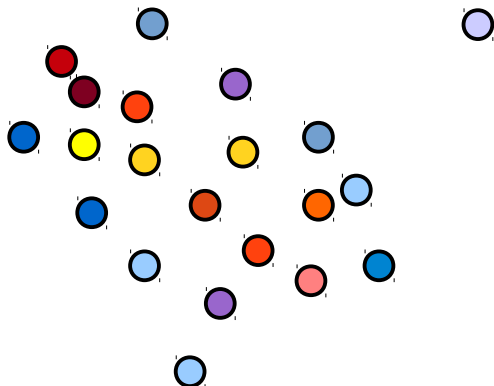
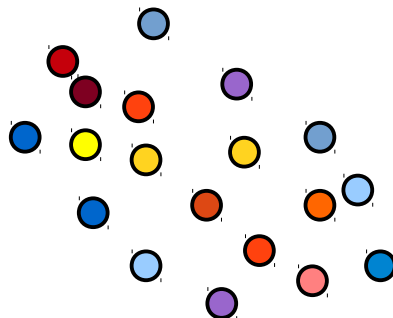


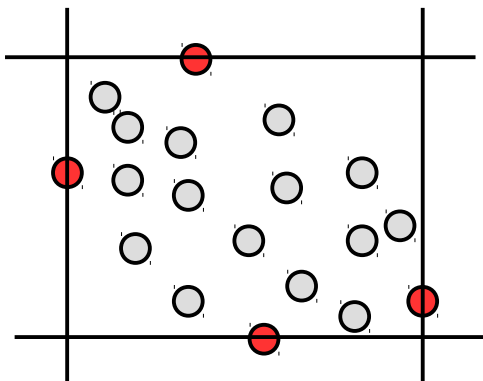
1) Sort hits by charge



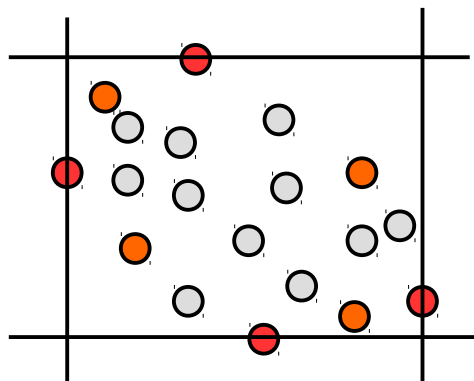
2) Remove lowest Q hits



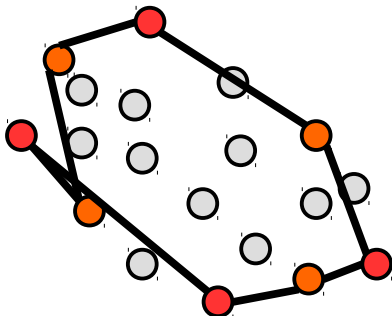
3) Find bounding rectangle



4) Find corner hits



5) Compile list of edges



6) Untangle polygon

