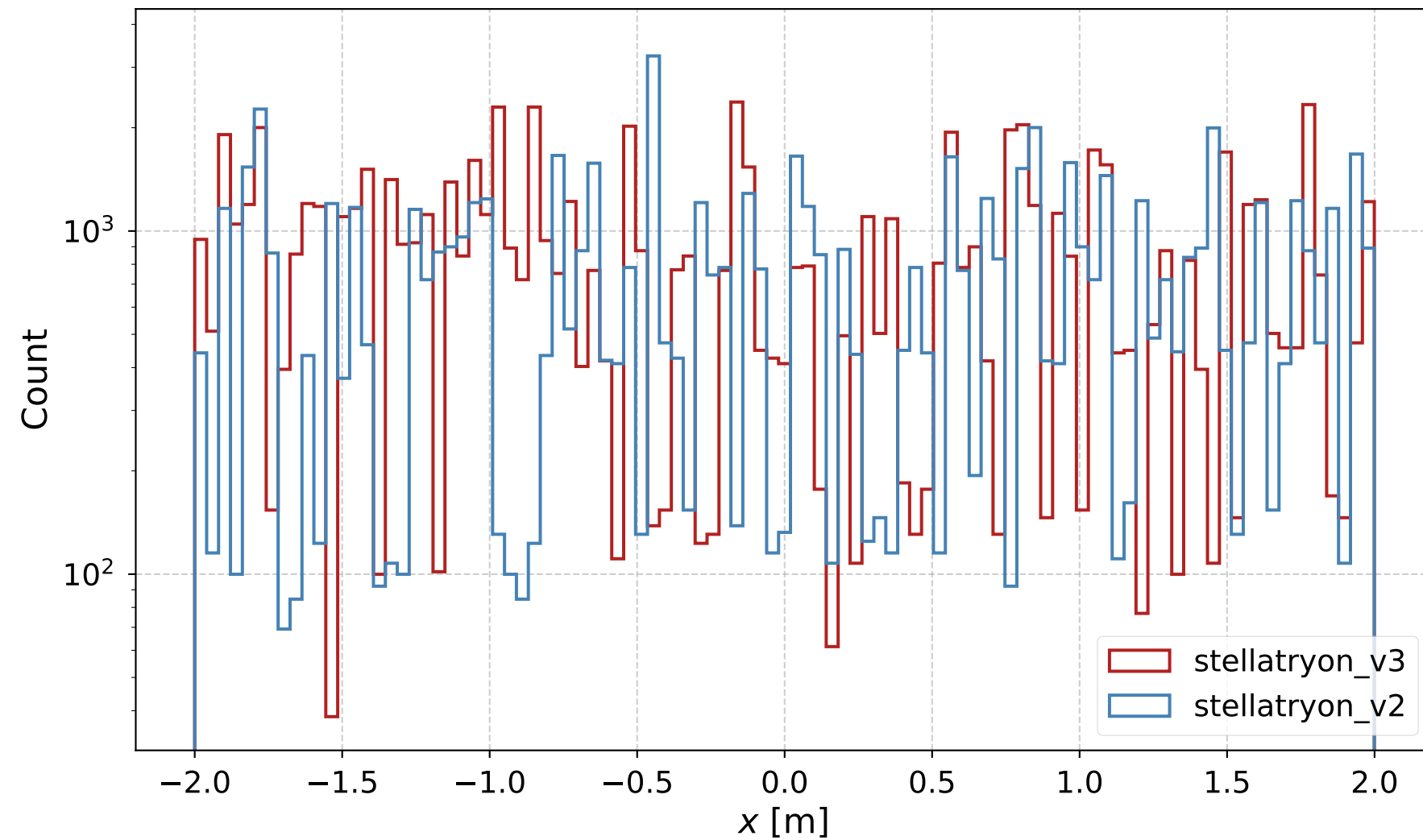


x Position



y Position

