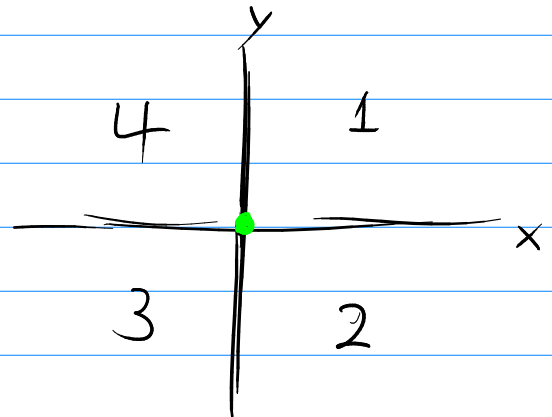
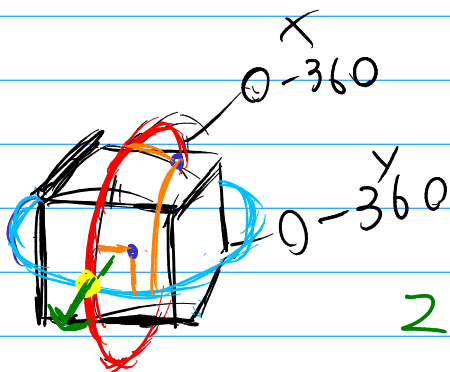


float[][] areaXcoeffs;   
 = new float[361][361]

float hP = 10;   
 Vector2 loc(190, 120);

Vector2 currentLoc() = loc;



• (0,0)