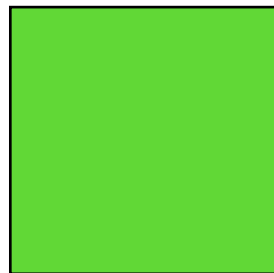
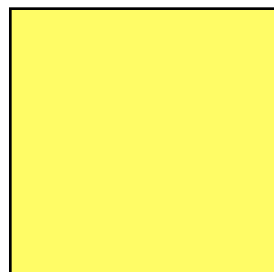


Hit Test



Primary

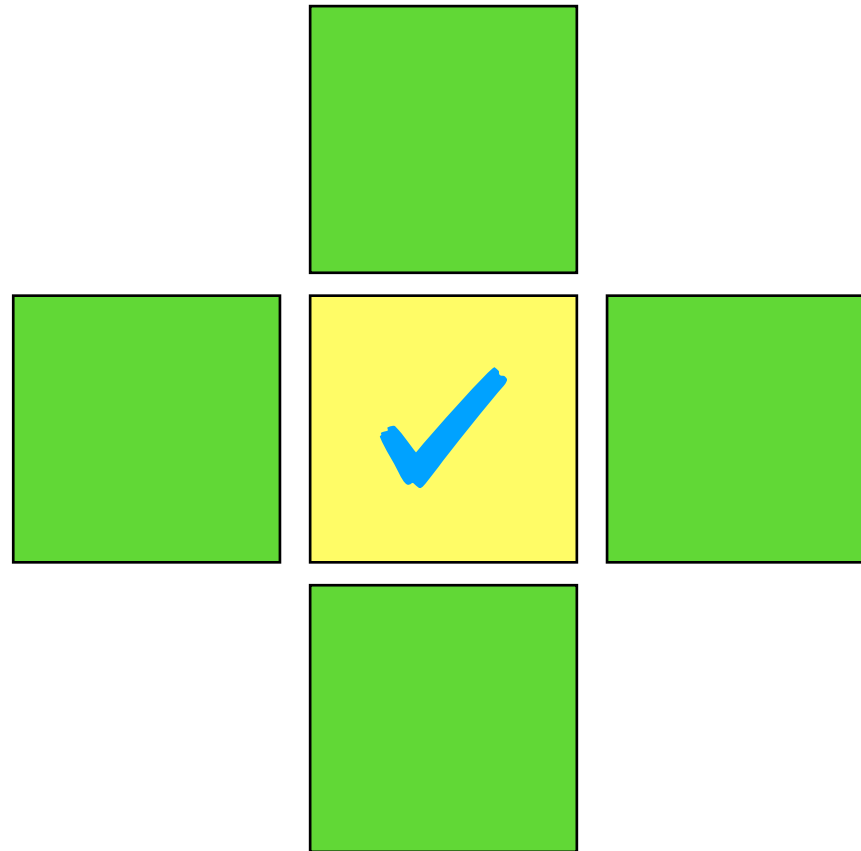


Target



Tested

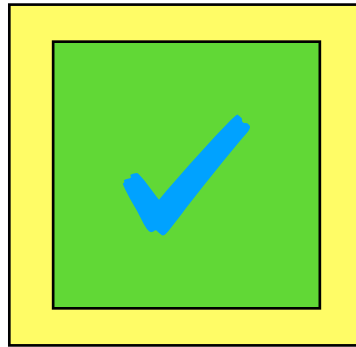
Miss



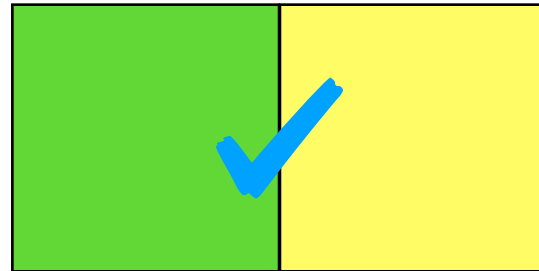
Exact



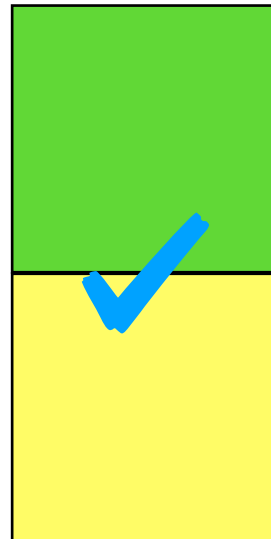
Inside



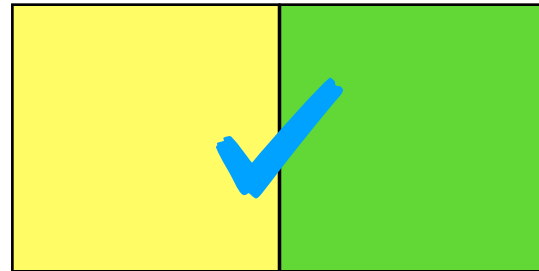
Resting Left



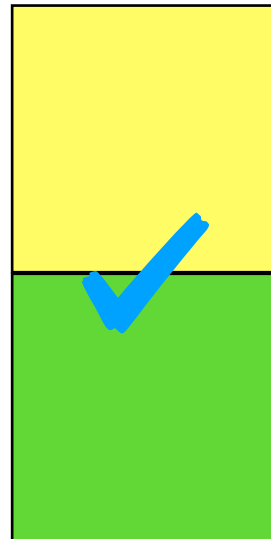
Resting Top



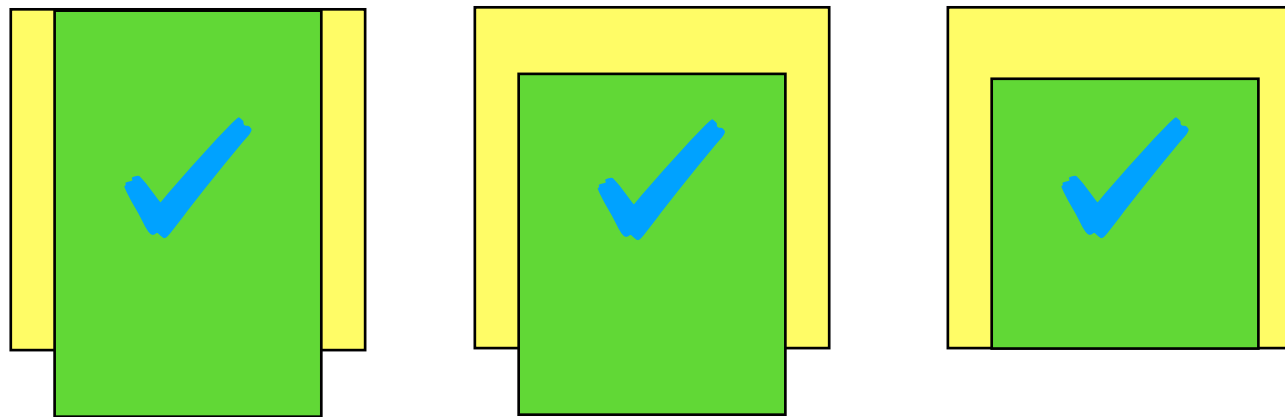
Resting Right



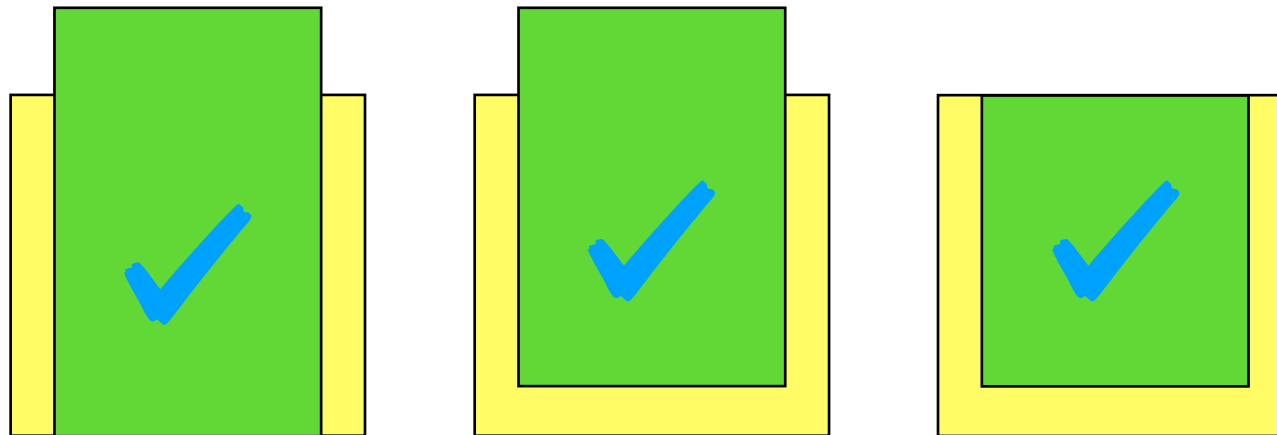
Resting Bottom



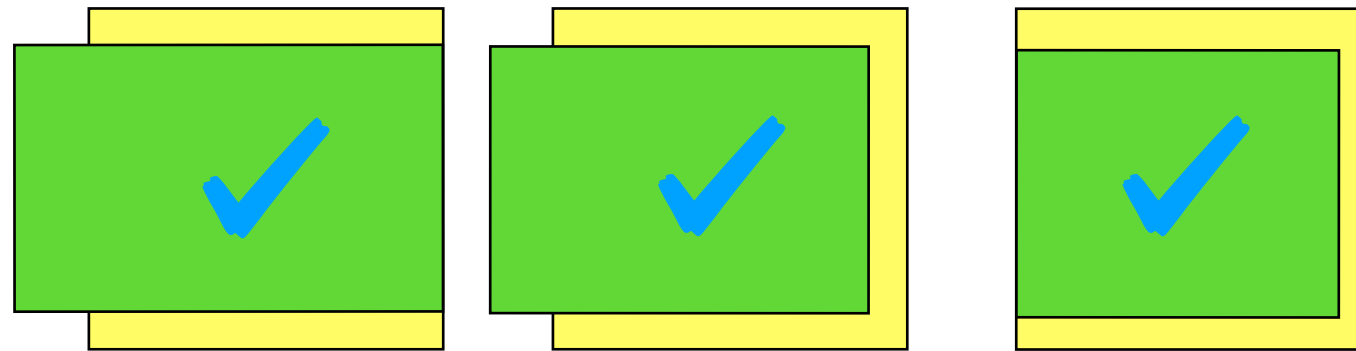
Speared (TopOrBottom Bottom)



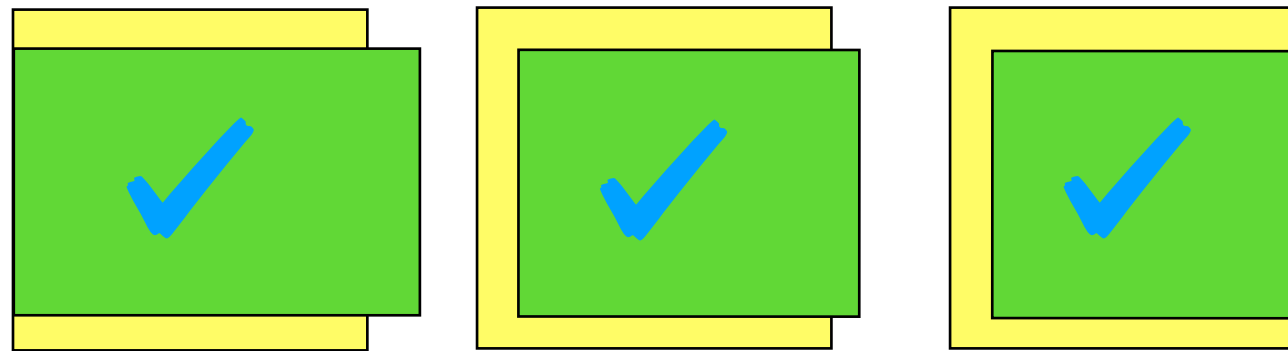
Speared (TopOrBottom Top)



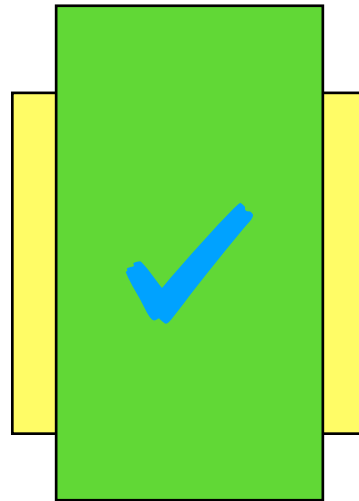
Speared (LeftOrRight Left)



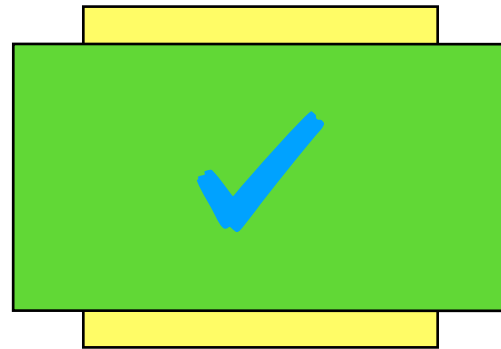
Speared (LeftOrRight Right)



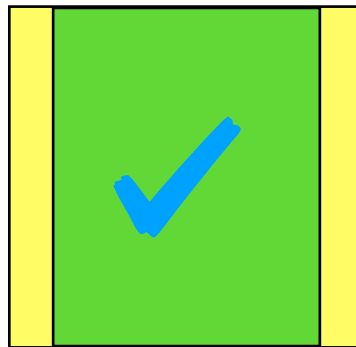
Speared TopAndBottomOutside



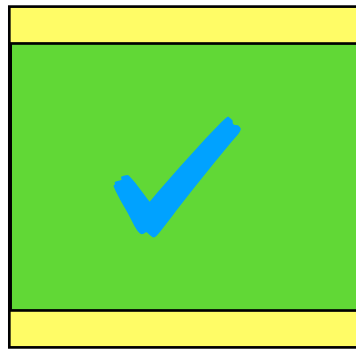
Speared LeftAndRightOutside



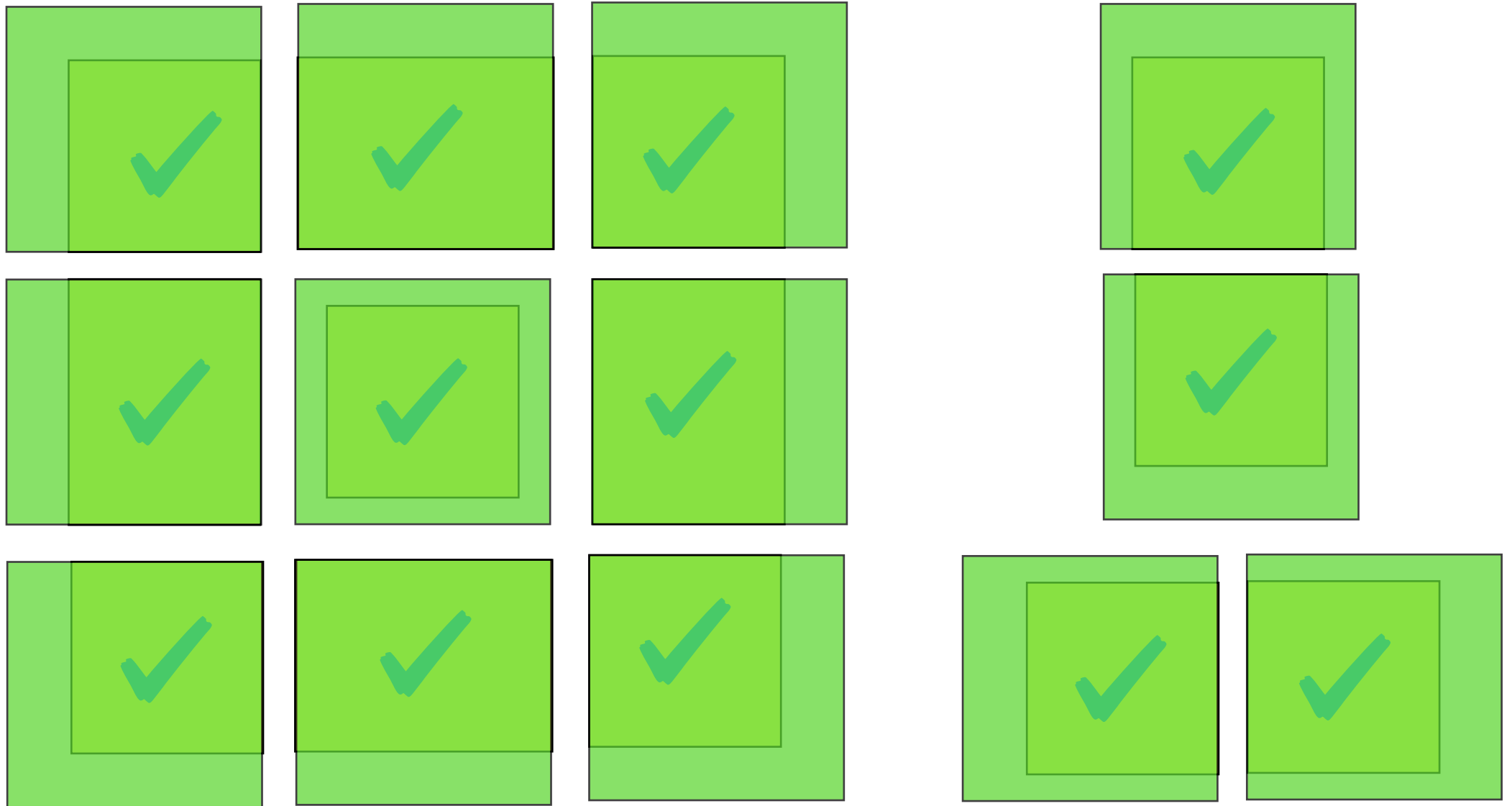
Speared TopAndBottomMatch



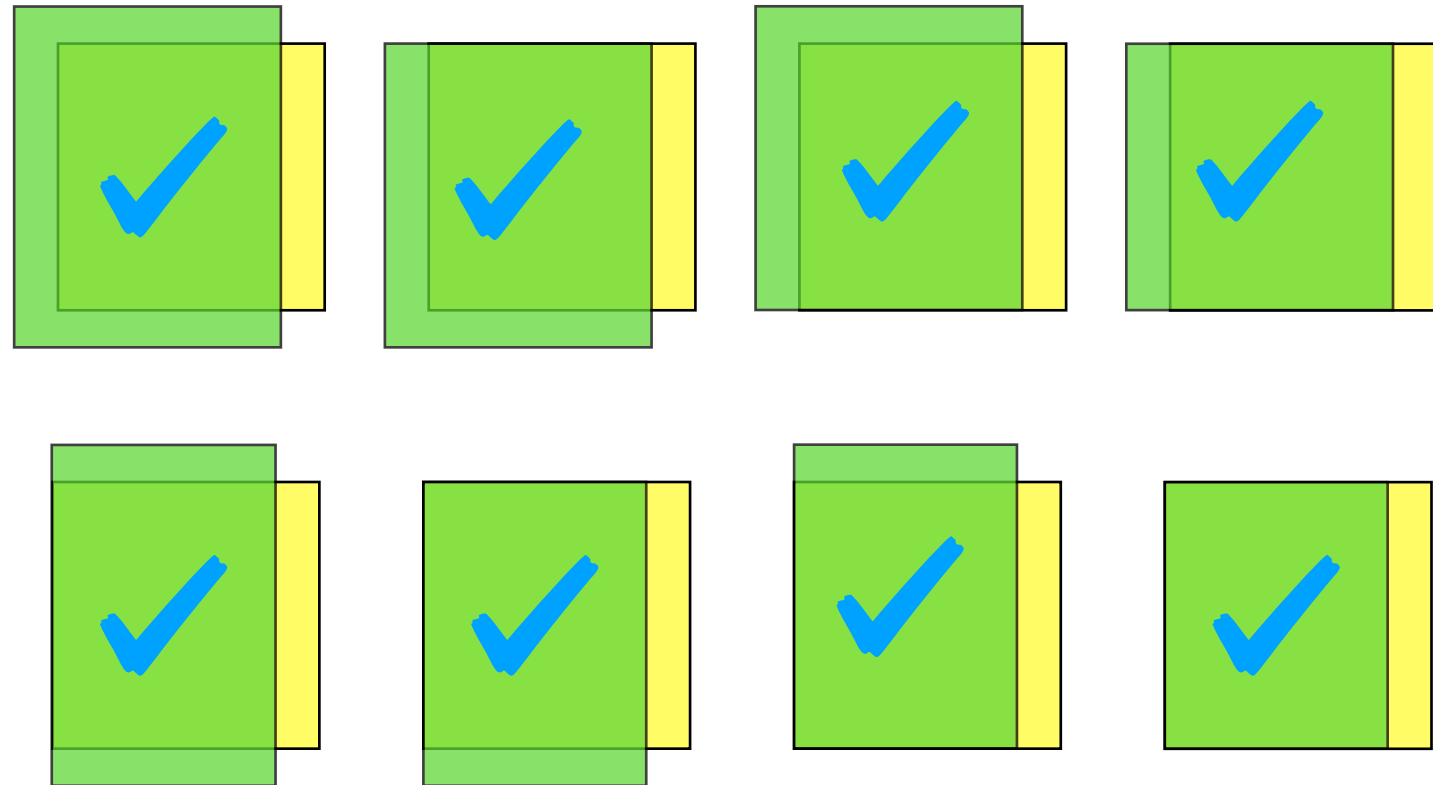
Speared LeftAndRightMatch



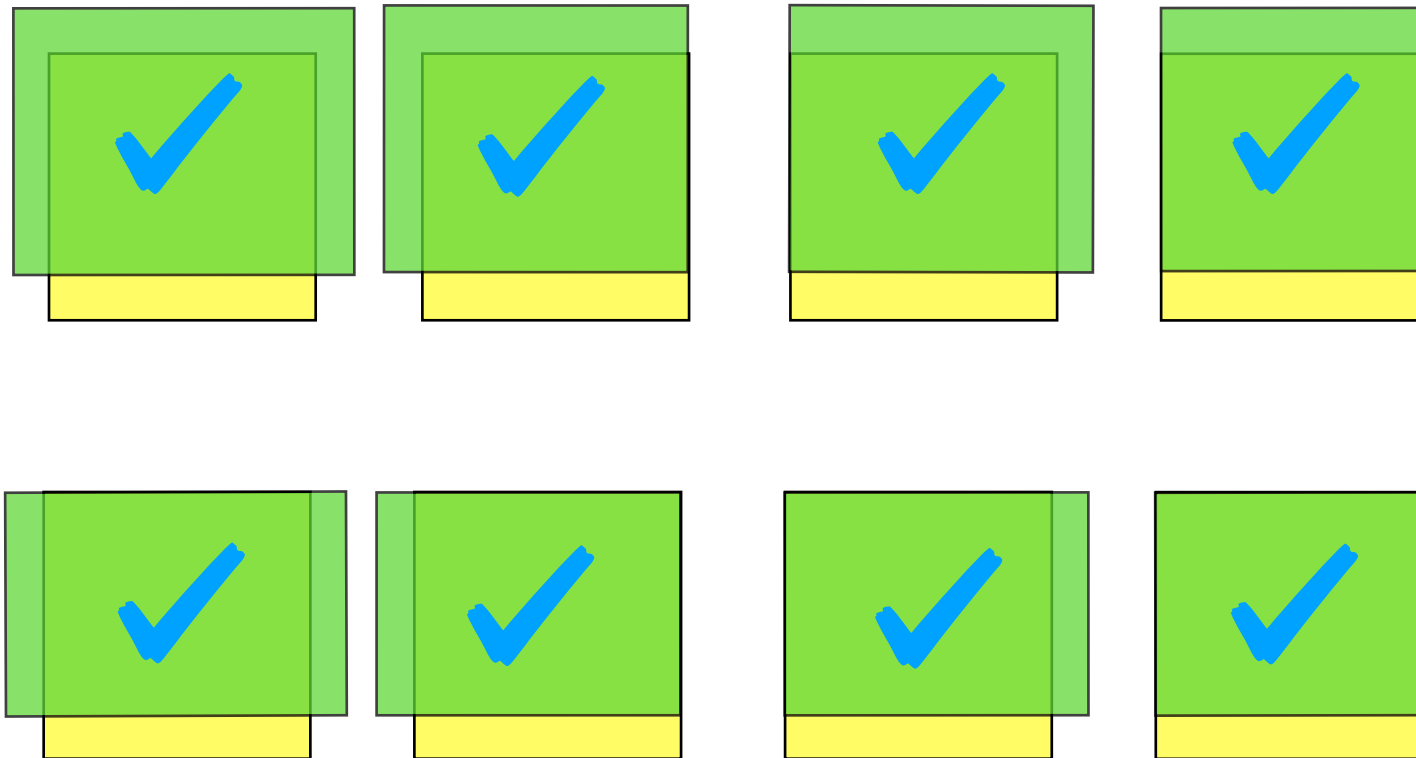
Covers



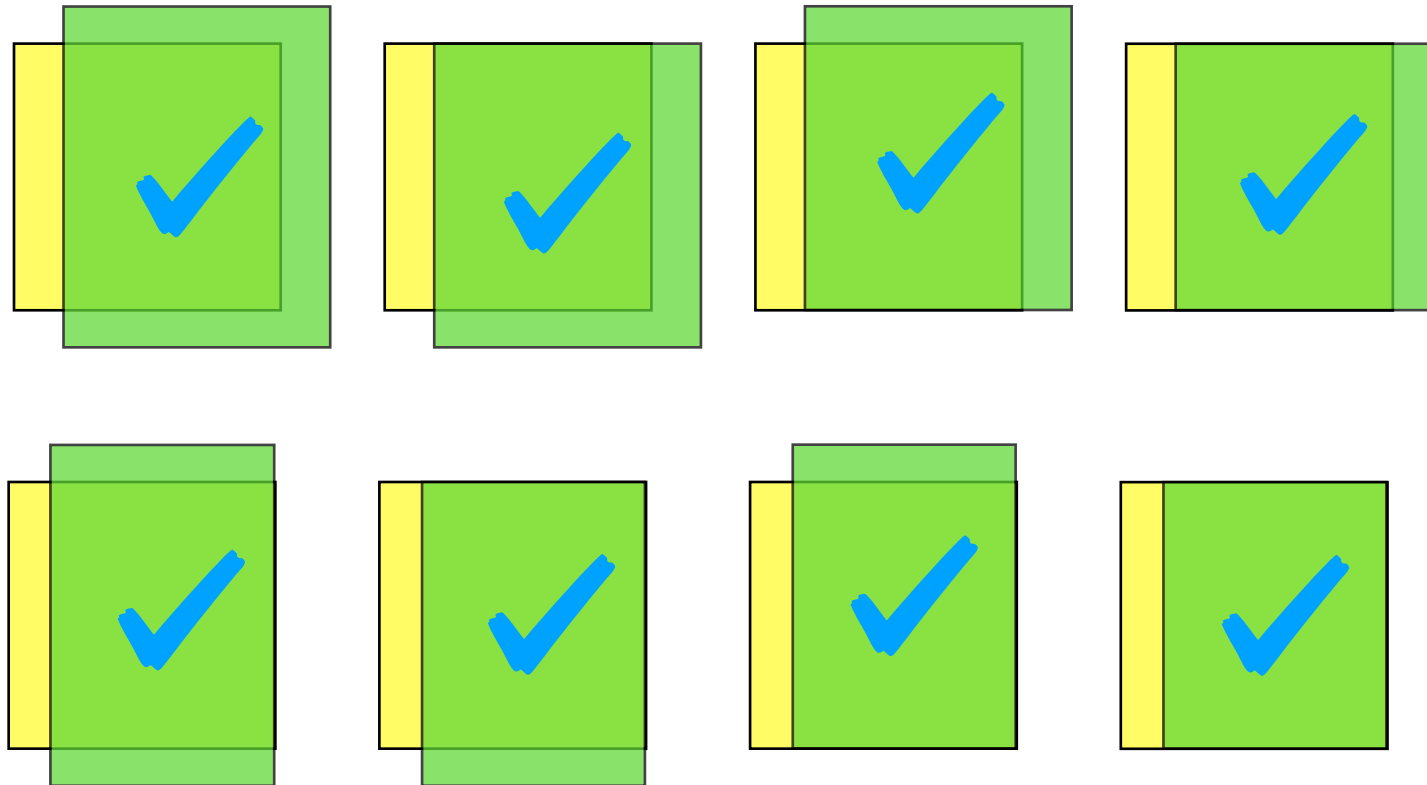
Overlap (Edge Left)



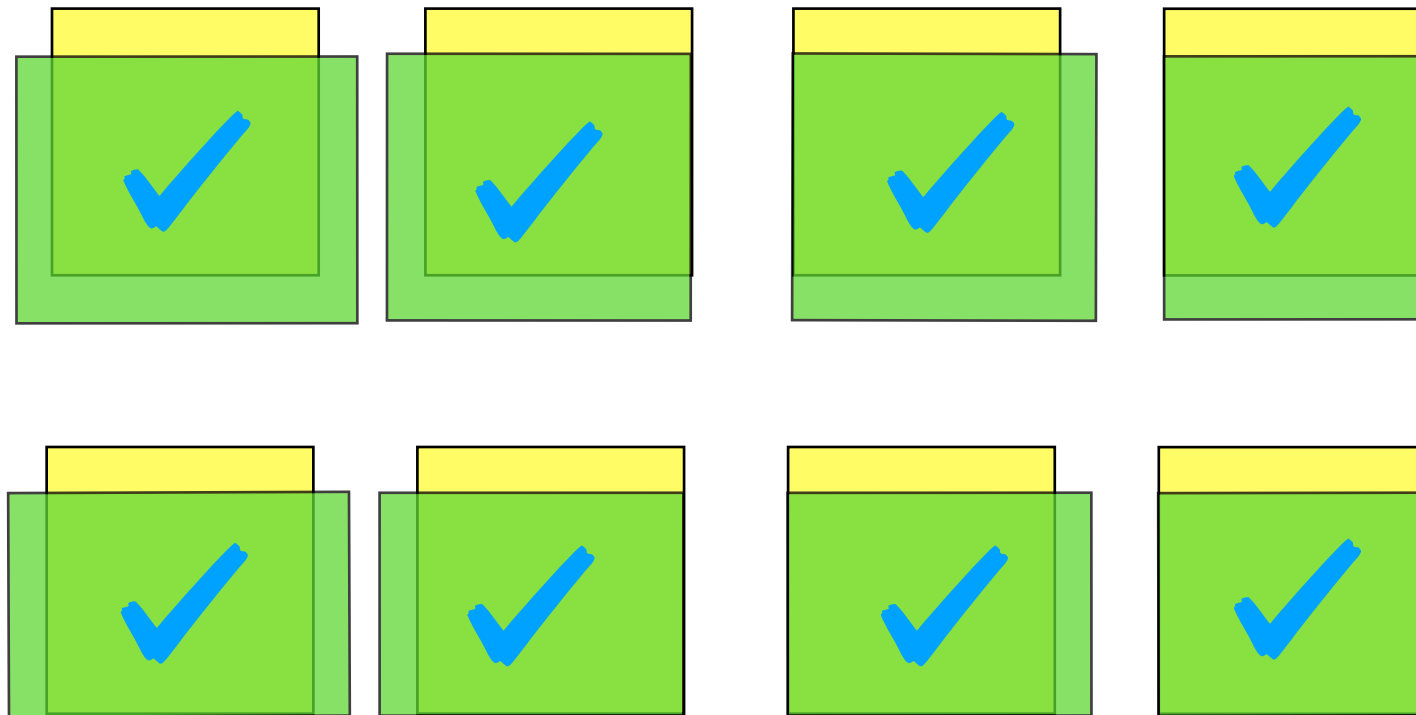
Overlap (Edge Top)



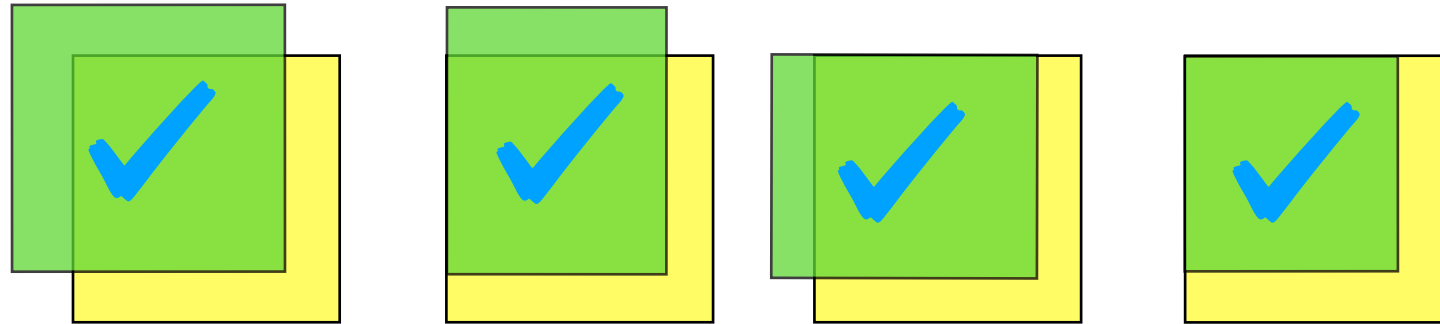
Overlap (Edge Right)



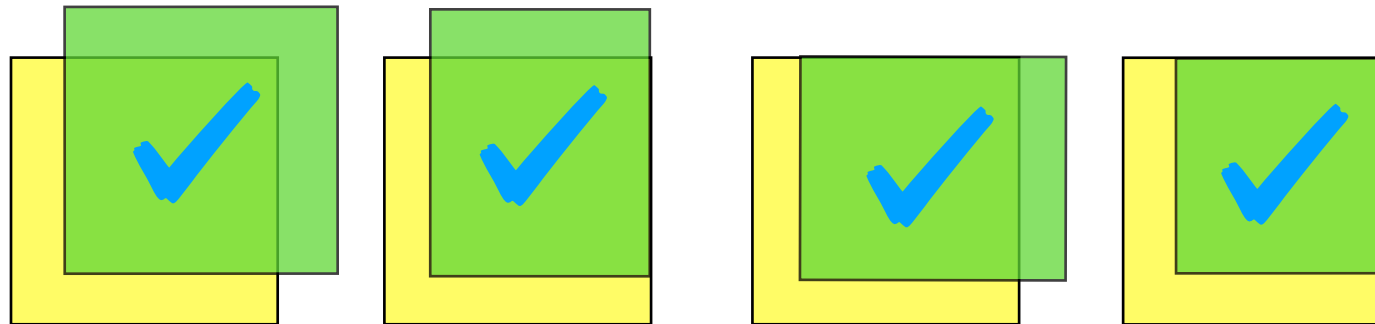
Overlap (Edge Bottom)



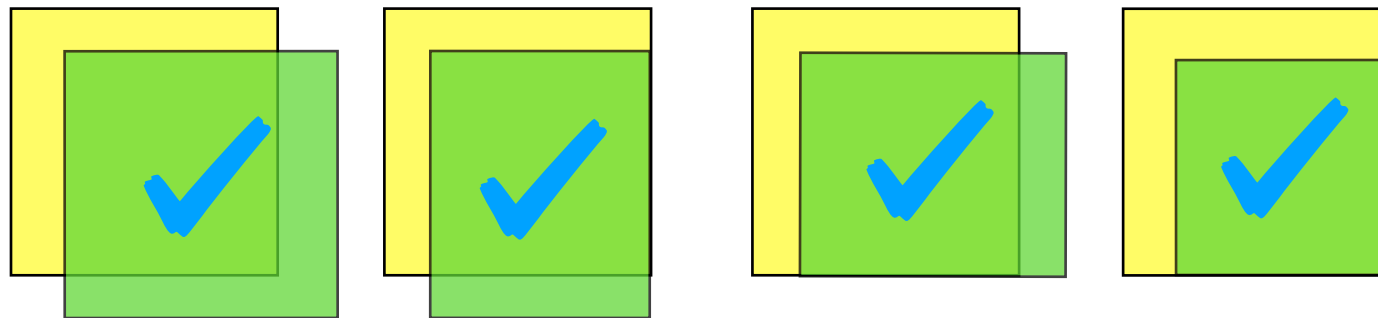
Overlap TopLeft



Overlap TopRight



Overlap BottomRight



Overlap BottomLeft

