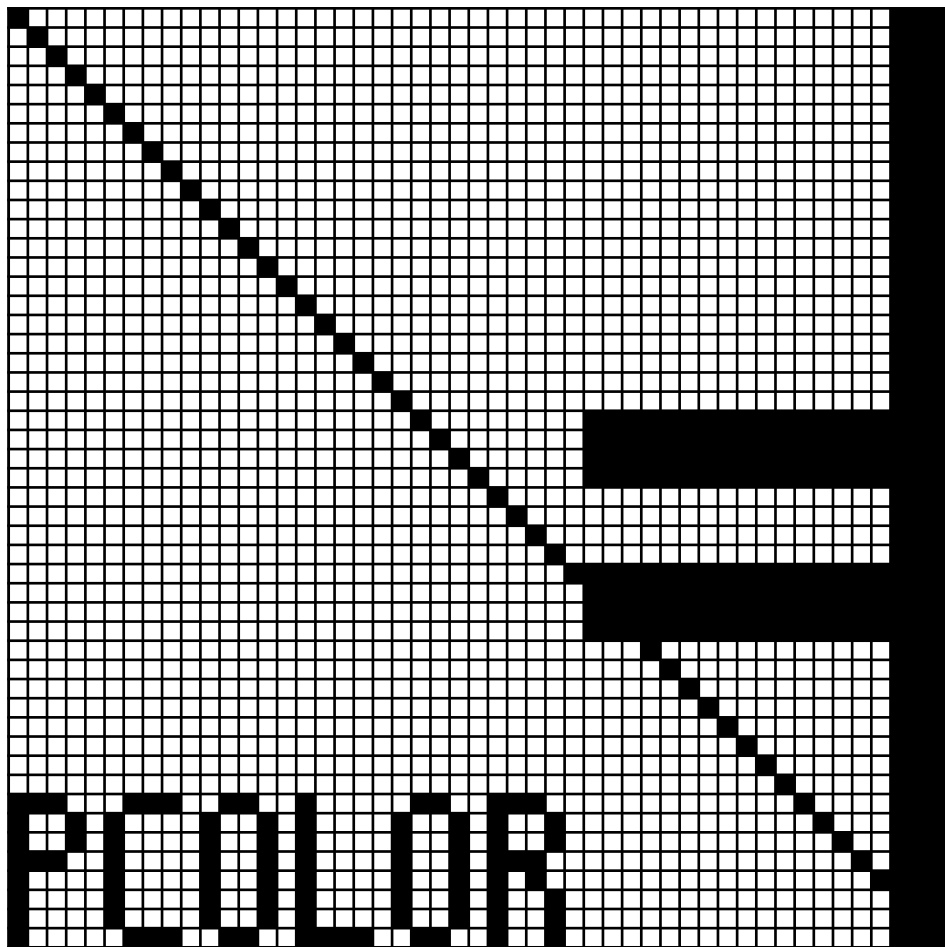


Power Input Map

y position (node)



x position (node)