

\*\*\* updated A0 with B0, 0 intersection points, usealtfov false \*\*\*

Bo : LINESTRING (-200 64, 200 64)

\*\*\* updated A0 with Bo, 0 intersection points, usealtfov false \*\*\*



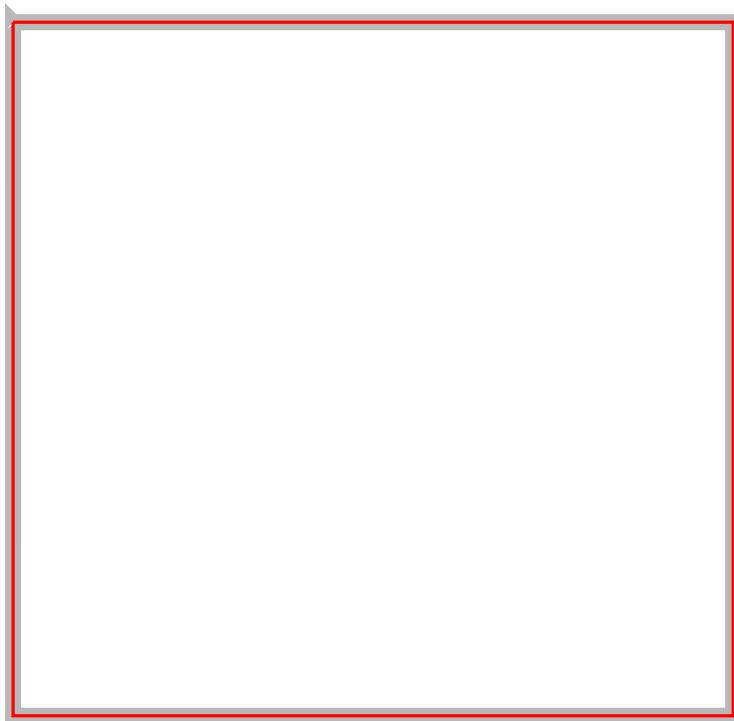
Bc : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)

\*\*\* updated A0 with Bc, 0 intersection points, usealtfov false \*\*\*



Bci : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140.005 130.005)

\*\*\* updated A0 with Bci, 0 intersection points, usealtfov false \*\*\*



Ao : LINESTRING (-200 64, 200 64)

\*\*\* updated Ao with B0, 0 intersection points, usealtfov false \*\*\*



Ao : LINESTRING (-200 64, 200 64)

Bo : LINESTRING (64 200, 64 -200)

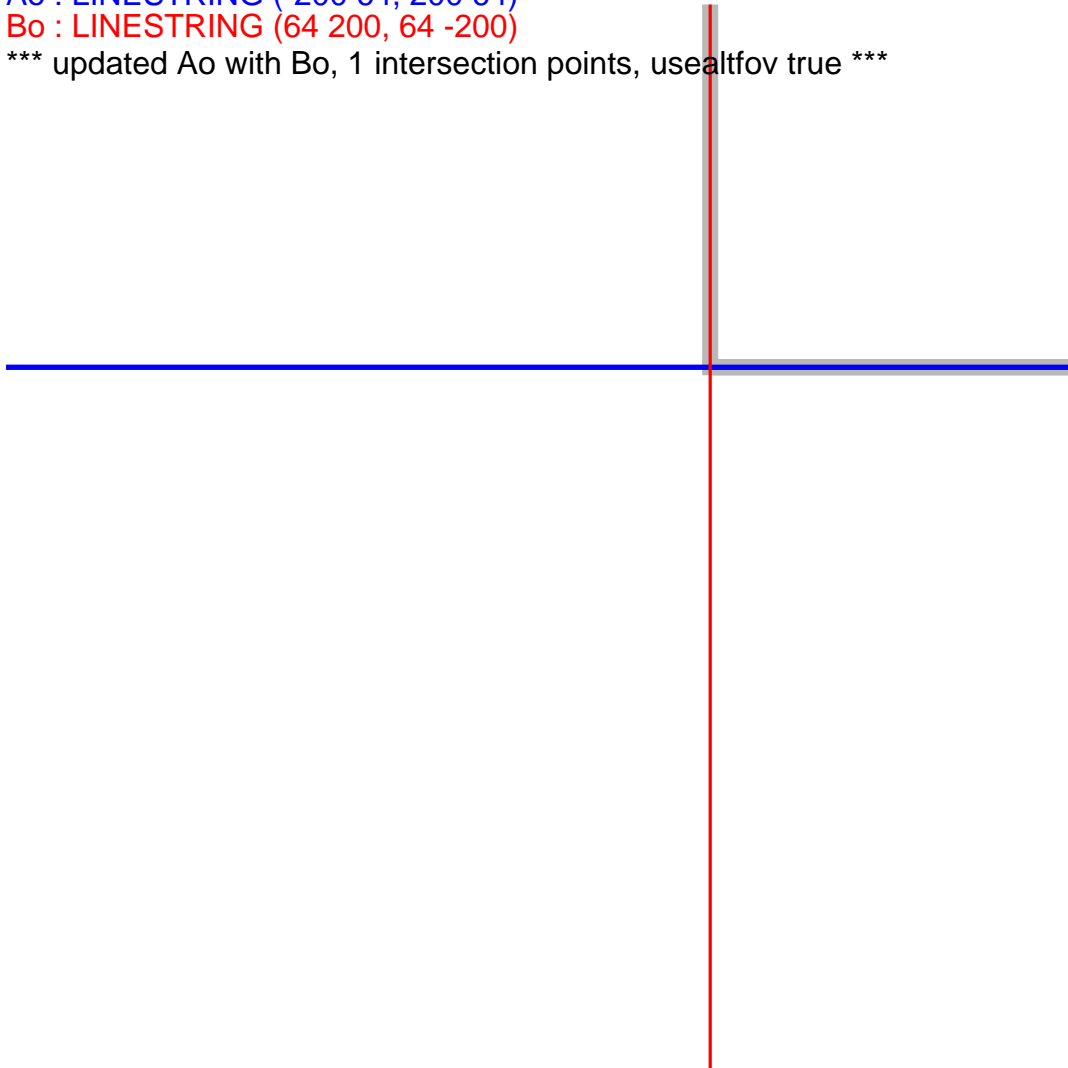
\*\*\* updated Ao with Bo, 1 intersection points, usealtfov false \*\*\*



Ao : LINESTRING (-200 64, 200 64)

Bo : LINESTRING (64 200, 64 -200)

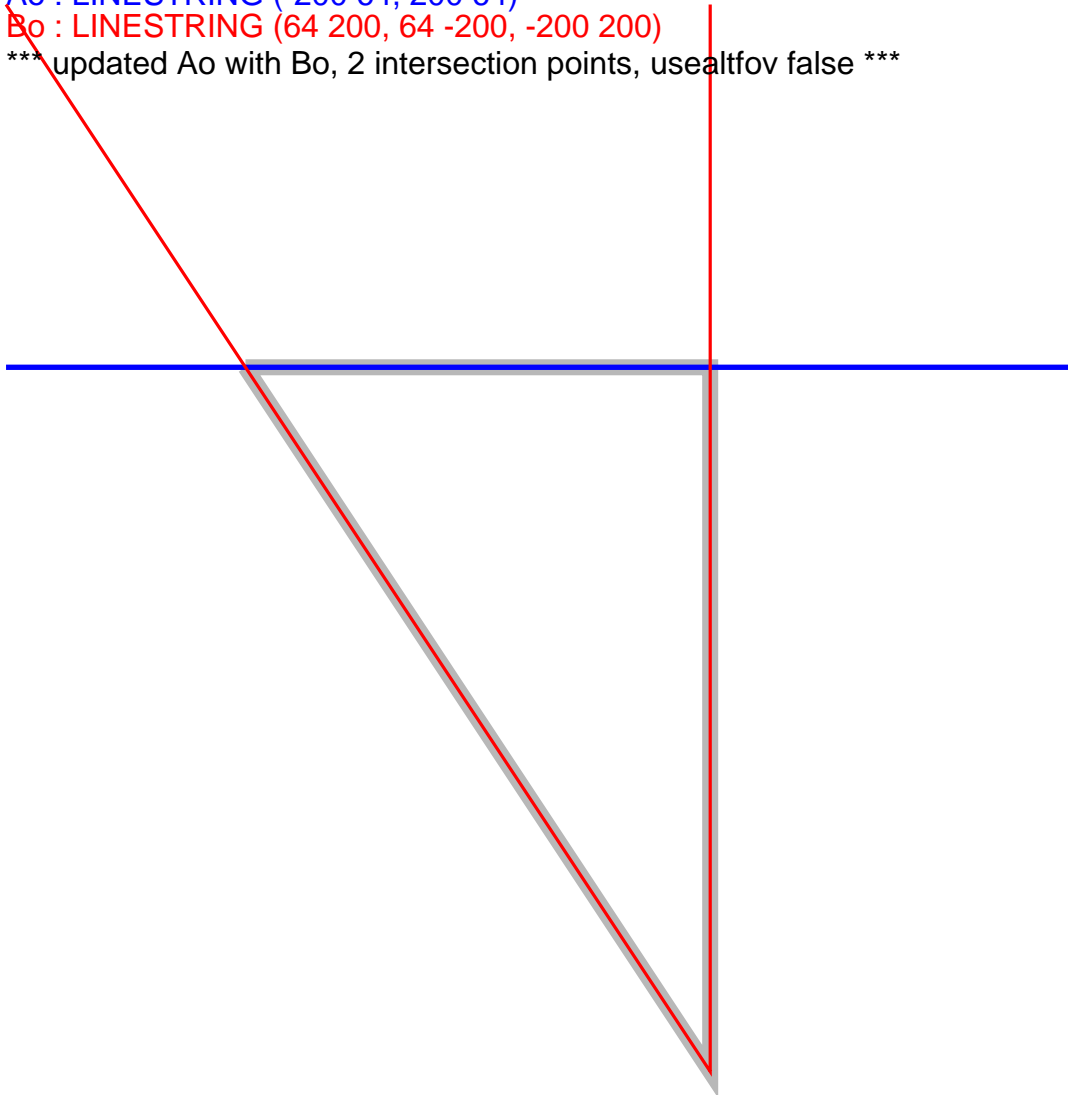
\*\*\* updated Ao with Bo, 1 intersection points, usealtfov true \*\*\*



Ao : LINESTRING (-200 64, 200 64)

Bo : LINESTRING (64 200, 64 -200, -200 200)

\*\*\* updated Ao with Bo, 2 intersection points, usealtfov false \*\*\*

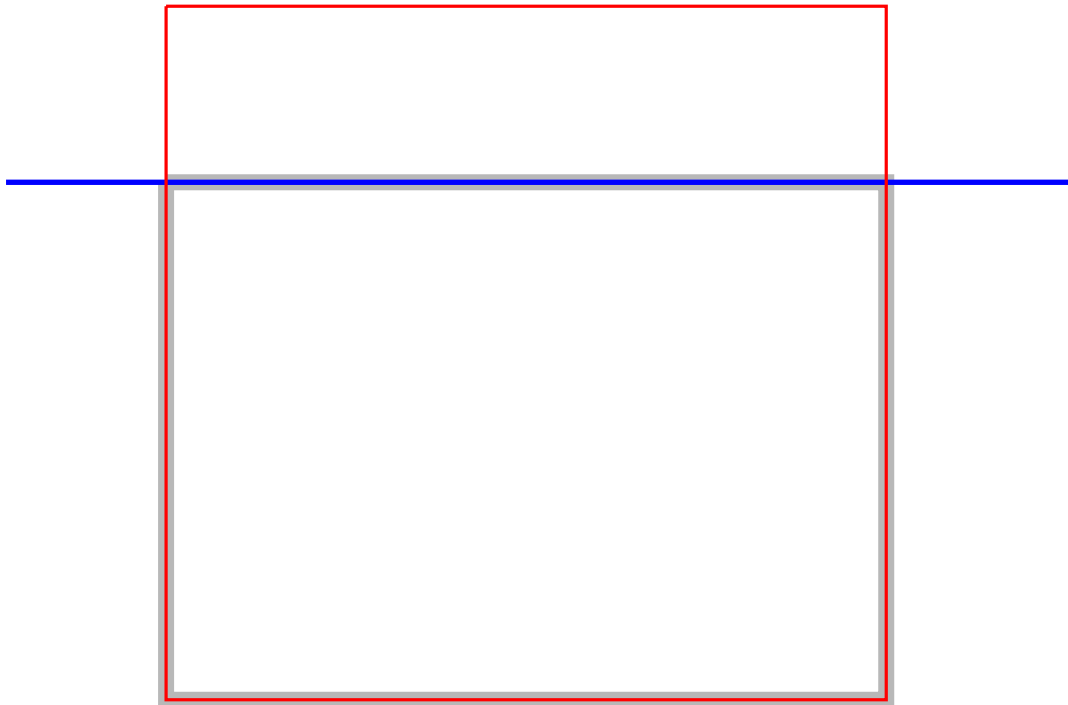




Ao : LINESTRING (-200 64, 200 64)

Bc : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)

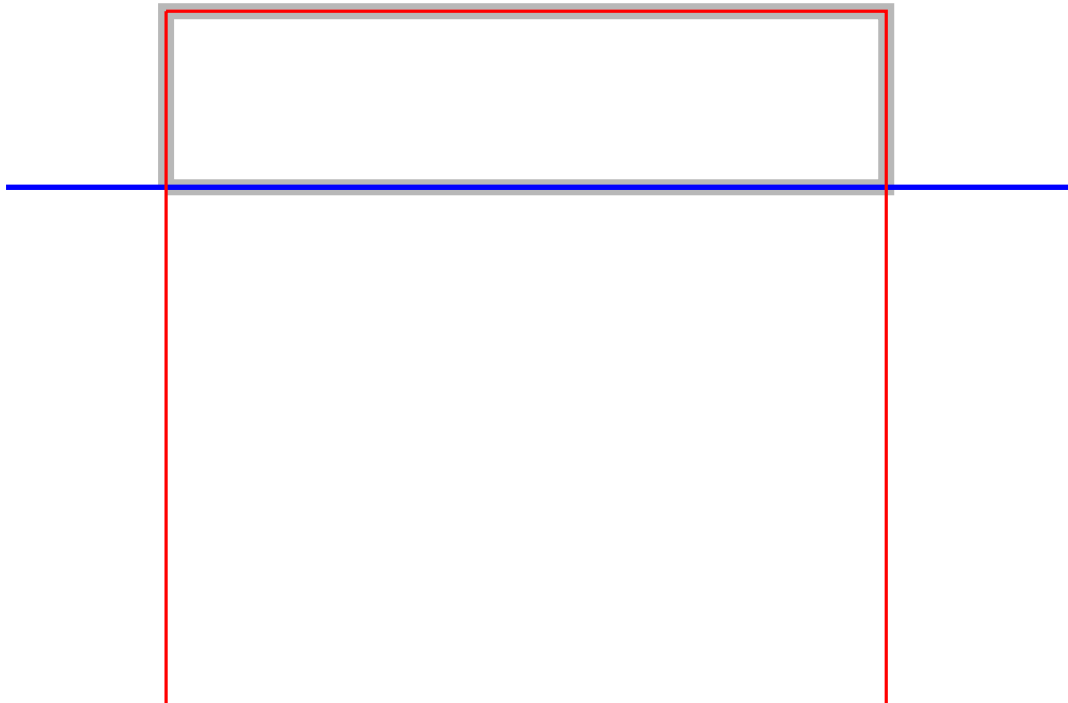
\*\*\* updated Ao with Bc, 2 intersection points, usealtfov false \*\*\*



Ao : LINESTRING (-200 64, 200 64)

Bc : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)

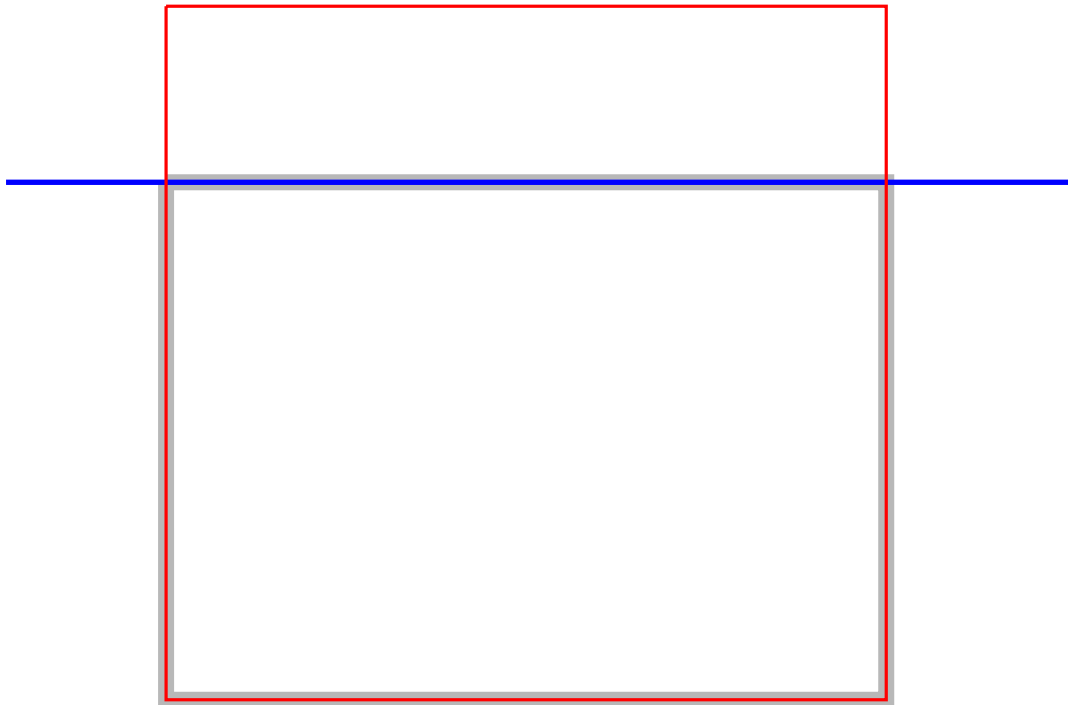
\*\*\* updated Ao with Bc, 2 intersection points, usealtfov true \*\*\*



Ao : LINESTRING (-200 64, 200 64)

Bci : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140.005 130.005)

\*\*\* updated Ao with Bci, 2 intersection points, usealtfov false \*\*\*



Ac : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)

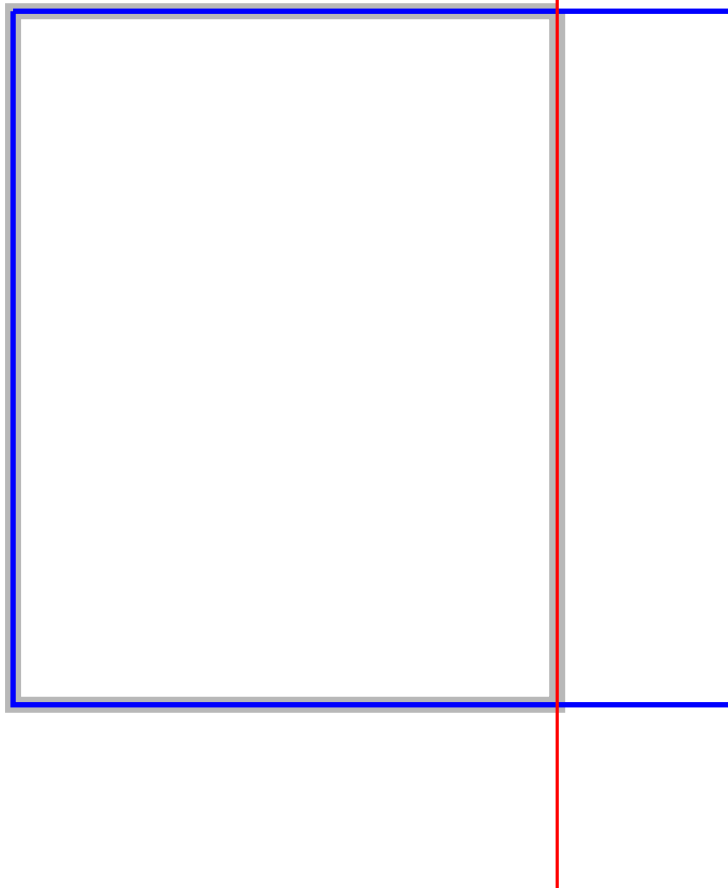
\*\*\* updated Ac with B0, 0 intersection points, usealtfov false \*\*\*



Ac : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)

Bo : LINESTRING (64 200, 64 -200)

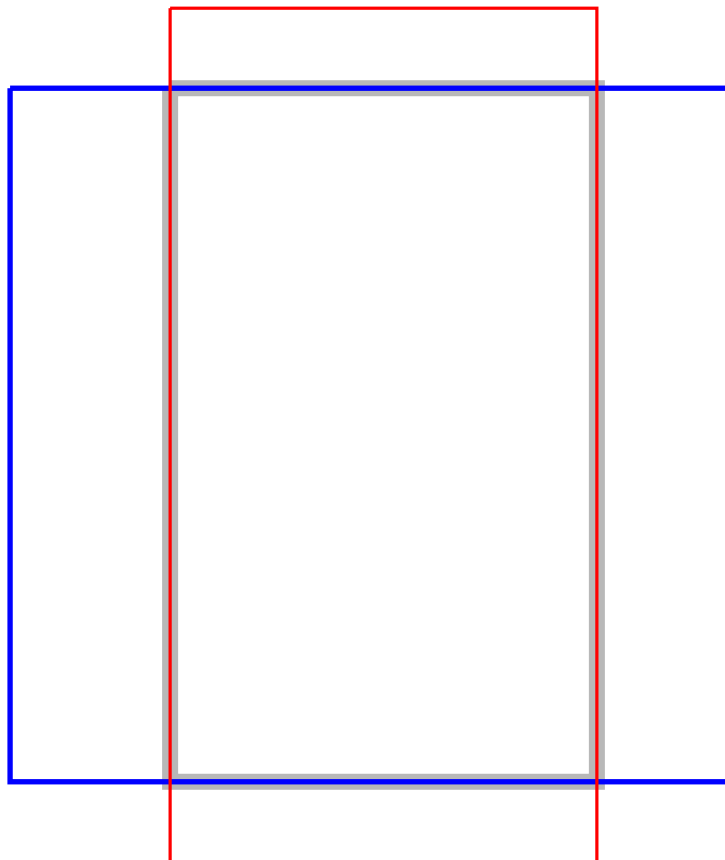
\*\*\* updated Ac with Bo, 2 intersection points, usealtfov false \*\*\*



Ac : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)

Bc : LINESTRING (-80 160, 80 160, 80 -160, -80 -160, -80 160)

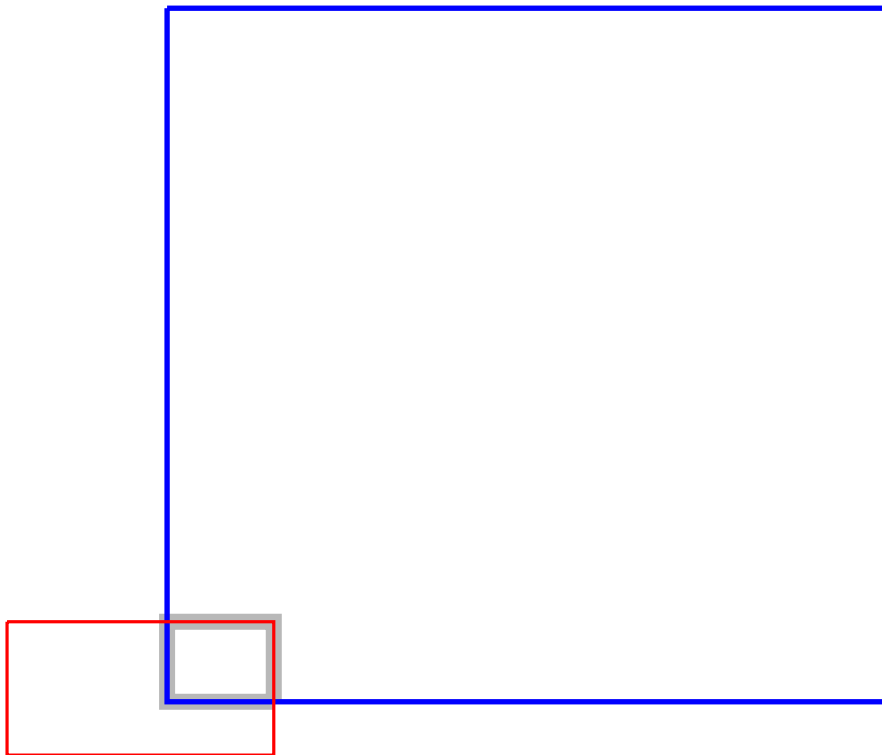
\*\*\* updated Ac with Bc, 4 intersection points, usealtfov false \*\*\*



Ac : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)  
Bc : LINESTRING (-200 -150, -100 -150, -100 -200, -200 -200, -200 -150)  
\*\*\* updated Ac with Bc, 0 intersection points, usealtfov false \*\*\*



Ac : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)  
Bc : LINESTRING (-200 -100, -100 -100, -100 -150, -200 -150, -200 -100)  
\*\*\* updated Ac with Bc, 2 intersection points, usealtfov false \*\*\*

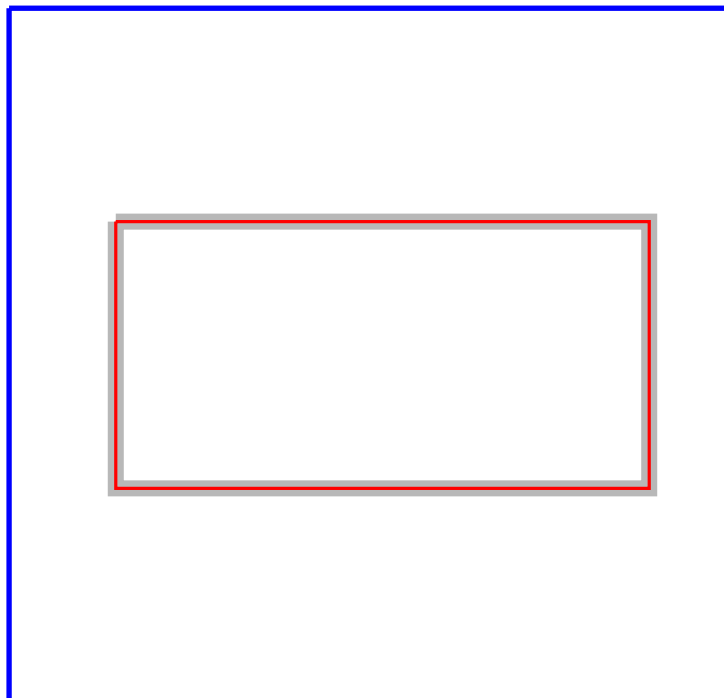




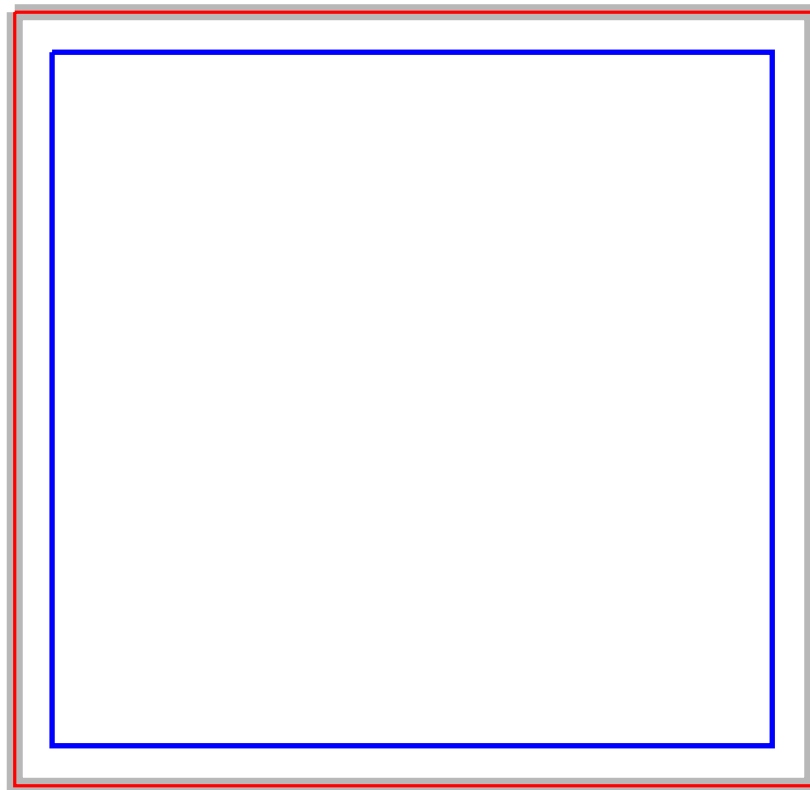
Ac : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)

Bc : LINESTRING (-100 50, 100 50, 100 -50, -100 -50, -100 50)

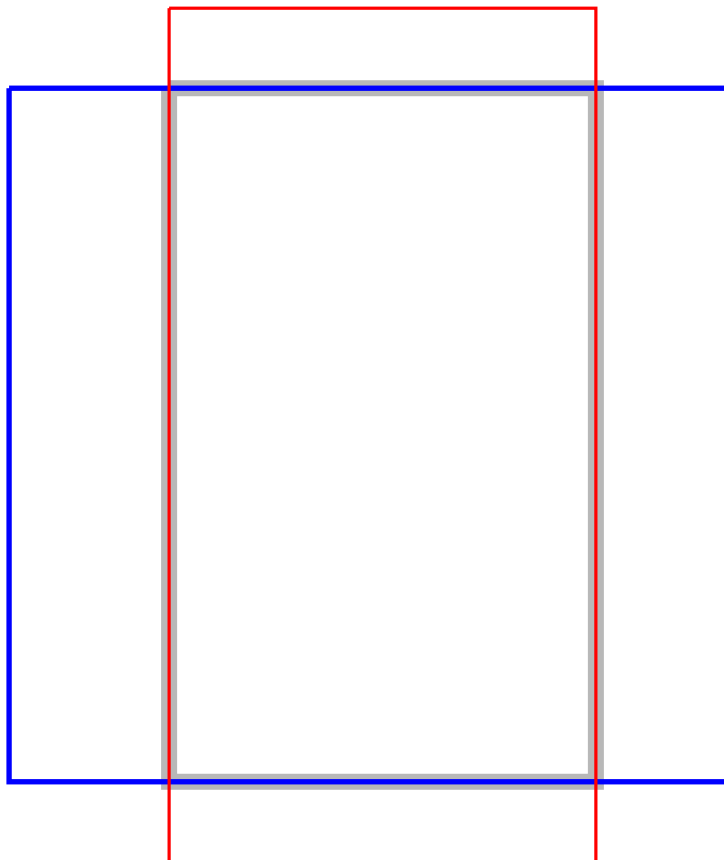
\*\*\* updated Ac with Bc, 0 intersection points, usealtfov false \*\*\*



Ac : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)  
Bc : LINESTRING (-154 145, 145 145, 145 -145, -154 -145, -154 145)  
\*\*\* updated Ac with Bc, 0 intersection points, usealtfov false \*\*\*

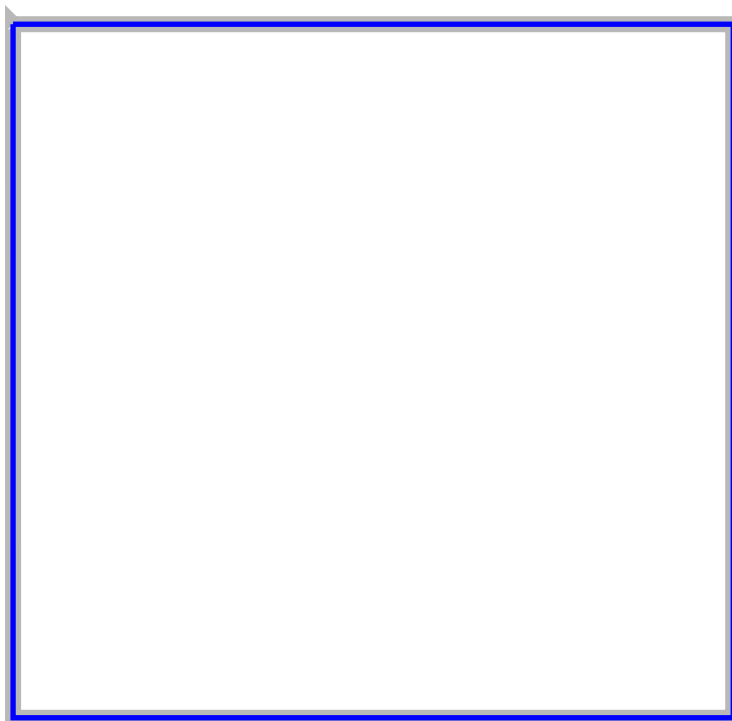


Ac : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140 130)  
Bci : LINESTRING (-80 160, 80 160, 80 -160, -80 -160, -80.005 160.005)  
\*\*\* updated Ac with Bci, 4 intersection points, usealtfov false \*\*\*



Aci : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140.005 130.005)

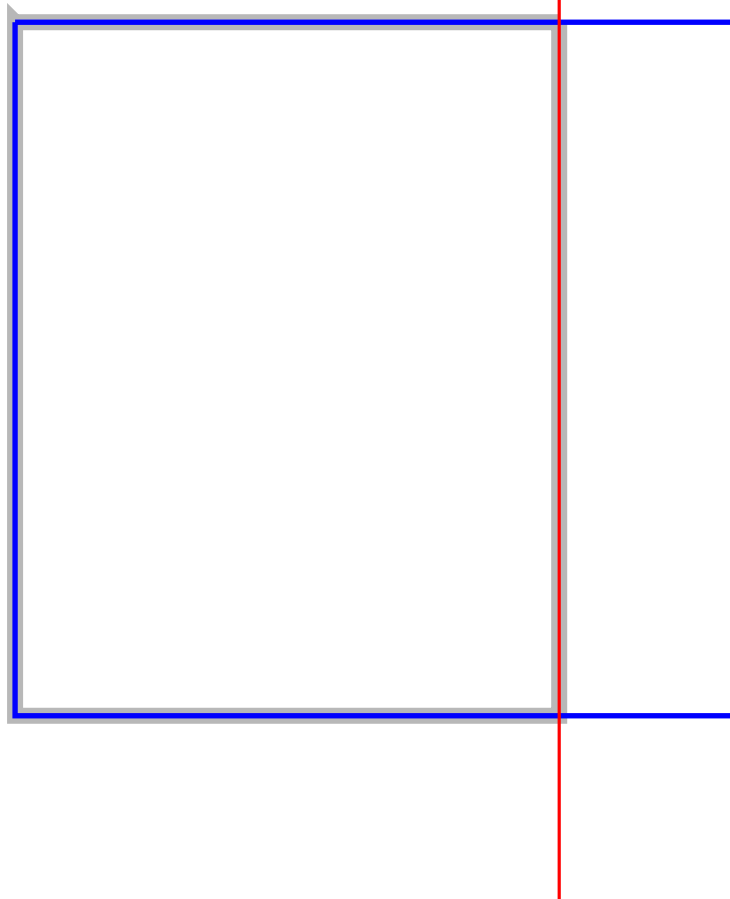
\*\*\* updated Aci with B0, 0 intersection points, usealtfov false \*\*\*



Aci : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140.005 130.005)

Bo : LINESTRING (64 200, 64 -200)

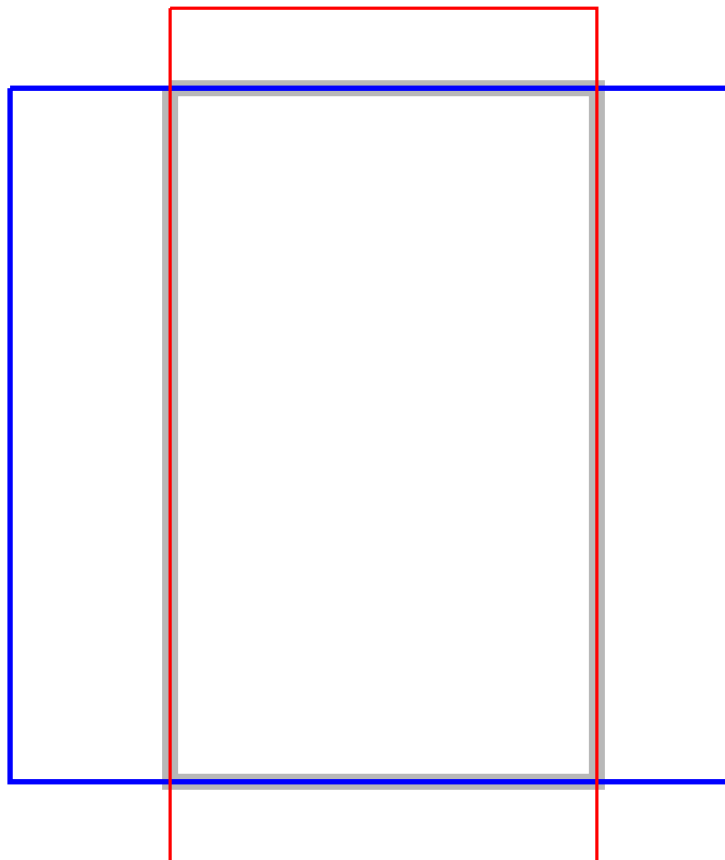
\*\*\* updated Aci with Bo, 2 intersection points, usealtfov false \*\*\*



Aci : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140.005 130.005)

Bc : LINESTRING (-80 160, 80 160, 80 -160, -80 -160, -80 160)

\*\*\* updated Aci with Bc, 4 intersection points, usealtfov false \*\*\*



Aci : LINESTRING (-140 130, 130 130, 130 -130, -140 -130, -140.005 130.005)

Bci : LINESTRING (-80 160, 80 160, 80 -160, -80 -160, -80.005 160.005)

\*\*\* updated Aci with Bci, 4 intersection points, usealtfov false \*\*\*

