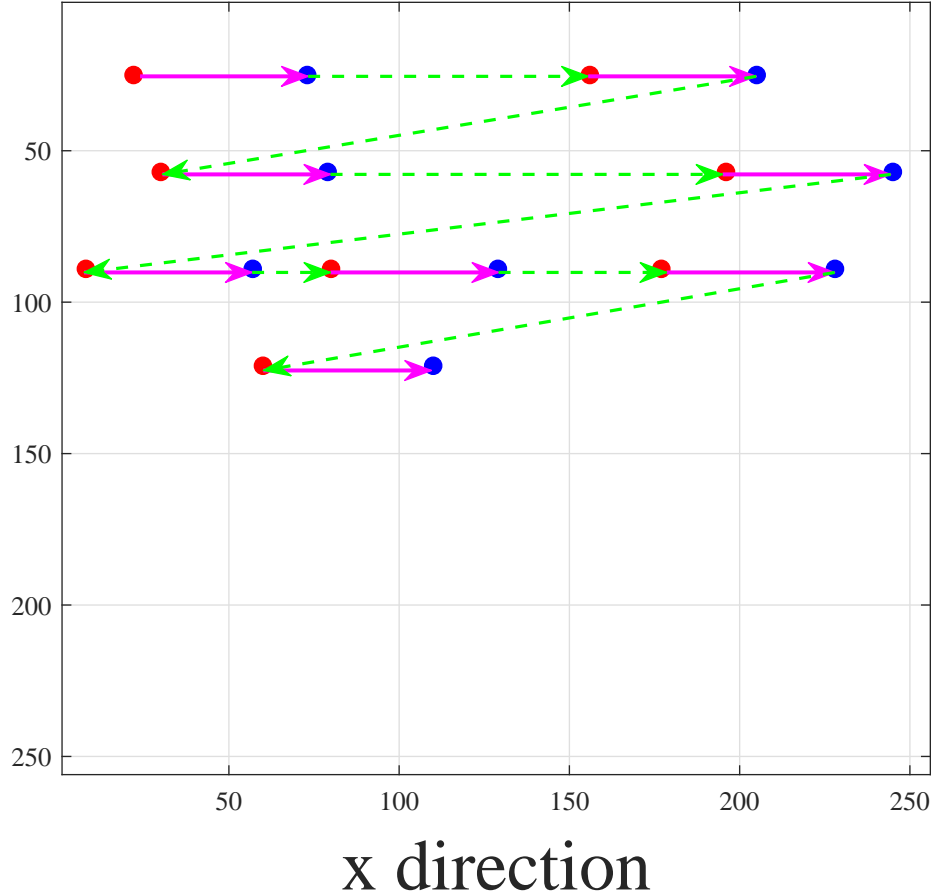


y direction



x direction