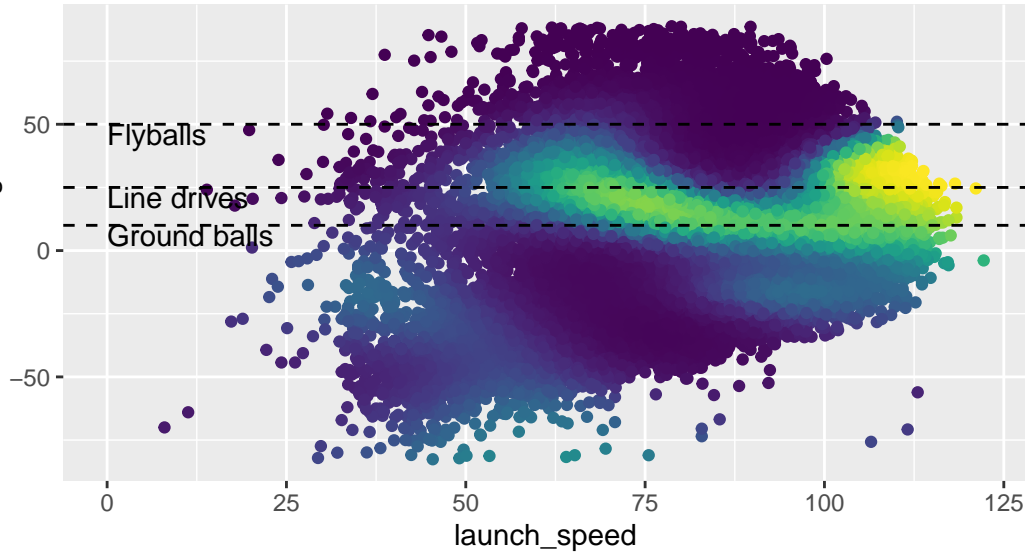


launch\_angle



hit.prob

