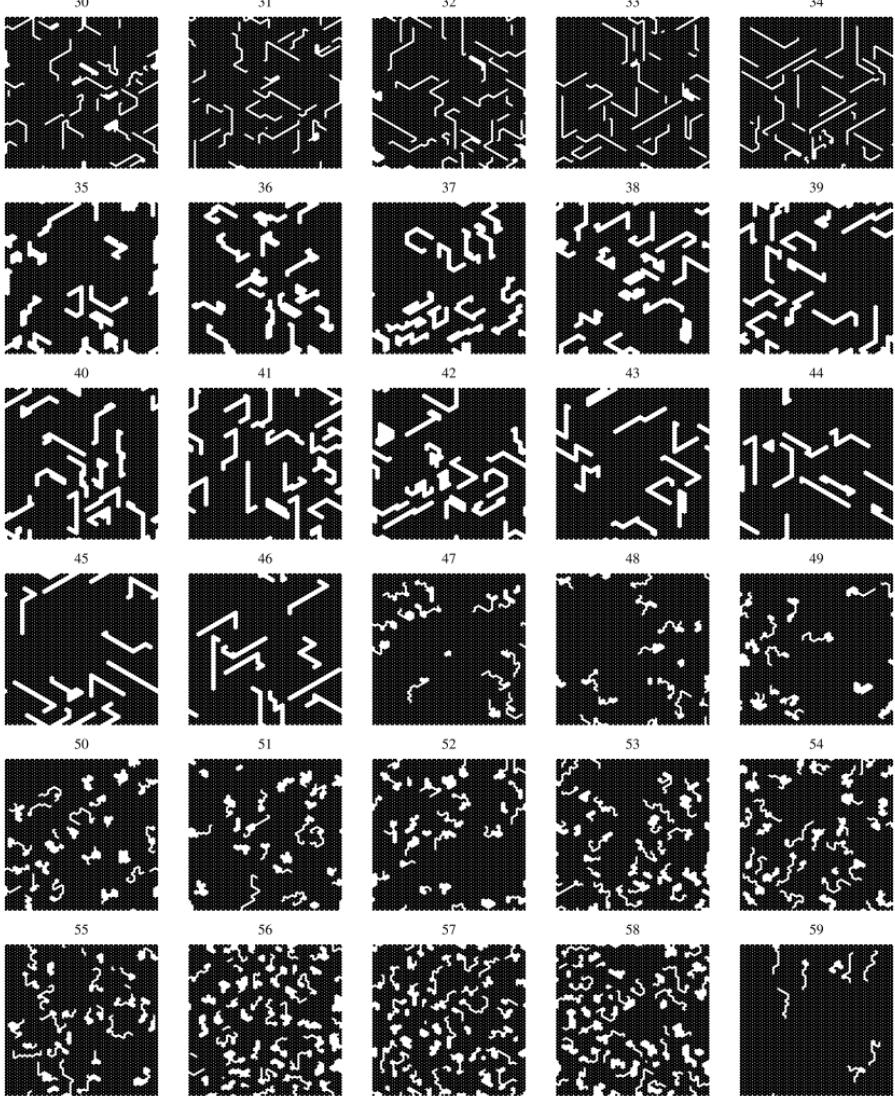


*y* (zigzag direction)



*x* (armchair direction)